

# Kobolds

Kobold Skirmisher		Level 1 Skirmisher	
Small natural humanoid		XP 100	
<b>Initiative</b> +5	<b>Senses</b> Perception +0; darkvision		
<b>HP</b> 27 ; <b>Bloodied</b> 13			
<b>AC</b> 15 ; <b>Fortitude</b> 11 , <b>Reflex</b> 14 , <b>Will</b> 13 ; see also <i>trap sense</i>			
<b>Speed</b> 6			
m <b>Spear</b> (standard; at will)	<b>Weapon</b>		
+6 vs. AC; 1d8 damage; see also <i>mob attack</i>			
<b>Combat Advantage</b>			
The kobold skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.			
<b>Mob Attack</b>			
The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target.			
<b>Shifty</b> (minor; at will)			
The kobold shifts 1 square as a minor action.			
<b>Trap Sense</b>			
The kobold gains a +2 bonus to all defenses against traps.			
<b>Alignment</b> Evil	<b>Languages</b> Draconic		
<b>Skills</b> Acrobatics +8, Stealth +10, Thievery +10			
<b>Str</b> 8 (-1)	<b>Dex</b> 16 (+3)	<b>Wis</b> 10 (+0)	
<b>Con</b> 11 (+0)	<b>Int</b> 6 (-2)	<b>Cha</b> 15 (+2)	
<b>Equipment</b> hide armor, light shield, spear			

Kobold Minion		Level 1 Minion	
Small natural humanoid		XP 25	
<b>Initiative</b> +3	<b>Senses</b> Perception +1; darkvision		
<b>HP</b> A minion dies when hit by an attack that deals damage			
<b>AC</b> 15 ; <b>Fortitude</b> 11 , <b>Reflex</b> 13 , <b>Will</b> 11 ; see also <i>trap sense</i>			
<b>Speed</b> 6			
m <b>Spear</b> (standard; at-will)	<b>Weapon</b>		
+5 vs. AC; 2 damage.			
r <b>Spear</b> (standard; at-will)	<b>Weapon</b>		Range 10/20
+5 vs. AC; 2 damage.			
<b>Shifty</b> (minor; at-will)			
The kobold shifts 1 square as a minor action.			
<b>Trap Sense</b>			
The kobold gains a +2 bonus to all defenses against traps.			
<b>Alignment</b> Evil	<b>Languages</b> Draconic		
<b>Skills</b> Stealth +5, Thievery +5			
<b>Str</b> 8 (-1)	<b>Dex</b> 16 (+3)	<b>Wis</b> 12 (+1)	
<b>Con</b> 12 (+1)	<b>Int</b> 9 (-1)	<b>Cha</b> 10 (+0)	
<b>Equipment</b> hide armor, light shield, 3 spears			

Kobold Dragon Shield		Level 2 Soldier	
Small natural humanoid		XP125	
<b>Initiative</b> +4	<b>Senses</b> Perception +2; darkvision		
<b>HP</b> 36 ; <b>Bloodied</b> 18			
<b>AC</b> 18 ; <b>Fortitude</b> 14 , <b>Reflex</b> 13 , <b>Will</b> 13 ; see also <i>trap sense</i>			
<b>Speed</b> 6			
m <b>Short Sword</b> (standard; at-will)	<b>Weapon</b>		
+7 vs. AC; 1d6+3 damage, and the target is marked until the end of the Kobold Dragon Shield's next turn; see also <i>Mob Attack</i> .			
<b>Dragon Shield Tactics</b> (immediate reaction; at-will)			
When an adjacent enemy shifts away or an enemy moves adjacent, the Kobold Dragon Shield shifts 1 square.			
<b>Mob Attack</b>			
The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target.			
<b>Shifty</b> (minor; at-will)			
The kobold shifts 1 square as a minor action.			
<b>Trap Sense</b>			
The kobold gains a +2 bonus to all defenses against traps.			
<b>Alignment</b> Evil	<b>Languages</b> Draconic		
<b>Skills</b> Acrobatics +8, Stealth +10, Thievery +10			
<b>Str</b> 8 (-1)	<b>Dex</b> 16 (+3)	<b>Wis</b> 10 (+0)	
<b>Con</b> 11 (+0)	<b>Int</b> 6 (-2)	<b>Cha</b> 15 (+2)	
<b>Equipment</b> scale armor, heavy shield, short sword			

