

PART 1: The Witchwood

Doom Hand Cleric		Level 5 Soldier (Leader)	
Medium natural humanoid		XP 200	
Initiative +2		Senses Perception +6; low-light vision	
HP 63; Bloodied 32			
AC 21 (23 with <i>phalanx soldier</i>); Fortitude 18, Reflex 18, Will 20			
Speed 5			
⚔ Heavy Mace (standard; at-will) * Weapon			
+12 vs. AC; 1d10 + 4 damage.			
✊ Grip of Doom (standard; recharge ⏏) * Fear, Weapon			
+10 vs. Will; 3d6 + 4 necrotic damage, and the target is stunned (save ends).			
Hobgoblin Resilience (immediate reaction, when the Doom Hand cleric suffers an effect that a save can end; encounter)			
The Doom Hand cleric rolls a saving throw against the effect.			
Phalanx Soldier			
The Doom Hand cleric gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.			
Alignment Evil		Languages Common, Goblin	
Skills Religion +11			
Str 18 (+6)		Dex 10 (+2)	Wis 19 (+6)
Con 15 (+4)		Int 15 (+4)	Cha 12 (+3)
Equipment scale armor, light shield, heavy mace			

Doom Hand Cleric Tactics

Doom Hand Clerics lead small squads of soldiers on missions for the Red Hand horde. In combat, they smash enemies with their maces, reserving the *grip of doom* for particularly resilient enemies. They are religious fanatics who do not believe in surrender or submission.

Hobgoblin Bladebearer	Level 5 Skirmisher	
Medium natural humanoid	XP 200	
Initiative +7 Senses Perception +3; low-light vision		
HP 63; Bloodied 32		
AC 18; Fortitude 16, Reflex 16, Will 14		
Speed 6		
⚔ Hookblade (standard; at-will) * Weapon		
+10 vs. AC; 1d8 + 3 damage.		
⚔ Double Attack (standard; at-will) * Weapon		
The Hobgoblin Bladebearer makes two <i>hookblade</i> attacks.		
⚔ Running Attack (standard; when hobgoblin bladebearer doesn't move on its turn; at-will) * Weapon		
The hobgoblin bladebearer moves up to 6 squares and makes a <i>double attack</i> at any point during that movement. The hobgoblin bladebearer doesn't provoke opportunity attacks when moving away from the target of the attack.		
Hobgoblin Resilience (immediate reaction, when the hobgoblin bladebearer suffers an effect that a save can end; encounter)		
The hobgoblin bladebearer rolls a saving throw against the effect.		
Alignment Evil	Languages Common, Goblin	
Skills Athletics +10		
Str 16 (+5)	Dex 16 (+5)	Wis 12 (+3)
Con 15 (+4)	Int 10 (+2)	Cha 8 (+1)
Equipment leather armor, two hookblades		

Hobgoblin Bladebearer Tactics

The bladebearers are members of a martial cult, assigned to accompany or lead squads of lesser soldiers. They are highly mobile attackers, using their *running attack* powers to hit and run.

Goblin Outrider		Level 5 Artillery	
Small natural humanoid		XP 200	
Initiative +6		Senses Perception +3; low-light vision	
HP 49; Bloodied 24			
AC 19; Fortitude 15, Reflex 18, Will 14			
Speed 6; see also <i>evasive fire</i> and <i>goblin tactics</i>			
⚔ Short Sword (standard; at-will) * Weapon			
+9 vs. AC; 1d6 + 3 damage.			
⚔ Shortbow (standard; at-will) * Weapon			
Ranged 10/20; +12 vs. AC; 1d6 + 5 damage.			
Combat Advantage			
The goblin outrider deals an extra 1d6 damage against any target it has combat advantage against.			
Evasive Fire (move; at-will)			
The goblin outrider makes its mount shift 1 square.			
Goblin Tactics (immediate reaction, when the goblin outrider or its mount are missed by a melee attack; at-will)			
The goblin outrider or its mount shift 1 square.			
Alignment Evil		Languages Common, Draconic, Goblin	
Skills Nature +8, Stealth +13			
Str 14 (+4)		Dex 20 (+7)	
Con 13 (+3)		Int 8 (+1)	
		Wis 13 (+3)	
		Cha 8 (+1)	
Equipment leather armor, short sword, shortbow			

Goblin Outrider Tactics

Goblin outriders never stray far alone and are typically encountered mounted. On the backs of their mounts, they pepper their enemies with arrows, using their *evasive fire* power to avoid opportunity attacks when their mounts are in melee.

Young Fen Hydra		Level 7 Solo Brute	
Large natural beast (reptile)		XP 1,250	
Initiative +9		Senses Perception +9; all-around vision	
HP 288; Bloodied 144; see <i>many-headed</i>			
AC 19; Fortitude 20, Reflex 18, Will 17			
Speed 6 (swamp walk); <i>swim</i> 6			
⚔ Bite (standard; at-will)			
Reach 2; +10 vs. AC; 1d6 + 5 damage.			
⚔ Hydra Fury (standard; at-will)			
The young fen hydra makes 5 bite attacks.			
Many-Headed			
Each time the hydra becomes dazed or stunned, it loses one attack on its next turn instead. Multiple such effects stack.			
Threatening Reach			
The hydra can make opportunity attacks against all enemies within its reach (2 squares).			
Alignment Unaligned		Languages -	
Skills Stealth +21			
Str 20 (+8)		Dex 16 (+6)	Wis 14 (+5)
Con 20 (+8)		Int 2 (-1)	Cha 8 (+2)

Young Fen Hydra Tactics

Young fen hydras fight similarly to their fully grown kin.

Young Indomitable Hydra		Level 7 Solo Brute
Large natural beast (reptile)		XP 1,250
Initiative +9 Senses Perception +9; all-around vision		
HP 288; Bloodied 144; see <i>many-headed</i>		
AC 19; Fortitude 20, Reflex 18, Will 17		
Resist daze, dominate, stun (these effects only cause the hydra to lose its minor action on its turn)		
Speed 6 (swamp walk); <i>swim</i> 6		
⚔ Bite (standard; at-will) * Poison		
Reach 2; +6 vs. AC; 1d6 + 4 damage and ongoing 5 poison damage (save ends).		
☞ Poison Spit (minor; at-will) * Poison		
Range 5; +6 vs. Fortitude; ongoing 5 poison damage (save ends).		
⚡ Hydra Fury (standard; at-will) * Poison		
See <i>many-headed</i> . Close burst 2; +6 vs. AC; 1d6 + 4 damage and ongoing 5 poison damage (save ends). <i>Miss</i> : half damage and no ongoing poison damage.		
Many-Headed		
<ul style="list-style-type: none">◆ Add the number of heads the hydra currently has as a bonus to attack and damage for <i>hydra fury</i>. The hydra begins combat with 5 heads.◆ At 250 hit points and every 25 thereafter (225, 200, 175, 150, 125, 100, 75, 50, and 25) one of the hydra's heads is beheaded or destroyed, leaving behind a bleeding stump.◆ If the hydra is critically hit while it has a bleeding stump, the stump is also destroyed and <i>regrow heads</i> cannot be used on it.◆ If the hydra is reduced to zero heads, it is instantly reduced to 0 hit points.		
Regrow Heads (minor, when the hydra has at least one bleeding stump; recharge ☞ ☞ ☞)		
The hydra gains 2 heads, 10 temporary hit points, and loses one bleeding stump. See <i>many-headed</i> .		
Alignment Unaligned		Languages -
Str 18 (+7)	Dex 14 (+5)	Wis 13 (+4)
Con 16 (+6)	Int 2 (-1)	Cha 8 (+2)

Karkilan	Level 7 Elite Soldier
Medium natural humanoid	XP 600
Initiative +4	Senses Perception +4
Shield Bearer aura 1; allies gain a +2 power bonus to AC.	
HP 160; Bloodied 80; see also <i>ferocity</i>	
AC 25; Fortitude 24, Reflex 20, Will 23	
Speed 5	
⚔ Greatsword (standard; at-will) * Weapon	
+14 vs. AC; 1d10 + 5 damage .	
⚡ Goring Charge (standard; at-will) * Weapon	
Karkilan makes a charge attack: +15 vs. AC; 1d6+5 damage and the target is knocked prone.	
Indomitable Presence	
Every time Karkilan attacks, whether the attack hits or misses, he may mark the target. The mark lasts until the end of Karkilan's next turn.	

