

OGRE SAVAGE

LARGE NATURAL HUMANOID

LEVEL 8 BRUTE

AC19

INIT +4

SPD 8

FORT21

Senses Perception +4

⚔ **Greatclub** (standard; at-will) • **Weapon**
Reach 2; +11 vs. AC; 2d10 + 5 damage.

⚙ **Pitch Cask** (standard; at-will) • **Weapon**
Ranged 20; −1 vs. Reflex; 2d6 fire damage, then the pitch cask
explodes as described in Pitch Cask section.

↓ **Angry Smash** (standard; recharge 6) • **Weapon**
The ogre savage makes a greatclub attack, but gets two attack rolls and takes the better result.

Equipment hide armor, greatclub

REF16

WILL16

HP/Bloodied111 / 55

STR +9 (21) | CON +9 (21) | DEX +4 (11) | INT +1 (4) | WIS +4 (11) | CHA +2 (6)

D&D ROLEPLAYING STATS

Languages Giant

SPECTER

MEDIUM SHADOW HUMANOID (UNDEAD)

LEVEL 4 LURKER

AC16

INIT +8

FLY 6 (hv); phasing

FORT16

Senses Perception +6; darkvision

Spectral Chill (Cold) aura 1; enemies in the aura take a −2 penalty to all defenses.

Immune disease, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 5 radiant

⚔ **Spectral Touch** (standard; at-will) • **Necrotic**
+7 vs. Reflex; 1d6 + 2 necrotic damage.

↔ **Spectral Barrage** (standard; recharge 5,6) • **Illusion, Psychic**
Close burst 2; targets enemies; +7 vs. Will; 2d6 + 2 psychic damage, and the target is knocked prone.

Invisibility (standard; at-will) • **Illusion**
The specter becomes invisible until it attacks or until it is hit by an attack.

Skills Stealth +9

REF16

WILL17

HP/Bloodied30 / 15

STR +2 (10) | CON +3 (13) | DEX +4 (15) | INT +0 (6) | WIS +1 (8) | CHA +4 (15)

D&D ROLEPLAYING STATS

Languages Common

OCHRE JELLY

LARGE NATURAL BEAST (BLIND, OOZE)

LEVEL 3 ELITE BRUTE

AC18

INIT +0

SPD 4

FORT16

Senses Perception +2; blindsight 10, tremorsense 10

Immune gaze; **Resist** 5 acid **Saving Throws** +2

Action Points 1

⚔ **Slam** (standard; at-will) • **Acid**
+8 vs. AC; 2d6 + 1 damage, and ongoing 5 acid damage (save ends).

Flowing Form (move; at-will)
The ochre jelly shifts 4 squares.

Split (when first bloodied; encounter)
The ochre jelly splits into two, each with hit points equal one-half its current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if it is reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves of the ochre jelly recombine into a single creature at the end of the encounter.

REF14

WILL14

HP/Bloodied102 / 51

STR +2 (13) | CON +1 (11) | DEX +0 (8) | INT −4 (1) | WIS +2 (12) | CHA −4 (1)

D&D ROLEPLAYING STATS

Languages —

MAGMA CLAW

MEDIUM ELEMENTAL MAGICAL BEAST (EARTH, FIRE)

LEVEL 4 BRUTE

AC16

INIT +3

SPD 4

CHRG 8

FORT16

Senses Perception +7

Immune petrification; **Resist** 10 fire; **Vulnerable** cold (slowed until the end of the magma claw's next turn)

⚔ **Claw** (standard; at-will) • **Fire**
+7 vs. AC; 1d6 + 4 damage plus 1d6 fire damage.

↓ **Spew Lava** (standard; at-will) • **Fire**
+5 vs. Reflex; the target takes ongoing 5 fire damage and is immobilized (save ends both).

Skills Endurance +9, Stealth +8

REF14

WILL13

HP/Bloodied64 / 32

STR +6 (18) | CON +4 (14) | DEX +3 (12) | INT −2 (2) | WIS +2 (11) | CHA +0 (6)

D&D ROLEPLAYING STATS

Languages Primordial

SPITTING DRAKE

MEDIUM NATURAL BEAST (REPTILE)

LEVEL 3 ARTILLERY

AC17

INIT +5

SPD 7

FORT14

Senses Perception +3

Resist 10 acid

⚔ **Bite** (standard; at-will)
+6 vs. AC; 1d6 + 2 damage.

⚡ **Caustic Spit** (standard; at-will) • **Acid**
Ranged 10; +8 vs. Reflex; 1d10 + 4 acid damage.

REF16

WILL14

HP/Bloodied38 / 19

STR +3 (14) | CON +3 (14) | DEX +5 (18) | INT −3 (3) | WIS +3 (14) | CHA +2 (12)

D&D ROLEPLAYING STATS

Languages —

SINRUTH, HOBGOBLIN CHIEFTAIN

MEDIUM NATURAL HUMANOID, GOBLIN

LEVEL 2 SOLDIER SOLO

AC22

INIT +7

SPD 5

FORT16

Senses Perception +3; low-light vision

Saving Throws +5; **Action Points** 2

⚔ **Spiked Chain** (standard; at-will) • **Weapon**
Reach 2; +8 vs. AC; 2d4 + 4 damage.