Kobold Wyrmpriest		Level 3 Artillery (Leader)	
Small natural humanoid		XP 150	
<b>Initiative</b> +4	<b>Senses</b> Perception +4; darkvision		
<b>HP</b> 36 ; <b>Bloodied</b> 18			
<b>AC</b> 17 ; <b>Fortitude</b> 13 , <b>Reflex</b> 15 , <b>Will</b> 15 ; see also <i>trap sense</i>			
<b>Speed</b> 6			
m <b>Spear</b> (standard; at will)	<b>Weapon</b>		
+7 vs. AC; 1d8 damage			
r <b>Energy Orb</b> (standard; at will) + see text	Range 10		
16 vs. Reflex; 1d10+3 damage of a chosen type (based on dragon served)			
b <b>Incite Faith</b> (minor; encounter)	Close burst 10		
kobold allies in the burst gain 5 temporary hit points and Shift 1 square.			
bl <b>Dragon Breath</b> (standard; encounter) + see text	Close blast 3		
+6 vs. Fortitude; 1d10+3 damage of a chosen type (based on the dragon served). Miss: Half Damage.			
<b>Shifty</b> (minor; at will)			
The kobold shifts 1 square as a minor action.			
<b>Trap Sense</b>			
The kobold gains a +2 bonus to all defenses against traps.			
<b>Alignment</b> Evil	<b>Languages</b> Draconic		
<b>Skills</b> Stealth +11, Thievery +11			
<b>Str</b> 9 (+0)	<b>Dex</b> 16 (+3)	<b>Wis</b> 17 (+4)	
<b>Con</b> 12 (+1)	<b>Int</b> 9 (+0)	<b>Cha</b> 12 (+2)	
<b>Equipment</b> hide armor, spear, bone mask			

Kobold Slinger		Level 1 Artillery	
Small natural humanoid		XP100	
<b>Initiative</b> +3	<b>Senses</b> Perception +1; darkvision		
<b>HP</b> 24 ; <b>Bloodied</b> 12			
<b>AC</b> 13 ; <b>Fortitude</b> 12 , <b>Reflex</b> 14 , <b>Will</b> 12 ; see also <i>trap sense</i>			
<b>Speed</b> 6			
m <b>Dagger</b> (standard; at will)	<b>Weapon</b>		
+5 vs. AC; 1d4+3 damage.			
r <b>Sling</b> (standard; at will)	<b>Weapon</b>		Range 10/20
+6 vs. AC; 1d6+3 damage; see also <i>special shot</i> .			
<b>Special Shot</b>			
the kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds special shot chosen from the types listed below. A special shot attack that hits deals normal damage and has an additional effect depending on its type.			
<i>Stinkpot</i> the target takes a -2 penalty to attack rolls (save ends)			
<i>Firepot</i> (Fire) the target takes ongoing 2 fire damage (save ends)			
<i>Gluepot</i> the target is immobilized (save ends)			
<b>Shifty</b> (minor; at will)			
The kobold shifts 1 square as a minor action.			
<b>Trap Sense</b>			
The kobold gains a +2 bonus to all defenses against traps.			
<b>Alignment</b> Evil	<b>Languages</b> Draconic		
<b>Skills</b> Acrobatics +8, Stealth +10, Thievery +10			
<b>Str</b> 9 (-1)	<b>Dex</b> 17 (+3)	<b>Wis</b> 12 (+1)	
<b>Con</b> 11 (+1)	<b>Int</b> 9 (-1)	<b>Cha</b> 10 (+0)	
<b>Equipment</b> leather armor, dagger, sling with 20 bullets, 3 rounds of special shot (see above).			