In addition, whenever a marked target within Karkilan's reach shifts or makes an attack that does not include Karkilan, Karkilan may make a basic melee attack against that target as an immediate interrupt.

Ferocity (when reduced to 0 hit points)

Karkilan makes a basic melee attack.

Alignment Unaligned

Languages Common

Skills Dungeoneering +7, Intimidate +9

Str 21 (+8)

Dex 9 (+2)

Wis 13 (+4)

Con 16 (+6)

Int 8 (+2)

Cha 12 (+4)

Equipment scale armor, heavy shield, greatsword

Karkilan's Tactics

Karkilan begins combat with a *goring charge* and then fights with his greatsword. He sticks close to the front lines so that he gets the full effect of his *indomitable presence*.

Wyrmlord Koth		Level 7 Elite Controller
Medium natural humanoid		XP 600
Initiative +8 Senses Perception +4; low-light vision		
HP 160; Bloodied 80		
AC 23; Fortitude 21, Reflex 18, Will 22		
Saving Throws + 2		
Speed 7		
Action Points 1		
⚔ Morningstar (standard; at-will) * Weapon		
+12 vs. AC; 1d10 + 3 damage.		
☞ Curse of the Red Hand (minor; recharge ☞ ☞ ☞)		
Ranged 10; +10 vs. Will; 1d12 + 5 damage and the target is immobilized (save ends). <i>Aftereffect</i> : The target is slowed (save ends).		
⚡ Doomwave (standard; at-will) * Necrotic		
Close blast 3; +10 vs. Reflex; 2d6 + 5 necrotic damage and the target takes -4 to attack (save ends).		
⚡ Hammer of Wrath (standard; at-will) * Thunder		
Area burst 3 within 20; +10 vs. Fortitude; 3d4 + 5 thunder damage and the target is dazed (save ends).		
Tactical Teleport (move; recharges when bloodied) * Teleport		
Wyrmlord Koth teleports 10 squares.		
Predatory Eye (minor; at-will)		
Koth deals an extra 1d6 damage on the next attack he makes with combat advantage. He must apply this bonus before the end of his next turn.		
Alignment Evil		Languages Common, Draconic, Goblin
Skills Arcana +7, Bluff +13, Intimidate +13, Stealth +10		
Str 16 (+6)	Dex 15 (+5)	Wis 11 (+3)
Con 16 (+6)	Int 12 (+4)	Cha 21 (+8)
Equipment leather armor, light shield, morningstar		

Wyrmlord Koth's Tactics

Koth fights with almost elemental fury. If the enemy is conveniently situated, he uses his *hammer of wrath*. If they are close to him, he employs his *doomwave*. Whenever possible, he places the *curse of the Red Hand* on an annoying opponent. When bloodied, he saves his *tactical teleport* until the right opportunity to flee presents itself.

Kulkor Zuul War Adept		Level 10 Artillery
Medium natural humanoid		XP 500
Initiative +8 Senses Perception +4; low-light vision		
HP 80; Bloodied 40		
AC 22; Fortitude 20, Reflex 24, Will 22		
Speed 6		
⚔ Staff (standard; at-will) * Weapon		
+17 vs. AC; 1d8 + 5 damage.		
⚡ Lightning Bolt (standard; recharge ⏏ ⏏ ⏏) * Lightning		
Range 10; +15 vs. Reflex; 2d6+8 lightning damage, and the war adept makes a secondary attack against two targets within 10 squares of the primary target. Secondary Attack: +15 vs. Reflex; 1d6 + 8 lightning damage.		
⚡ Mind Twist (standard; at-will) * Psychic		
Range 20; +15 vs. Will; 1d8+5 psychic damage and the target is dazed (save ends).		
🚶 Tactical Teleport (move; recharges when bloodied) * Teleport		
The war adept teleports 6 squares.		
Hobgoblin Resilience (immediate reaction, when the Doom Hand cleric suffers an effect that a save can end; encounter)		
The Doom Hand cleric rolls a saving throw against the effect.		
Alignment Evil		Languages Common, Goblin
Skills Religion +11		
Str 9 (+4)	Dex 13 (+6)	Wis 8 (+4)
Con 14 (+7)	Int 26 (+13)	Cha 15 (+7)
Equipment cloth armor, staff		

Kulkor Zuul War Adept Tactics

These hobgoblins are highly trained in the arcane arts. War adepts fight with their psychic and lightning attacks. If threatened in melee, they use their tactical teleport to escape.

PART 2: The Ruins of Rhest

Greenspawn Razorfiend		Level 10 Elite Skirmisher
Large natural beast (reptile)		XP 1,000
Initiative +10 Senses Perception +8; low-light vision		
HP 208; Bloodied 104		
AC 26; Fortitude 24, Reflex 26, Will 22		
Resist 10 acid		
Saving Throws +2		
Speed 8, swim 8; see also <i>leap attack</i> and <i>defensive hop</i>		
Action Points 1		
⬇ Wingblade (standard; at-will)		
+15 vs. AC; 1d12 + 6 damage (crit 2d12 + 18). This attack scores a critical hit on a roll of 19 or 20 (a 19 is not an automatic hit, however).		
⬇ Leap Attack (standard; at-will)		
The greenspawn razorfiend leaps at the target, shifting 6 squares and making two <i>wingblade</i> attacks		
Defensive Hop (immediate reaction, when missed by a melee attack; at-will)		
The greenspawn razorfiend shifts 3 squares.		
Alignment Evil		Languages Draconic
Skills Athletics +21		
Str 22 (+11)	Dex 17 (+8)	Wis 16 (+8)
Con 16 (+8)	Int 8 (+4)	Cha 10 (+5)

Greenspawn Razorfiend Tactics

The greenspawn razorfiend springs into combat using its leap attack. It then spends an action point to leap towards an unprotected group of enemies, targeting one with leap attack and unleashing its breath weapon on the highest concentration of foes. When possible, it uses its defensive hop to move towards the margins of the combat, targeting weak or unprotected foes with further attacks.

Giant Owl		Level 5 Skirmisher
Large natural beast (mount)		XP 200
Initiative +7	Senses Perception +3; low-light vision	
HP 64; Bloodied 32		
AC 18; Fortitude 17, Reflex 15, Will 13		
Speed 3 (clumsy), fly 10, overland flight 12		
Ⓣ Talon (standard; at-will)		
+8 vs. AC; 1d8 + 5 damage.		
↓ Swooping Dive (standard, usable only while flying; at-will)		
When the owl charges an enemy it has combat advantage against, it deals 2d8 extra damage and knocks the enemy prone.		
Aerial Agility +1 (while mounted by a friendly rider of 5th level or higher; at-will)		
While flying, a giant owl grants its rider a +1 bonus to all defenses.		
Alignment Unaligned	Languages -	
Skills Stealth +11		
Str 19 (+6)	Dex 17 (+5)	Wis 12 (+3)
Con 16 (+5)	Int 2 (-2)	Cha 6 (+0)
Equipment saddle		