↓ **Chain Yank** (standard; at-will) • **Weapon**
Requires spiked chain; reach 2; +8 vs. AC; 1d10 + 4 damage, and the target is pulled 1. If creature is adjacent, chain yank instead briefly bashes the creature against Sinruth's armor spikes for an extra 1d6 damage.

↓ **Chain Trip** (standard; at-will) • **Weapon**
Requires spiked chain; reach 2; +6 vs. Reflex; 1d6 + 4 damage, and the target is knocked prone.

↔ **Chain Whirlwind** (standard; recharge 5,6) • **Weapon**
Requires spiked chain; close burst 1; +8 vs. AC; 1d6 + 4 damage.

↓ **Jackboot Stomp** (minor; at-will) • **Weapon**
Requires adjacent prone target; +6 vs. AC; 1d6 + 4 damage.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter) Sinruth rolls a saving throw against the effect.

Phalanx Soldier Sinruth gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Skills Athletics +9, Intimidate +8

Equipment plate armor, spiked chain

REF16

WILL12

HP/Bloodied185 / 92

STR +4 (17) | CON +2 (13) | DEX +3 (14) | INT +1 (10) | WIS +1 (10) | CHA +3 (14)

D&D ROLEPLAYING STATS

Languages Common, Goblin

NEEDLEFANG DRAKE SWARM

MEDIUM NATURAL BEAST (REPTILE, SWARM)

LEVEL 2 SOLDIER

AC18

INIT +7

SPD 7

FORT15

Senses Perception +7

Swarm Attack aura 1; the needlefang drake swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

⚔ **Swarm of Teeth** (standard; at-will)
+8 vs. AC; 1d10 + 4 damage, or 2d10 + 4 damage against a prone target.

↓ **Pull Down** (minor; at-will)
+7 vs. Fortitude; the target is knocked prone.

REF17

WILL14

HP/Bloodied38 / 19

STR +3 (15) | CON +3 (14) | DEX +5 (18) | INT −3 (2) | WIS +2 (12) | CHA +1 (10)

D&D ROLEPLAYING STATS

Languages —

WERERAT

MEDIUM NATURAL HUMANOID (SHAPECHANGER)

LEVEL 3 SKIRMISHER

AC17

INIT +7

SPD 6

FORT15

Senses Perception +7; low-light vision

Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn)

⚔ **Short Sword** (standard; at-will) • **Weapon**
+8 vs. AC; 1d6 + 4 damage.

⚔ **Bite** (standard; at-will) • **Disease**
+8 vs. AC; 1d4 + 2 damage, and the target takes ongoing 2 damage (save ends) and contracts filth fever (see below).

Change Shape (minor; at-will) • **Polymorph**
A wererat can alter its physical form to appear as a dire rat or a unique human (see Change Shape, page 280 in the Monster Manual). It loses its bite attack in human form.

Combat Advantage The wererat deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

Skills Bluff +6, Stealth +10, Streetwise +6, Thievery +10

Equipment cloak, short sword

REF16

WILL13

HP/Bloodied48 / 24

STR +1 (10) | CON +4 (16) | DEX +5 (18) | INT +1 (10) | WIS +2 (12) | CHA +1 (11)

D&D ROLEPLAYING STATS

Languages Common

ZOMBIE

MEDIUM NATURAL ANIMATE (UNDEAD)

LEVEL 2 BRUTE

AC

13

FORT

13

REF

9

WILL

10

HP/Bloodied

40 / 20

INIT -1

SPD 4

Senses Perception +0; darkvision

Immune disease, poison; **Resist** 10 necrotic;

Vulnerable 5 radiant

⊕ **Slam** (standard; at-will)

+6 vs. AC; 2d6 + 2 damage.

⊕ **Zombie Grab** (standard; at-will)

+4 vs. Fortitude; the target is grabbed (until escape). Checks made to escape the zombie's grab take a –5 penalty.

Zombie Weakness Any critical hit to the zombie reduces it to 0 hit points instantly.

STR +3 (14)

CON +1 (10)

DEX -1 (6)

INT -4 (1)

WIS +0 (8)

CHA -3 (3)

D&D ROLEPLAYING STATS

Languages —

RAGE DRAKE

LARGE NATURAL BEAST (MOUNT, REPTILE)

LEVEL 5 BRUTE

AC

17

FORT

17

REF

15

WILL

15

HP/Bloodied

77 / 38

INIT +3

SPD 8

Senses Perception +3

Immune fear (while bloodied only)

⊕ Bite (standard; at-will)

+9 vs. AC; 1d10 + 4 damage; see also bloodied rage.

⊕ **Claw** (standard; at-will)

+8 vs. AC; 1d6 + 4 damage; see also bloodied rage.

⊕ **Raking Charge** (standard; at-will)

When the rage drake charges, it makes two claw attacks against a single target.

Bloodied Rage (while bloodied) The rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.

Raging Mount (while bloodied and mounted by a friendly rider of 5th level or higher; at-will) • **Mount**

The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.

STR +6 (19)

CON +3 (13)

DEX +3 (13)

INT -2 (3)

WIS +3 (13)

CHA +3 (12)

D&D ROLEPLAYING STATS

Languages —