# Humans

Human Guard		Level 1 Soldier	
medium natural humanoid		XP100	
<b>Initiative</b> +4	<b>Senses</b> Perception +5		
<b>HP</b> 31 ; <b>Bloodied</b> 15			
<b>AC</b> 16 ; <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 12			
<b>Speed</b> 5			
m <b>Halberd</b> (standard; at will) <b>Weapon</b>	Reach 2		
+8 vs. AC; 1d10+2 damage, and the target is marked until the end of the human guards next turn.			
m <b>Powerful Strike</b> (standard; recharge) <b>Weapon</b>	Reach 2		
+8 vs. AC; 1d10+6 damage, and the target is knocked prone. Recharge on 5, 6			
r <b>Crossbow</b> (Standard; at will) <b>Weapon</b>	Range 15/30		
+7 vs. AC; 1d8+1 damage			
<b>Alignment</b> Any	<b>Languages</b> Common		
<b>Skills</b> Streetwise +5			
<b>Str</b> 15 (+2)	<b>Dex</b> 14 (+2)	<b>Wis</b> 11 (+0)	
<b>Con</b> 15 (+2)	<b>Int</b> 10 (+0)	<b>Cha</b> 12 (+1)	
<b>Equipment</b> chainmail, crossbow, halberd, 20 bolts			

Defiant Rake		Level 5 Skirmisher	
medium natural humanoid		XP 350	
<b>Initiative</b> +7	<b>Senses</b> Perception +2		
<b>HP</b> 45 ; <b>Bloodied</b> 22			
<b>AC</b> 21 ; <b>Fortitude</b> 13, <b>Reflex</b> 17, <b>Will</b> 16			
<b>Speed</b> 6			
m <b>Rapier</b> (standard; at will) <b>Weapon</b>	+11 vs. AC; 1d8+5		
r <b>Hand Crossbow</b> (standard; at will) <b>Weapon</b>	Range 10/20		
+11 vs. AC; 1d6+5			
<b>Sneak Attack</b>			
+2d6 damage with combat advantage.			
r <b>Snap Shot</b> (minor; recharge) <b>Weapon</b>	Range 10/20		
+11 vs. AC; 1d6+5, attack with hand crossbow, recharge on 6.			
<b>Wicked Dodge</b> (reaction; recharge)			
+9 vs. Will; When the defiant rake is the target of a melee attack the attack automatically misses OR instead targets any other creature within the attacker's reach. Recharge on 5, 6.			
<b>Alignment</b> Unaligned	<b>Languages</b> Common		
<b>Skills</b> Bluff +11, Stealth +12, Thievery +12			
<b>Str</b> 10(+2)	<b>Dex</b> 20 (+7)	<b>Wis</b> 10 (+2)	
<b>Con</b> 12 (+3)	<b>Int</b> 12 (+3)	<b>Cha</b> 18 (+6)	
<b>Equipment</b> leather armor, rapier, hand crossbow, 30 bolts			

Human Bandit		Level 1 Skirmisher	
medium natural humanoid		XP 100	
<b>Initiative</b> +6	<b>Senses</b> Perception +1		
<b>HP</b> 30 ; <b>Bloodied</b> 15			
<b>AC</b> 16 ; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 12			
<b>Speed</b> 6			
m <b>Mace</b> (Standard; at will) <b>Weapon</b>	+4 vs. AC; 1d8+1 damage, and human bandit shifts 1 square.		
r <b>Dagger</b> (standard; at will) <b>Weapon</b>	Range 5/10		
+5 vs. AC; 1d4+1 damage.			
m <b>Brutal Strike</b> (standard; encounter) <b>Weapon</b>	+4 vs. AC; 1d8+1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.		
<b>Alignment</b> Any	<b>Languages</b> Common		
<b>Skills</b> Stealth +5, Steetwise +7, Thievery +5			
<b>Str</b> 12 (+1)	<b>Dex</b> 17 (+3)	<b>Wis</b> 11 (+0)	
<b>Con</b> 13 (+1)	<b>Int</b> 10 (+0)	<b>Cha</b> 12 (+1)	
<b>Equipment</b> leather armor, mace, 4 daggers			

Human Berserker		Level 3 Brute	
medium natural humanoid		XP 150	
<b>Initiative</b> +2	<b>Senses</b> Perception +1		
<b>HP</b> 56 ; <b>Bloodied</b> 28			
<b>AC</b> 14 ; <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 13			
<b>Speed</b> 7			
m <b>Greataxe</b> (standard; at will) <b>Weapon</b>	+6 vs. AC; 1d12+4 damage (crit 1d12+16)		
<b>Battle Fury</b> (immediate; encounter)			
When first bloodied the human berserker makes a melee basic attack with a +4 bonus to the attack and deals an extra 1d6 damage on a hit.			
r <b>Handaxe</b> (standard; at will) <b>Weapon</b>	Range 5/10		
+4 vs. AC; 1d6+3 damage.			
<b>Alignment</b> Any	<b>Languages</b> Common		
<b>Skills</b> Athletics +9, Endurance +9			
<b>Str</b> 17 (+4)	<b>Dex</b> 12 (+2)	<b>Wis</b> 11 (+0)	
<b>Con</b> 16 (+4)	<b>Int</b> 10 (+1)	<b>Cha</b> 12 (+1)	
<b>Equipment</b> leather armor, greataxe, 2 handaxes			