Nurklenak		Level 10 Elite Controller (Leader)
Medium natural humanoid		XP 1,000
Initiative +5	Senses Perception +5; low-light vision	
Telepathic Superiority aura 10; allies in the aura cannot be flanked and gain +2 to one attack on their turns.		
HP 202; Bloodied 101		
AC 24; Fortitude 20, Reflex 23, Will 26		
Saving Throws +2		
Speed 6		
Action Points 1		
⚔ Dagger (standard; at-will) * Weapon		
+15 vs. AC; 1d8 + 5 damage.		
🦇 Enslave Mind (standard; recharge ⏏ ⏏) * Psychic, Charm		
Range 10; +13 vs. Will; The target is dominated (save ends). Nurklenak can enslave only one creature at a time		
⚡ Brainfire (minor; at-will) * Psychic		
Range 10; +13 vs. Will; the target takes 7 ongoing psychic damage and is dazed (save ends both).		
🦇 Psychic Whip (standard; at-will) * Psychic		
Burst 2 within 10; targets enemies; +13 vs. Will; 1d6 + 7 damage and the target is slowed and takes -2 to attacks (save ends both).		
Hobgoblin Resilience (immediate reaction, when Nurklenak suffers an effect that a save can end; encounter)		
Nurklenak rolls a saving throw against the effect.		
Alignment Evil	Languages Common, Goblin	
Str 11 (+5)	Dex 11 (+5)	Wis 10 (+5)
Con 13 (+6)	Int 17 (+8)	Cha 25 (+12)

Nurklenak's Tactics

Nurklenak uses *brainfire* constantly, while trying to dominate a creature with his *enslave mind* power. While he has a target dominated, he uses his *psychic whip* on his enemies.

Wyrmlord Saarvith	Level 9 Elite Artillery
Small natural humanoid	XP 800
Initiative +12	Senses Perception +9; low-light vision
HP 152; Bloodied 76	
AC 21; Fortitude 20, Reflex 24, Will 20	
Saving Throws +2	
Speed 6	
Action Points 1	
⚔ Longsword (standard; at-will) * Weapon	
+16 vs. AC; 1d8 + 3 damage.	
🏹 Shortbow (standard; at-will) * Weapon	
Ranged 15/30; +16 vs. AC; 1d6 + 5 damage.	
↘ Double Attack (standard; at-will) * Weapon	
Saarvith makes two shortbow attacks.	
Saarvith's Quarry (minor; at-will)	
Saarvith designates the closest enemy he can see as his quarry. All of his attacks deal 1d6 extra damage against that enemy. Only one enemy can bear this designation at a time.	
Elf Slayer	
Saarvith's attacks deal an extra 1d6 damage against elves.	
Mounted Combat	
When Saarvith rides a creature, it gains access to any special mount abilities it confers to its rider. While riding a creature, the creature can make any Athletics, Acrobatics, Endurance or Stealth checks using Saarvith's skill check bonus rather than its own.	
Evasive Fire (move; at-will)	
Saarvith makes his mount shift 1 square.	
Goblin Tactics (immediate reaction, when Saarvith or his mount are missed by a melee attack; at-will)	
Saarvith or his mount shift 1 square.	
Alignment Evil	Languages Common, Draconic, Goblin
Skills Athletics +12, Endurance +12, Nature +9, Perception +12, Stealth +14	
Str 17 (+7)	Dex 20 (+9) Wis 17 (+7)
Con 16 (+7)	Int 11 (+4) Cha 12 (+5)
Equipment hide armor, shortbow, quiver, longsword, saddle for Regiarix	

Wyrmlord Saarvith's Tactics

Saarvith typically designates the closest target as his quarry and uses double attacks against it. He prefers elves or humans as targets. When his mount is in melee, Sarvith uses evasive fire so that his ranged attacks do not draw opportunity attacks.

Regiarix, Young Adult Dragon	Level 10 Solo Lurker
Large natural magical beast (aquatic, dragon, mount)	XP 2,500
Initiative +15	Senses Perception +13; darkvision
HP 520; Bloodied 260; see also <i>bloodied breath</i>	
AC 27; Fortitude 23, Reflex 25, Will 22	
Resist 15 acid	
Saving Throws +5	
Speed 8, fly 8 (hover), overland flight 10, swim 8	
Action Points 2	
⚔ Bite (standard; at-will) * Acid	
Reach 2; +15 vs. AC; 1d8 + 4 damage and ongoing 5 acid damage (save ends).	
⚔ Claw (standard; at-will)	
Reach 2; +15 vs. AC; 1d6 + 4 damage.	
⚔ Double Attack (standard; at-will)	
Regiarix makes two claw attacks.	
⚔ Tail Slash (immediate reaction, when a melee attack misses Regiarix; at-will)	
Regiarix attacks the enemy that missed him; reach 2; +15 vs. AC; 1d8 + 6 damage and the target is pushed 1 square.	
⚔ Breath Weapon (standard; recharge ☞ ☞ ☞) * Acid	
Close blast 5; +12 vs. Reflex; 2d8+3 acid and the target takes 5 ongoing acid damage and takes a -4 penalty to AC (save ends both).	
⚔ Bloodied Breath (free, when first bloodied; encounter) * Acid	
Regiarix's breath weapon recharges and he uses it immediately.	
⚔ Cloud of Darkness (standard; sustain minor; recharge ☞ ☞ ☞) * Zone	
Close burst 2; this power creates a zone of darkness that remains in place until the end of Regiarix's next turn. The zone blocks line of sight for all creatures except Regiarix. Any creature entirely within the area (except Regiarix) is blinded.	
⚔ Frightful Presence (standard; encounter) * Fear	
Close burst 5; targets enemies; +12 vs. Will; the target is stunned until the end of Regiarix's next turn; <i>Aftereffect</i> : The target takes a -2 to attack rolls (save ends).	
Hunters of Rhest (while mounted by Wyrmlord Saarvith; at-will)	
Saarvith is automatically able to pinpoint any enemy that Regiarix himself can see. Saarvith is also able to hold his breath for up to 6 minutes without drowning, even in combat.	
Alignment Evil	Languages Common, Draconic
Skills Nature +12, Stealth +14	
Str 18 (+9)	Dex 22 (+11) Wis 16 (+8)
Con 16 (+8)	Int 14 (+7) Cha 12 (+6)

Regiarix's Tactics

As a black dragon (MM 76), except that Regiarix stops to pick up Saarvith if he falls off.

PART 3: The Ghostlord's Lair

Varanthian, Half-fiend Behir		Level 10 Solo Brute
Huge natural magical beast		XP 2,500
Initiative +9		Senses Perception +12; darkvision
HP 432; Bloodied 216; see also <i>bloodied breath</i>		
AC 24; Fortitude 27, Reflex 24, Will 20		
Resist 20 fire		
Saving Throws +5		
Speed 8, fly 8, climb 3		
Action Points 2		
⬇ Bite (standard; at-will)		
Reach 2; +13 vs. AC; 3d6 + 7 damage.		
⬇ Claw (standard; at-will)		
Reach 2; +13 vs. AC; 2d6 + 7 damage.		
⬇ Behir Fury (standard; at-will)		
Varanthian makes two claw attacks. If Varanthian hits a single target with both claw attacks, she makes a bite attack against the same target.		
⬇ Rake (immediate reaction, when an enemy moves to a position where it flanks Varanthian; at-will)		
Varanthian attacks the enemy with one of her back legs: reach 2; +13 vs. Reflex; 1d10 + 7 damage, and the target is knocked prone.		
⬇ Behir Rend (standard; sustain standard; recharge ☞☞☞)		
Varanthian grabs one foe and pulls it in close while rending with her many clawed appendages. Requires combat advantage; +11 vs. Reflex; 3d6 + 7 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. Varanthian can sustain the power as a standard action, dealing 3d6 + 7 damage and maintaining the grab.		
☞ Breath Weapon (standard; recharge ☞☞☞) * Lightning		
Varanthian targets up to three creatures with her lightning breath; the first target must be within 10 squares of Varanthian, the second target within 10 squares of the first, and the third target within 10 squares of the second; +11 vs. Reflex; 2d12 + 12 lightning damage. <i>Miss</i> : Half damage. This attack does not provoke opportunity attacks.		
☞ Bloodied Breath (free, when first bloodied; encounter) * Lightning		
Varanthian's breath weapon recharges, and she uses it immediately.		
Alignment Evil	Languages Common, Draconic	
Skills Athletics +17		
Str 24 (+12)	Dex 18 (+9)	Wis 14 (+7)
Con 20 (+10)	Int 11 (+4)	Cha 14 (+7)

Varanthian's Tactics

Varanthian likes to claw stuff. She subjects her targets to her *behir fury*, but is happy to rend creatures that she can gain combat advantage against. When her breath weapon is available, she spends action points to use it alongside her physical attacks.

Ghost Dire Lion		Level 9 Elite Brute
Large shadow beast (undead)		XP 800
Initiative +8		Senses Perception +5; darkvision
HP 180; Bloodied 90; see also <i>bloodied gaze</i>		
AC 23; Fortitude 25, Reflex 26, Will 20		
Immune disease, poison; Resist insubstantial		
Saving Throws +2		
Speed fly 7 (hover); phasing		
Action Points 1		
⬇ Shadow Claw (standard; at-will) * Necrotic		
+12 vs. AC; 2d8 + 4 necrotic damage and the dire ghost lion gains 5 temporary hit points.		
⬇ Double Attack (standard; at-will) * Necrotic		
The ghost dire lion makes two <i>shadow claw</i> attacks.		
☞ Corrupting Gaze (standard; recharge ☞☞☞) * Fear , Necrotic		
1 target within Close burst 5; +10 vs. Will; 4d6 + 5 necrotic damage and the target is stunned (save ends).		
☞ Bloodied Gaze (free, when first bloodied; encounter) * Fear , Necrotic		
The ghost dire lion's corrupting gaze recharges, and the ghost dire lion uses it immediately.		
Alignment Unaligned	Languages -	
Skills Stealth +19		
Str 19 (+8)	Dex 19 (+8)	Wis 13 (+5)
Con 17 (+7)	Int 2 (+0)	Cha 12 (+5)

Ghost Dire Lion Tactics

Ghost dire lions restlessly patrol their lairs, constantly on the alert for intruders. The ghost dire lion starts the combat by making a *corrupting gaze* attack on a target within range. It then spends an action point in order to move up to that target and make a *double attack*.

Ghost Lion		Level 9 Lurker
Large shadow beast (undead)		XP 400
Initiative +13		Senses Perception +5; darkvision
HP 58; Bloodied 26		
AC 23; Fortitude 22, Reflex 24, Will 20		
Immune disease, poison; Resist insubstantial		
Speed fly 7 (hover); phasing		
⬇ Claws (standard; at-will) * Necrotic		
+14 vs. AC; 2d6 + 5 necrotic damage.		
☞ Bloodcurdling Roar (standard; at-will) * Fear		
Close burst 5; targets enemies; +12 vs. Will; the target is dazed (save ends).		
Alignment Unaligned	Languages -	
Skills Stealth +19		
Str 17 (+7)	Dex 21 (+9)	Wis 13 (+5)
Con 16 (+7)	Int 2 (+0)	Cha 12 (+5)

Ghost Lion Tactics

Ghost lions prefer to hide themselves inside walls and floors. When enemies are near, they will move out and roar, then in the next turn, attack and then move back into hiding. When in pairs, only one will roar while the other attacks.

Ghost Lion Vestige		Level 9 Minion
Medium shadow beast (undead)		XP 100
Initiative +13	Senses Perception +5; darkvision	
HP 1; a missed attack never damages a minion		
AC 23; Fortitude 22, Reflex 24, Will 20		
Immune disease, poison; Resist insubstantial		
Speed fly 7 (hover); phasing		
Ⓜ Claw (standard; at-will)		
+14 vs AC; 5 damage.		
Alignment Unaligned	Languages Common	
Str 16 (+7)	Dex 21 (+9)	Wis 13 (+5)
Con 16 (+7)	Int 2 (+0)	Cha 12 (+5)

Ghost Lion Vestige Tactics

Ghost lion vestiges are the remnants of the Ghostlord's failed experiments. They only attack in the presense of more powerful ghost lions. When they attack, they pounce on enemies with their claws, choosing targets without noticable intelligence.

Doom Fist Monk		Level 9 Skirmisher
Medium natural humanoid		XP 400
Initiative +12 Senses Perception +7; low-light vision		
HP 95; Bloodied 47		
AC 23; Fortitude 20, Reflex 23, Will 21		
Speed 7		
Ⓣ Dragonchain (standard; at-will) * Weapon		
Reach 2; +14 vs. AC; 1d8 + 6 damage.		
Ⓣ Unarmed Strike (standard; at-will)		
+14 vs. AC; 1d8 + 6 damage.		
↓ Chain Constriction (standard; sustain standard; at-will) * Weapon		
Reach 2; +12 vs. Reflex; 1d8 + 6 damage and the target is grabbed (until escape). A target trying to escape the grab takes a −4 penalty to the check. The Doom Fist monk can sustain the power as a standard action, dealing 1d8 + 6 damage and maintaining the grab.		
Squirm Away (move; at-will)		
The Doom Fist monk shifts up to 3 squares.		
Alignment Evil		Languages Common, Goblin
Skills Athletics +12, Acrobatics +15, Stealth +15		
Str 17 (+7)	Dex 22 (+10)	Wis 17 (+7)
Con 15 (+6)	Int 14 (+6)	Cha 10 (+4)
Equipment cloth armor, dragonchain		

Doom Fist Monk Tactics

Doom Fist Monks move gracefully through even the thickest melees lashing enemies with their cruel dragonchains. Their favorite tactic is to constrict an enemy with their dragonchain and then shift to a space 2 squares away, leaving an enemy without a reach weapon unable to attack them in return.

Gray Ooze		Level 7 Solo Brute
Large natural beast (blind, ooze)		XP 350
Initiative +5		Senses Perception +5; tremorsense 5
HP 328; Bloodied 164		
AC 20; Fortitude 20, Reflex 18, Will 17		
Immune gaze; Resist 15 acid		
Saving Throws +5		
Speed 4		
Action Points 2		
Ⓢ Slam (standard; at-will) * Acid		
Reach 2; +10 vs. AC; 1d8 + 3 damage plus 10 ongoing acid damage (save ends).		
↓ Double Attack (standard; at-will) * Acid		
The gray ooze makes two slam attacks.		
↓ Corrosive Retort (immediate reaction, when hit by a melee attack using a weapon, at-will) * Acid		
The gray ooze attacks that creature: +10 vs AC; 1d8 + 3 acid damage and the creature takes -4 to attacks (save ends).		
Camouflage		
The gray ooze appears as a harmless puddle of greasy water until seen (Perception DC 30) or it attacks. Creatures stepping into the gray ooze's space are subject to opportunity attacks.		
Alignment Unaligned		Languages -
Skills Stealth +9		
Str 16 (+6)	Dex 14 (+5)	Wis 14 (+5)
Con 18 (+7)	Int 2 (-2)	Cha 1 (-2)

Gray Ooze Tactics

These vile creatures leave everything they contact with a generous coat of acid.