Human Mage		Level 4 Artillery (Leader)	
medium natural humanoid		XP 175	
<b>Initiative</b> +4	<b>Senses</b> Perception +5		
<b>HP</b> 42 ; <b>Bloodied</b> 21			
<b>AC</b> 17 ; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 15			
<b>Speed</b> 6			
m <b>Quarterstaff</b> (standard; at will) <b>Weapon</b>	+4 vs. AC; 1d8 damage.		
r <b>Magic Missile</b> (standard; at will) <b>Force</b>	Range 20		
+7 vs. Ref; 2d4+4 force damage.			
r <b>Dancing Lightning</b> (standard; encounter) <b>Lightning</b>	Range 10		
+7 vs. Ref; 1d6+4 lightning damage, the mage makes a separate attack against 3 different targets			
b <b>Thunder Burst</b> (standard; encounter) <b>Thunder</b>	Burst 1 Range 10		
+7 vs. Fort; 1d8+4 thunder damage, and the target is dazed (save ends).			
<b>Alignment</b> Any	<b>Languages</b> Common		
<b>Skills</b> Arcana +11			
<b>Str</b> 10 (+2)	<b>Dex</b> 14 (+4)	<b>Wis</b> 17 (+5)	
<b>Con</b> 12 (+3)	<b>Int</b> 18 (+6)	<b>Cha</b> 12 (+3)	
<b>Equipment</b> robes, great staff, wand			

# Undead

Skeleton Warrior		Level 3 Soldier	
medium natural animate (undead)		XP 150	
<b>Initiative</b> +6	<b>Senses</b> Perception +3; darkvision		
<b>HP</b> 35 ; <b>Bloodied</b> 17			
<b>AC</b> 18 ; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 15 ; immune disease,poison,			
<b>Speed</b> 5	resist 10 necrotic, vulnerable 5 radiant		
m <b>Longsword</b> (standard; at will) <b>Weapon</b>			
+10 vs. AC; 1d8+2, and the target is marked until the end of the skeleton warrior's next turn, see also <i>Speed of the Dead</i>			
<b>Speed of the Dead</b>			
When making an opportunity attack, the skeleton warrior gains a +2 to the attack roll and deals an extra 1d6 damage.			
<b>Alignment</b> Unaligned	<b>Languages</b> -		
<b>Skills</b> -			
<b>Str</b> 15 (+3)	<b>Dex</b> 17 (+4)	<b>Wis</b> 14 (+3)	
<b>Con</b> 13 (+2)	<b>Int</b> 3 (-3)	<b>Cha</b> 3 (-3)	
<b>Equipment</b> chainmail, light shield, longsword			

Vampire Spawn		Level 6 Minion (Brute)	
medium natural humanoid (undead)		XP 150	
<b>Initiative</b> 11	<b>Senses</b> Perception +4; darkvision		
<b>HP</b> 10 ; <b>Bloodied</b> 5			
<b>AC</b> 18 ; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 15 ; immune disease,poison,			
<b>Speed</b> 7	resist 10 necrotic, vulnerable 5 radiant		
m <b>Claw</b> (standard; at will) <b>Weapon</b>			
+11 vs. AC; 3 (5 to bloodied)			
<b>Group Attack</b>			
+3 damage (+5 to bloodied) per additional vampire spawn adjacent to the target creature.			
<b>Regenerate</b>			
this creature regenerates 3HP per round.			
<b>Alignment</b> Evil	<b>Languages</b> Common		
<b>Skills</b> Stealth +11			
<b>Str</b> 14 (+5)	<b>Dex</b> 16 (+6)	<b>Wis</b> 12 (+4)	
<b>Con</b> 14 (+5)	<b>Int</b> 10 (+3)	<b>Cha</b> 14 (+5)	
<b>Equipment</b> leather armor			

Blazing Skeleton		Level 5 Artillery	
medium natural animate (undead)		XP 200	
<b>Initiative</b> +6	<b>Senses</b> Perception +4; darkvision		
<b>HP</b> 53 ; <b>Bloodied</b> 26			
<b>AC</b> 19 ; <b>Fortitude</b> 15, <b>Reflex</b> 18, <b>Will</b> 16 ; immune disease,poison,			
<b>Speed</b> 6	Resist 10 fire, necrotic, vulnerable 5 radiant		
m <b>Blazing Claw</b> (standard; at will) <b>Fire</b>			
+8 vs. AC; 1d4+1 damage, and ongoing 5 fire damage (save ends).			
r <b>Flame Orb</b> (standard; at will) <b>Fire</b>	Range 10		
+8 vs. Ref; 2d4+4 fire damage, and ongoing 5 fire damage (save ends).			
<b>Fiery Aura (Fire)</b>	Aura 1		
Any creature that starts its turn in the area takes 5 fire damage.			
<b>Alignment</b> Unaligned	<b>Languages</b> -		
<b>Skills</b> -			
<b>Str</b> 13 (+3)	<b>Dex</b> 18 (+6)	<b>Wis</b> 15 (+4)	
<b>Con</b> 17 (+5)	<b>Int</b> 4 (-1)	<b>Cha</b> 6 (+0)	
<b>Equipment</b>			

Skeletal Tomb Guardian		Level 10 Elite Brute	
medium natural animate (undead)		XP 350	
<b>Initiative</b> +9	<b>Senses</b> Perception +12; darkvision		
<b>HP</b> 112 ; <b>Bloodied</b> 56			
<b>AC</b> 23 ; <b>Fortitude</b> 22, <b>Reflex</b> 23, <b>Will</b> 20			
<b>Speed</b> 8			
m <b>Scimitar</b> (standard; at will) <b>Weapon</b>			
+16 vs. AC; 1d8+6			
<b>Twin Scimitars</b> (standard; at will) <b>Weapon</b>			
Make 2 scimitar attacks.			
<b>Bloodletting</b> (immediate; at will) <b>Weapon</b>			
When an enemy becomes bloodied by a melee attack the skeletal tomb guardian can make an immediate scimitar attack against that enemy.			
m <b>Cascade of Steel</b> (standard; at will) <b>Weapon</b>			
+16 vs. AC; 1d8+6 AND repeat. Maximum 4 attacks. bloodied, the bonus increases to +2.			
<b>Looming Threat</b> (immediate; at will) <b>Weapon</b>			
When an adjacent enemy shifts the skeletal tomb guardian makes an attack against that enemy.			
<b>Sudden Riposte</b> (immediate; at will) <b>Weapon</b>			
When an adjacent enemy misses with a melee attack the skeletal tomb guardian can make an immediate scimitar attack against that enemy.			
<b>Multiple Threats</b>			
Enemies adjacent to the skeletal tomb guardian are considered flanked.			
<b>Alignment</b> Unaligned	<b>Languages</b> -		
<b>Skills</b> -			
<b>Str</b> 12 (+6)	<b>Dex</b> 22 (+11)	<b>Wis</b> 15 (+7)	
<b>Con</b> 16 (+8)	<b>Int</b> 3 (+2)	<b>Cha</b> 10 (+5)	
<b>Equipment</b> Chainmail, 2 scimitars			

Boneshard Skeleton		Level 5 Brute	
medium natural animate (undead)		XP 200	
<b>Initiative</b> +5	<b>Senses</b> Perception +4; darkvision		
<b>HP</b> 77 ; <b>Bloodied</b> 38, see <i>Boneshard Burst</i>			
<b>AC</b> 17 ; <b>Fortitude</b> 16, <b>Reflex</b> 16, <b>Will</b> 15 ; immune disease,poison,			
<b>Speed</b> 5	resist 10 necrotic, vulnerable 5 radiant		
m <b>Scimitar</b> (standard; at will) <b>Necrotic, Weapon</b>			
+9 vs. AC; 1d8+3 damage (crit 1d8+11) +5 ongoing necrotic damage (save ends).			
<b>Boneshard Burst</b> (immediate; encounter) <b>Necrotic</b> Close burst 3			
+8 vs. Ref; 2d6+3 necrotic damage, when first bloodied and again when the boneshard skeleton is reduced to 0 hit points.			
<b>Alignment</b> Unaligned	<b>Languages</b> -		
<b>Skills</b> -			
<b>Str</b> 16 (+5)	<b>Dex</b> 16 (+5)	<b>Wis</b> 14 (+4)	
<b>Con</b> 17 (+5)	<b>Int</b> 3 (-2)	<b>Cha</b> 3 (-2)	
<b>Equipment</b> chainmail, light shield, scimitar			