Lesser Bonedrinker		Level 8 Soldier
Small shadow humanoid (undead)		XP 350
Initiative +11 Senses Perception +3; darkvision		
HP 106; Bloodied 53		
AC 24; Fortitude 21, Reflex 20, Will 18		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
④ Claw (standard; at-will) * Necrotic +15 vs. AC; 2d6 + 5 necrotic damage.		
↓ Tentacles (standard; at-will) * Necrotic Reach 2; +15 vs. AC; 1d8 + 5 necrotic damage and the lesser bonedrinker makes a secondary attack against the same target. <i>Secondary Attack</i> : +13 vs. Fort; the target loses 1 healing surge and is dazed (save ends).		
Alignment Evil		Languages Common
Str 20 (+9)	Dex 20 (+9)	Wis 9 (+3)
Con 18 (+8)	Int 6 (+2)	Cha 13 (+5)

Lesser Bonedrinker Tactics

Lesser bondrinkers attack their targets relentlessly with claws and tentacles.

Wyrmlord Ulwai Stormcaller			Level 10 Elite Controller		
Medium natural humanoid			XP 1,000		
Initiative +11			Senses Perception +8; low-light vision		
HP 210; Bloodied 105					
AC 26; Fortitude 22, Reflex 24, Will 25					
Saving Throws +2					
Speed 6					
Action Points 1					
⚡ Whip (standard; at-will) * Weapon					
Reach 3; +15 vs. AC; 1d6 + 6 damage.					
⚡ Thunderstrike (standard; recharge ⏏ ⏏ ⏏ ⏏) * Thunder					
Range 10; +13 vs. Reflex; 4d8 + 4 thunder damage.					
⚡ Fascinate (standard; recharge ⏏ ⏏) * Psychic					
Close burst 5; targets enemies; +13 vs Will; the target is dazed (save ends).					
⚡ Ventriloquism (minor; at-will)					
Deafened enemies are immune; Up to 2 targets within close burst 5; +13 vs. Will; the target shifts 2 squares.					
⚡ Soothing Song (minor 1/round; at-will)					
One ally within 5, or Wyrmlord Stormcaller, gains 5 temporary hit points and removes one effect afflicting it.					
⚡ Staff of Stormclouds (standard; sustain minor; encounter) * Zone					
Close burst 8; The area is filled with obscuring fog that blocks line of sight and grants concealment to creatures within it.					
Glibness					
Wyrmlord Stormcaller rolls twice for Bluff checks and takes the higher result.					
Hobgoblin Resilience (immediate reaction, when Wyrmlord Stormcaller suffers an effect that a save can end; encounter)					
Wyrmlord Stormcaller rolls a saving throw against the effect.					
Alignment Evil		Languages Common, Goblin			
Skills Arcana +13, Bluff +19, Diplomacy +16, Stealth +16					
Str 16 (+8)		Dex 22 (+11)		Wis 17 (+8)	
Con 17 (+8)		Int 17 (+8)		Cha 19 (+9)	
Equipment leather armor, whip					

Wyrmlord Stormcaller's Tactics

Ulwai Stormcaller lashes out in combat, using *thunderstrike* or *fascinate* each round combined with *ventriloquism* or *soothing song*. If badly hurt, she uses the Staff of Stormclouds to obscure her escape.

The Ghostlord's Tactics

The Ghostlord is a cautious combatant, reserving his major abilities until he is sure of the strength of his opposition. If seriously threatened, he spends an action point to create some distractions with his *lion's call* and *flaming sphere(s)*. He then renews his attacks, exploiting any weaknesses he has discovered.

The Ghostlord		Level 13 Solo Controller	
Medium shadow humanoid (undead)		XP 4,000	
Initiative +7		Senses Perception +12; darkvision	
Necromantic Aura (Necrotic) aura 5; any living creature that enters or starts its turn within the aura takes 5 necrotic damage.			
HP 630; Bloodied 315			
Regeneration 10 (if the Ghostlord takes radiant damage, regeneration doesn't function on his next turn)			
AC 29; Fortitude 24, Reflex 27, Will 28			
Saving Throws +5			
Speed 6			
Action Points 2			
⚡ Flame Scepter (standard; at-will) * Fire, Weapon			
+16 vs Reflex; 1d8 + 6 fire damage plus 5 ongoing fire damage (save ends).			
⚡ Contagion Touch (standard; at-will) * Poison			
+18 vs. AC; 2d8 + 6 damage and the target contracts one of the following diseases: blinding sickness, cackle fever or shakes. See DMG, pages 49-50 for details.			
⚡ Shadow Ray (standard; at-will) * Necrotic			
Ranged 20; +16 vs. Reflex; 2d8 + 6 necrotic damage.			
⚡ Blightfire (standard; recharge ⚡ ⚡ ⚡ ⚡) * Fire, Necrotic			
Close burst 3; +13 vs Reflex; 4d8 + 6 fire and necrotic damage.			
Miss: half damage.			
⚡ Flaming Sphere (standard; sustain minor; recharge ⚡ ⚡ ⚡) * Conjuration, Fire			
Ranged 10; The Ghostlord conjures a flaming sphere in an unoccupied square and the sphere attacks an adjacent creature at +13 vs. Reflex; 2d6+6 fire damage. Any creature that starts its turn next to a flaming sphere takes 5 fire damage. The Ghostlord can move any flaming spheres as a move action and have them attack again as a free action 1/round. He can sustain up to 2 flaming spheres with the same minor action.			
Lion's Call (standard; encounter)			
The Ghostlord summons a pair of ghost brute lions. Summoned lions roll initiative to determine when the act in the initiative order and gain a +4 to attack rolls as long as the Ghostlord is alive. They remain until they are killed, dismissed by the Ghostlord (free action) or the encounter ends. PCs do not earn experience points for killing these summoned creatures.			
Indestructible			
As a lich (MM 176).			
Second Wind (standard; encounter) * Healing			
The Ghostlord spends a healing surge and regains 157 hit points. He gains a +2 to defenses until the end of his next turn.			
Alignment Evil		Languages Common, Druidic, Elven	
Skills Arcana +15, Nature +20			
Str 11 (+6)		Dex 12 (+7)	
Con 14 (+8)		Int 19 (+10)	
		Wis 23 (+12)	
		Cha 17 (+9)	
Equipment hide armor, scepter			

PART 4: Enemy at the Gates

Abithriax, Young Adult Red Dragon	Level 12 Solo Soldier
Large natural magical beast (dragon)	XP 3,500
Initiative +12	Senses Perception +8; darkvision
HP 625; Bloodied 312; see also <i>bloodied breath</i>	
AC 30; Fortitude 30, Reflex 27, Will 26	
Resist 15 fire	
Saving Throws +5	
Speed 6, fly 8 (hover), overland flight 12	
Action Points 2	
⬇ Bite (standard; at-will) * Fire	
Reach 2; +19 vs. AC; 2d6 + 7 damage and 3d6 fire damage.	
⬇ Claw (standard; at-will)	
Reach 2; +19 vs. AC; 2d6 + 7 damage.	
⬇ Double Attack (standard; at-will)	
Abithriax makes two claw attacks.	
⬇ Tail Strike (immediate reaction, when an enemy moves to a position where it flanks Abithriax; at-will)	
Abithriax attacks the enemy with his tail: reach 2 +17 vs. Reflex; 2d8+7 damage and the target is pushed 1 square.	
⬅ Breath Weapon (standard; recharge ⏏ ⏏) * Fire	
Close blast 5; +17 vs. Reflex; 2d10 + 6 fire damage. Miss: half damage.	
⬅ Bloodied Breath (free, when first bloodied; encounter) * Fire	
Abithriax's breath weapon recharges and he uses it immediately.	
⬅ Frightful Presence (standard; encounter) * Fear	
Close burst 5; targets enemies; +19 vs. Will; the target is stunned until the end of Abithriax's next turn; <i>Aftereffect</i> : The target takes a -2 to attack rolls (save ends).	
Alignment Evil	Languages Common, Draconic
Skills Bluff +12, Insight +13, Intimidate +17	
Str 24 (+13)	Dex 18 (+10) Wis 15 (+8)
Con 21 (+11)	Int 12 (+7) Cha 13 (+7)

Abithriax's Tactics

As a red dragon (MM 82).

Lion of Brindol	Level 7 Soldier
Medium natural humanoid	XP 300
Initiative +6	Senses Perception +3
HP 81; Bloodied 40	
AC 23; Fortitude 21, Reflex 19, Will 19	
Speed 5	
⬇ Bastard Sword (standard; at-will) * Weapon	
+10 vs AC; 1d10 + 4 damage and the target is marked until the end of the Lion of Brindol's next turn.	
⬇ Lion's Strike	
When making an opportunity attack, the Lion of Brindol gains a +4 bonus to the attack roll and deals an extra 1d10 damage.	
Alignment Unaligned	Languages Common
Str 19 (+7)	Dex 13 (+4) Wis 11 (+3)
Con 17 (+6)	Int 10 (+3) Cha 10 (+3)
Equipment scale armor, heavy shield, bastard sword	

Lion of Brindol Tactics

The Lions of Brindol represent the best defenders the city of Brindol has to offer against the horde. They stride boldly into battle with their bastard swords, using their *lion's strike* against enemies trying to slip past their lines.

Brindol Town Guard	Level 10 Minion
Medium natural humanoid	XP 125
Initiative +7	Senses Perception +4
HP 1; a missed attack never damages a minion	
AC 24; Fortitude 22, Reflex 22, Will 22	
Speed 5	
⬇ Halberd (standard; at-will) * Weapon	
Reach 2; +15 vs AC; 6 damage.	
Alignment Unaligned	Languages Common
Str 17 (+8)	Dex 11 (+5) Wis 8 (+4)
Con 16 (+8)	Int 10 (+5) Cha 11 (+5)
Equipment chain armor, halberd	

Brindol Town Guard Tactics

The town guard is being helplessly overrun by the Red Hand Horde, but they are ready to sacrifice to defend their homes. They fight bravely with their halberds.

Blood Ghost Berserker	Level 7 Brute
Medium natural humanoid	XP 300
Initiative +3	Senses Perception +6; low-light vision
HP 96; Bloodied 48; see also <i>battle fury</i>	
AC 19; Fortitude 18, Reflex 16, Will 15	
Speed 6	
⬇ Greataxe (standard; at-will) * Weapon	
+10 vs AC; 1d12 + 7 damage (crit 1d12 + 19).	
⬇ Unnerving Howl (minor; encounter) * Fear	
+8 vs. Will; all attackers gain combat advantage against the target until the end of the blood ghost berserker's next turn.	
⬇ Battle Fury (free, when first bloodied; encounter)	
The blood ghost berserker makes a melee basic attack with a +4 bonus to the standard roll and deals an extra 1d8 damage on a hit.	
Predatory Eye (minor; encounter)	
The blood ghost berserker deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.	
Alignment Evil	Languages Common, Goblin
Str 21 (+7)	Dex 17 (+3) Wis 14 (+6)
Con 16 (+6)	Int 10 (+1) Cha 10 (+3)
Equipment hide armor, greataxe, white fur dye	

Blood Ghost Berserker Tactics

Blood ghost berserkers charge fearlessly into melee with their greataxes. As the melee is joined, the blood ghosts begin to howl like ferocious spirits, using their unnerving howl attack.

Bluespawn Stormlizard		Level 9 Brute
Large natural beast (reptile)		XP 400
Initiative +3	Senses Perception +6; low-light vision	
HP 120; Bloodied 60		
AC 19; Fortitude 18, Reflex 16, Will 15		
Speed 6		
⚡ Gore (standard; at-will) * Thunder		
+12 vs AC; 2d8 + 5 damage. On a charge, the bluespawn stormlizard does an additional 2d8 thunder damage.		
⚡ Lightning Link (standard; recharge ⏏ ⏏ ⏏) * Lightning		
Close burst 5; targets up to two creatures who are also within 5 of another stormlizard; +10 vs. Reflex; 3d6 + 5 lightning damage. Miss: Half damage.		
Ride the Stormlizard (while mounted by a friendly rider of 5th level or higher; at-will) * Mount		
The rider gains resist 10 lightning and resist 10 thunder.		
Alignment Unaligned		Languages -
Str 21 (+9)	Dex 9 (+3)	Wis 14 (+6)
Con 20 (+9)	Int 5 (+1)	Cha 8 (+3)

Bluespawn Stormlizard Tactics

Bluespawn stormlizards charge the enemy in pairs or as a pack. They try to stay close enough to other stormlizards that they can use their lightning link.

Kulkor Zuul Mindbender		Level 10 Controller (Leader)
Medium natural humanoid		XP 500
Initiative +5 Senses Perception +5; low-light vision		
Telepathic Superiority aura 10; allies in the aura cannot be flanked and gain +2 to one attack on their turns.		
HP 101; Bloodied 50		
AC 22; Fortitude 20, Reflex 21, Will 26		
Speed 6		
⚔ Dagger (standard; at-will) * Weapon		
+15 vs. AC; 1d8 + 5 damage.		
✂ Enslave Mind (standard; recharge ⏏ ⏏) * Psychic, Charm		
Range 10; +13 vs. Will; The target is dominated (save ends). The mindbender can enslave only one creature at a time.		
🌀 Psychic Whip (standard; at-will) * Psychic		
Burst 2 within 10; targets enemies; +13 vs. Will; 1d6+7 damage and the target is slowed and takes -2 to attacks (save ends both).		
Hobgoblin Resilience (immediate reaction, when the mindbender suffers an effect that a save can end; encounter)		
The mindbender rolls a saving throw against the effect.		
Alignment Evil	Languages Common, Goblin	
Str 11 (+5)	Dex 11 (+5)	Wis 10 (+5)
Con 13 (+6)	Int 17 (+8)	Cha 25 (+12)

Kulkor Zuul Mindbender Tactics

The mindbender immediately works to dominate a target using its enslave mind power. During a combat, it avoids melee, attacking with its psychic whip. When a target breaks its domination, the mindbender attempts to enslave another as soon as possible.

Skather, Blackspawn Ninja		Level 9 Solo Lurker
Medium natural humanoid		XP 2,000
Initiative +14 Senses Perception +11; low-light vision		
HP 384; Bloodied 192		
AC 25; Fortitude 22, Reflex 24, Will 21		
Saving Throws +5		
Speed 7		
Action Points 2		
⚔ Poisoned Short Sword (standard; at-will) * Weapon, Poison		
+14 vs. AC; 1d6 + 5 damage plus 5 ongoing poison damage (save ends)		
⚔ Double Attack (standard; at-will) * Weapon, Poison		
Skather makes two <i>poisoned short sword</i> attacks.		
🏹 Poisoned Shortbow (standard; at-will) * Poison, Weapon		
Range 20/40; +14 vs. Reflex; 1d8 damage and Skather makes a secondary attack against the same target. <i>Secondary Attack</i> : +12 vs. Fortitude; the target takes 10 ongoing poison damage (save ends).		
🏹 Assassin's Arrow (standard; recharge ⏏ ⏏) * Poison, Weapon		
Requires combat advantage. Range 30/60; +16 vs. Reflex; 1d8 damage and Skather makes a secondary attack against the same target. <i>Secondary Attack</i> : +14 vs. Fortitude; the target takes 10 ongoing poison damage (save ends). <i>First Failed Save</i> : the damage increases to 15 ongoing poison damage. <i>Second Failed Save</i> : the damage increases to 20 ongoing poison damage.		
⚔ Vicious Riposte (immediate interrupt; when an opponent makes an opportunity attack against Skather; at-will) * Weapon		
Skather makes a basic melee attack against that opponent.		
Combat Advantage		
Skather deals an extra 2d6 damage on melee or ranged attacks against any targets he has combat advantage against.		
Swift Invisibility (standard; recharge ⏏ ⏏) * Illusion		
Skather becomes invisible until the beginning of his next turn or until he takes damage.		
Alignment Evil	Languages Common, Draconic	
Skills Acrobatics +15, Athletics +12, Endurance +11, Perception +11, Stealth +18		
Str 17 (+7)	Dex 22 (+10)	Wis 16 (+7)
Con 16 (+6)	Int 14 (+6)	Cha 12 (+5)
Equipment short sword, short bow		

Skather's Tactics

Skather is used to fighting alone and engages multiple targets with reckless impunity. On the first round of combat, he uses his swift invisibility power to vanish from sight and then uses an action point to make two double attacks. He prefers to spread out his attacks among multiple targets to get full value from the poison. If given the opportunity to hide, he will do so in order to use his assassin's arrow against a high-value target.