Chillborn Zombie		Level 6 Soldier	
medium natural animate (undead)		XP 225	
<b>Initiative</b> +5	<b>Senses</b> Perception +3		
<b>HP</b> 48 ; <b>Bloodied</b> 24			
<b>AC</b> 22 ; <b>Fortitude</b> 21, <b>Reflex</b> 17, <b>Will</b> 17 ; immune disease,poison,			
<b>Speed</b> 4	Resist 10 cold, weapon, necrotic, vulnerable 5 radiant		
m <b>Melee Slam</b> (standard; at will) <b>Cold, Weapon</b>			
+14 vs. AC; 1d6+6 damage, and followup +9 vs. Fort; target is immobilized until the end of chillborn zombie's next turn.			
<b>Ice Reaper</b>			
+5 cold damage against immobilized or stunned targets.			
<b>Wintry Cloud</b>			
Creatures take 2 cold damage at the start of their turns for each chillborn zombie within 5 squares (max 8 damage).			
<b>Massive Damage</b>			
This creature is destroyed by any attack that deals 24+ damage.			
<b>Alignment</b> Unaligned	<b>Languages</b> -		
<b>Skills</b> -			
<b>Str</b> 22 (+9)	<b>Dex</b> 14 (+5)	<b>Wis</b> 10 (+3)	
<b>Con</b> 15 (+5)	<b>Int</b> 2 (-1)	<b>Cha</b> 15 (+5)	
<b>Equipment</b>			

# Goblinoids

Hobgoblin Warcaster		Level 3 Controller (Leader)	
medium natural humanoid (goblin)		XP 150	
<b>Initiative</b> +5	<b>Senses</b> Perception +4; low-light vision		
<b>HP</b> 46 ; <b>Bloodied</b> 23			
<b>AC</b> 17 ; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 14			
<b>Speed</b> 6			
m <b>Staff</b> (standard; at will) <b>Weapon</b>	+8 vs. AC; 1d8+1 damage		
m <b>Shock Staff</b> (standard; recharge) <b>Lightning, Weapon</b>	+8 vs. AC; 2d10+4 lightning damage, and the target is dazed until the end of the goblin warcaster's turn. Recharge on 4,5,6		
r <b>Force Lance</b> (standard; recharge) <b>Force</b>	Range 5 +7 vs. Fort; 2d6+4 force damage, and the target slides 3 squares. Recharge on 4, 5, 6		
bl <b>Force Pulse</b> (standard; recharge) <b>Force</b>	Close blast 5 +7 vs. Ref; 2d8+4 force damage, and the target is pushed 1 square and knocked prone. Miss half damage, and the target is neither pushed nor knocked prone.		
<b>Hobgoblin Resilience</b> (immediate; encounter)			
When a hobgoblin suffers an effect a save can end, a hobgoblin makes an immediate save against the effect.			
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin		
<b>Skills</b> Arcana +10, Athletics +4, Stealth +10			
<b>Str</b> 13 (+2)	<b>Dex</b> 14 (+3)	<b>Wis</b> 16 (+4)	
<b>Con</b> 14 (+3)	<b>Int</b> 19 (+5)	<b>Cha</b> 13 (+2)	
<b>Equipment</b> Robes, Staff			