Wyrmlord Hravek Kharn Level 12 Elite Soldier (Leader)

Medium natural humanoid

XP 1,400

Initiative +12 **Senses** Perception +9; low-light vision
Rage of the Horde aura 10; allies in the aura take -2 to their AC and gain +4 to their damage.
HP 260; **Bloodied** 130; see also *this isn't finished*
AC 30 (28 when bloodied); **Fortitude** 32, **Reflex** 26, **Will** 27
Saving Throws +2
Speed 5
Action Points 1

⬇ **Greatsword** (standard; at-will) * **Weapon**
+19 vs. AC; 2d6 + 5 damage and the target is marked until the end of General Kharn's next turn.

⬇ **Wounding War Pick** (standard; at-will) * **Weapon**
+19 vs. AC; 1d8 + 6 (crit 1d8+14) plus 3 ongoing damage and the target is marked until the end of General Kharn's next turn.

⬇ **Dazing Assault** (standard; at-will) * **Weapon**
General Kharn makes two basic melee attacks. If both attacks hit the same target, Kharn makes a secondary attack against that target. *Secondary Attack*: +17 vs. Fortitude; the target is dazed (save ends).

General's Challenge (immediate reaction; when an adjacent opponent shifts or makes an attack that does not target General Kharn; at-will)
General Kharn gains 1 action point (max 1).

Warlord's Rage (when first bloodied; encounter)
General Kharn gains -2 to AC and +4 damage for the rest of the encounter.

This Isn't Finished! (the first time General Kharn drops to 0 hit points) * **Healing**
Make a new initiative check for General Kharn. On his turn, he rises to his feet again (as a move action) with 130 hit points. He takes a -2 to attacks for the rest of the encounter.

Hobgoblin Resilience (immediate reaction, when General Kharn suffers an effect that a save can end; recharge ☞ ☞)
General Kharn rolls a saving throw against the effect.

Alignment Evil **Languages** Common, Draconic, Goblin
Skills Athletics +16, Insight +14, Intimidate +18
Str 21 (+11) **Dex** 18 (+10) **Wis** 16 (+9)
Con 26 (+14) **Int** 14 (+8) **Cha** 24 (+13)
Equipment plate armor, greatsword, war pick

General Kharn's Tactics

Kharn charges into battle with his greatsword, reserving his pick as a backup weapon. On the first round of combat, and any other time he has action points available, he strikes twice with his *dazing assault*. He tries to mark weak opponents in order to use his *general's challenge* more often.

PART V: The Fane of Tiamat

Tiamat Trap

Level 9 Solo Blaster

Trap

XP 2,000

As you touch the door, the five stone dragon heads surrounding it expel blasts of fire, cold, acid, lightning and poison.

Trap: An image of the goddess Tiamat stands in front of her temple, ready to breathe on those who don't say the password.

Perception

- ◆ DC 28: The character detects the trap before moving within 6 squares of it.

Additional Skill: Religion

- ◆ DC 23: The character recognizes that worshipers of Tiamat usually recite a prayer before passing by her image.
- ◆ DC 30: The character knows the passphrase.

Trigger

When a creature touches or attempts to open the doors .

Attack

Immediate Reaction **Close** burst 3

Targets: All creatures in burst

Attack: 5 attacks at +12 vs. Reflex

Hit: 2d6 + 5 acid, cold, fire, lightning, or poison damage, one damage type per attack.

Miss: Half damage.

Countermeasures

- ◆ A creature speaking the phrase ("Hail Tiamat, Devourer of Worlds and Scourge of Hell") in Supernal deactivates the trap for 1 minute or as long as the doors remain open.
- ◆ An adjacent character can disable the trap with a DC 28 Thievery check.

Blue Abishai

Level 11 Skirmisher

Medium immortal humanoid (devil)

XP 600

Initiative +10 **Senses** Perception +6; darkvision

HP 114; **Bloodied** 57

AC 25; **Fortitude** 22, **Reflex** 24, **Will** 19

Resist 10 fire

Speed 7, fly 9 (hover); See also *flyby attack*

⬇ Tail Lash (standard; at-will) * Lightning

+16 vs. AC; 1d8 + 3 plus 5 ongoing lightning damage (save ends).

⬇ Claws (standard; at-will)

+16 vs. AC; 2d6 + 5 damage.

⬇ Flyby Attack (standard; at-will)

The abishai flies up to 9 squares and makes one basic melee attack at any point during the movement. The blue abishai does not provoke opportunity attacks while moving away from the target.

Alignment Evil

Languages Supernal

Str 16 (+8)

Dex 21 (+10)

Wis 13 (+6)

Con 18 (+9)

Int 11 (+5)

Cha 15 (+7)

Blue Abishai Tactics

Blue abishai prefer to lash their enemies with their shocking tails, but will use their claws against an enemy already suffering from ongoing lightning damage. They use *flyby attack* to close with an enemy, strike, and then fly away without putting themselves at unnecessary risk.

Doom Hand Warpriest			Level 11 Elite Soldier (Leader)		
Medium natural humanoid			XP 1,200		
Initiative +10		Senses Perception +8; low-light vision			
Red Hand Standardbearer Aura 10; allies in the aura gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.					
HP 232; Bloodied 116					
AC 29; Fortitude 27, Reflex 25, Will 26					
Saving Throws +2					
Speed 5					
Action Points 1					
Ⓡ Flail of Doom (standard; at-will) * Weapon, Fear					
+18 vs. AC; 1d10 + 7 damage, the target is marked until the end of the doom hand warpriest's next turn and the warpriest makes a secondary attack against the same target. Secondary Attack: +16 vs. Will; the target takes a -4 to attack rolls (save ends).					
✈ Doom Hand Command (standard; recharge Ⓜ) * Charm					
Ranged 10; +16 vs. Will; 2d10 + 7 damage and the target is dominated until the end of the warpriest's next turn.					
Hobgoblin Resilience (immediate reaction, when the Doom Hand warpriest suffers an effect that a save can end; encounter)					
The Doom Hand warpriest rolls a saving throw against the effect.					
Alignment Evil		Languages Common, Goblin			
Str 22 (+11)		Dex 17 (+8)		Wis 18 (+8)	
Con 20 (+10)		Int 14 (+7)		Cha 21 (+10)	
Equipment scale armor, flail, heavy shield					

Doom Hand Warpriest Tactics

The warpriest eagerly wades into battle swinging its flail. It uses the *doom hand command* as often as possible to turn a weak-willed or highly damaging enemy against its own forces.

Advanced Wraith Level 10 Lurker	
Medium shadow humanoid (undead) XP 500	
Initiative +14	Senses Perception +6; darkvision
HP 68; Bloodied 34	
Regeneration 10 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)	
AC 21; Fortitude 18, Reflex 21, Will 19	
Immune disease, poison; Resist 10 necrotic, insubstantial;	
Vulnerable 5 radiant (see also <i>regeneration</i> above)	
Speed fly 6 (hover); phasing; See also <i>shadow glide</i>	
Ⓢ Shadow Touch (standard; at-will) * Necrotic	
+13 vs. Reflex; 1d8 + 5 damage, and the target is weakened (save ends).	
Combat Advantage * Necrotic	
The advanced wraith deals an extra 1d8 necrotic damage against any target it has combat advantage against.	
Shadow Glide (move; encounter)	
The advanced wraith shifts 6 squares.	
Spawn Wraith	
Any humanoid killed by an advanced wraith rises as a free-willed advanced wraith at the start of its creator's next turn, appearing in the space where it died (or the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.	

Alignment Chaotic Evil		Languages Common
Skills Stealth +15		
Str 6 (+3)	Dex 21 (+10)	Wis 12 (+6)
Con 16 (+8)	Int 8 (+4)	Cha 18 (+9)

Wall of Tiamat's Wrath Level 13 Elite Obstacle Trap	
XP 1,600	
<i>A howling vortex of energy forms at the top of the stairs.</i>	
Trap : When triggered, swirling forms of energy fill the area of the trap. The area is opaque and impervious to ranged weapons.	
Perception	
◆ DC 31: The character detects the trap before moving within 3 squares of it.	
Additional Skill : Arcana	
◆ DC 27: The character notices the trap and provides a +2 bonus to Thievery checks made to disable it.	
Trigger	
When a living creature enters or begins its turn in the area of the trap, the trap attacks that creature.	
Attack	
Opportunity Action	Melee
Targets : Creature in trapped square.	
Attack : +18 vs. Reflex	
Hit : 2d10 + 6 damage, randomly chosen as acid, cold, fire, lightning, or poison damage, and the target is stunned (save ends).	
Miss : Half damage and the target is not stunned.	
Countermeasures	
◆ A creature speaking the phrase ("By the grace of Tiamat do I live and breathe") deactivates the trap for 1 minute.	
◆ An adjacent character can disable the trap with a DC 31 Thievery check.	

Dragonchest Trap Level 11 Blaster Trap	
XP 600	
<i>The chest suddenly explodes with fury as you try to open it.</i>	
Trap : The dragonchests are not only locked, but also trapped.	
Perception	
◆ DC 27: The character detects the trap before moving within 2 squares of it.	
Trigger	
When a creature attempts to open the chests without using the proper key.	
Attack	
Immediate Reaction	Close burst 1
Targets : All creatures in burst	
Attack : +14 vs. Reflex	
Hit : 2d10 + 6 acid, cold, fire, lightning, or poison damage, depending on the chest.	
Miss : Half damage.	
Countermeasures	
◆ Using the correct key on the correct chest bypasses the trap.	
◆ An adjacent character can disable the trap with a DC 27 Thievery check.	

High Wyrmlord Azarr Kul	Level 14 Elite Soldier
Medium natural humanoid	XP 2,000
Initiative +12	Senses Perception +11; low-light vision
HP 284; Bloodied 147	
AC 32; Fortitude 32, Reflex 28, Will 31	
Saving Throws +2	
Speed 5	
Action Points 1	
Ⓢ Dragonfang Heavy Pick (standard; at-will) * Weapon	
+21 vs. AC; 2d8 + 6 damage (crit 2d8 + 22) and the target is marked until the end of Azarr Kul's next turn.	
Ⓢ Dragoncraft Shield (standard; at-will)	
+21 vs. AC; 2d8 + 6, the target is marked until the end of Azarr Kul's next turn and Azarr Kul makes a secondary attack against the same target. <i>Secondary attack</i> : +19 vs. Fortitude; the target is pushed 1 square or knocked prone.	
⬇ Tiamat's Wrath (minor; recharges when first bloodied) * Lightning	
The next basic melee attack Azarr Kul makes is a critical hit and deals an extra 3d6 lightning damage.	
⬅ Antilife Shell (minor 1/round; until bloodied; at-will) * Necrotic	
Close burst 3; +17 vs. Fortitude; 1d10 + 6 necrotic damage and the target is pushed 2 squares and knocked prone. Miss: the target is pushed 1 square and not knocked prone.	
✈ High Wyrmlord's Challenge (immediate reaction; when a marked enemy within 5 shifts or ends their turn without making an attack targeting Azarr Kul; at will) * Lightning	
Azarr Kul breathes lightning upon the target: Ranged 10; +19 vs. Reflex; 2d10 + 4 lightning damage. This attack does not provoke opportunity attacks.	
Hobgoblin Resilience (immediate reaction, when Azarr Kul suffers an effect that a save can end; recharge Ⓜ Ⓜ Ⓜ Ⓜ Ⓜ)	
Azarr Kul rolls a saving throw against the effect.	
Alignment Evil	Languages Draconic, Goblin, Supernal
Skills Athletics +18, Insight +16, Intimidate +15, Religion +14	
Str 22 (+13)	Dex 16 (+10) Wis 18 (+11)
Con 14 (+11)	Int 12 (+9) Cha 16 (+10)
Equipment black dragoncraft scale armor, red dragoncraft heavy shield, blue dragonfang heavy pick, holy symbol of Tiamat	

Azarr Kul's Tactics

Upon entering melee, Azarr Kul moves adjacent to his target and spends an action point to invoke *Tiamat's wrath*, make a melee attack, and then activate his *antilife shell*. Until he is bloodied, Azarr Kul focuses on a single target, using his *antilife shell* to repel other enemies. Once he is bloodied, Azarr Kul becomes desperate, using any technique or tactic possible to inflict maximum damage upon his enemies.

Aspect of Tiamat	Level 15 Solo Brute
Large elemental beast (dragon)	XP 6,000
Initiative +11	Senses Perception +10; darkvision
HP 750; Bloodied 375	
AC 30; Fortitude 35, Reflex 28, Will 31	
Saving Throws +5	
Speed 6, fly 8, overland flight 12	
Action Points 2	
Ⓢ Bite (standard; at-will) * Acid, Cold, Fire, Lightning, or Poison	
Reach 3; +18 vs. AC; 1d8 + 6 plus 5 acid, cold, fire, lightning, or poison damage.	
⬅ Breath Weapon (standard; at-will) * Acid, Cold, Fire, Lightning, or Poison	
Close blast 5; +16 vs. Reflex; 3d6 + 6 acid, cold, fire, lightning, or poison damage. The aspect of Tiamat varies its breath weapon damage types and does not use the same type of damage in two subsequent turns.	
⬇ Tiamat's Fury (standard; when the aspect of Tiamat does not move more than 1 square on its turn; at will) * Acid, Cold, Fire, Lightning, Poison	
The aspect of Tiamat makes one <i>breath weapon</i> attack and four <i>bite</i> attacks. All five attacks deal different types of energy damage.	
⬇ Tail Sting (opportunity attacks; at will) * Poison	
Range 3; +20 vs. AC; 1d8 + 6 damage and the target is weakened (save ends). The aspect of Tiamat uses this attack for opportunity attacks exclusively.	
Many Headed	
Each time the aspect of Tiamat becomes dazed or stunned, it loses one attack on its next turn instead. It loses the <i>breath weapon</i> attack first. Multiple such effects stack.	
Threatening Reach	
The aspect of Tiamat can make opportunity attacks against all enemies within its reach (3 squares). See <i>tail sting</i> .	
Alignment Evil	Languages Draconic
Skills Intimidate +19	
Str 22 (+13)	Dex 19 (+11) Wis 16 (+10)
Con 22 (+13)	Int 13 (+8) Cha 14 (+9)

Aspect of Tiamat Tactics

The aspect of Tiamat moves quickly into range of its targets and blasts them with its *breath weapon*. It then uses an action point to launch into its *Tiamat's fury* attack immediately. If given room to maneuver, the aspect of Tiamat prefers to move into a position 2-3 squares away from its main threats, so that those enemies provoke an opportunity attack to either close or flee. The aspect is convinced of its divine superiority over all creatures and fights to the death in all circumstances.