Goblin Picador		Level 2 Controller	
small natural humanoid (goblin)		XP 125	
<b>Initiative</b> +9	<b>Senses</b> Perception +1; low-light vision		
<b>HP</b> 26 ; <b>Bloodied</b> 13			
<b>AC</b> 16 ; <b>Fortitude</b> 14, <b>Reflex</b> 16, <b>Will</b> 16			
<b>Speed</b> 6			
m <b>Harpoon</b> (standard; at will) <b>Weapon</b>	Range 5 +9 vs. AC; 1d4+3 damage, and the target is <i>Harpooned</i> (see text)		
m <b>Tug of War</b> (standard; at will) <b>Weapon</b>	+4 vs. Fort; the goblin picador pulls the target 3 squares, on a miss the target is pulled 1 square.		
<b>Harpooned</b>			
A creature harpooned by the goblin picador can't move more than 5 squares away from it. Remove standard action Str. vs. Fort.			
<b>Goblin Tactics</b> (immediate; at will)			
Whenever a melee attack against a goblin misses the goblin can immediately shift 1 square.			
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin		
<b>Skills</b>			
<b>Str</b> 16 (+4)	<b>Dex</b> 18 (+5)	<b>Wis</b> 10 (+1)	
<b>Con</b> 13 (+2)	<b>Int</b> 8 (+0)	<b>Cha</b> 8 (+0)	
<b>Equipment</b> leather armor, 5 harpoons			

Hobgoblin Soldier		Level 3 Soldier	
medium natural humanoid (goblin)		XP 150	
<b>Initiative</b> +7	<b>Senses</b> Perception +4; low-light vision		
<b>HP</b> 47 ; <b>Bloodied</b> 23			
<b>AC</b> 20 ; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 16 ; AC22 with <i>Phalanx Soldier</i>			
<b>Speed</b> 5			
m <b>Flail</b> (standard; at will) <b>Weapon</b>	+7 vs. AC; 1d10+4 damage, the target is slowed until the end of the hobgoblin soldier's next turn and the target is marked until the end of the hobgoblin soldier's next turn.		
m <b>Formation Strike</b> (standard; at will) <b>Weapon</b>	+7 vs. AC; 1d10+4 damage, and the hobgoblin soldier shifts 1 square end of the goblin warcaster's turn.		
<b>Hobgoblin Resilience</b> (immediate; encounter)			
When a hobgoblin suffers an effect a save can end, a hobgoblin makes an immediate save against the effect.			
<b>Phalanx Soldier</b>			
The hobgoblin soldier gains a +2 bonus to AC while at least 1 hobgoblin ally is adjacent to it.			
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin		
<b>Skills</b> Athletics +12, Stealth +10			
<b>Str</b> 19 (+5)	<b>Dex</b> 14 (+3)	<b>Wis</b> 14 (+3)	
<b>Con</b> 15 (+3)	<b>Int</b> 11 (+1)	<b>Cha</b> 10 (+1)	
<b>Equipment</b> scale armor, heavy shield, flail			

Bugbear Headreaver		Level 7 Brute	
medium natural humanoid (goblin)		XP 250	
<b>Initiative</b> +3	<b>Senses</b> Perception +3; low-light vision		
<b>HP</b> 62 ; <b>Bloodied</b> 31			
<b>AC</b> 20 ; <b>Fortitude</b> 17, <b>Reflex</b> 13, <b>Will</b> 14			
<b>Speed</b> 6			
m <b>Large Greataxe</b> (standard; at will) <b>Weapon</b>	+12 vs. AC; 2d10+4		
<b>Reaver's Prize</b> (minor; recharge)			
When a melee attack reduces an enemy to 0HP, it loses an additional 1d6+5HP, and this creature gains an extra standard action this turn.			
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin		
<b>Skills</b> Stealth +8			
<b>Str</b> 18 (+7)	<b>Dex</b> 10 (+3)	<b>Wis</b> 10 (+3)	
<b>Con</b> 17 (+6)	<b>Int</b> 7 (+1)	<b>Cha</b> 13 (+4)	
<b>Equipment</b> chainmail, large greataxe			

Hobgoblin Archer		Level 3 Artillery	
medium natural humanoid (goblin)		XP 150	
<b>Initiative</b> +7	<b>Senses</b> Perception +8; low-light vision		
<b>HP</b> 39 ; <b>Bloodied</b> 19			
<b>AC</b> 17 ; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 13			
<b>Speed</b> 6			
m <b>Longsword</b> (standard; at will) <b>Weapon</b>	+6 vs. AC; 1d8+2 damage		
r <b>Longbow</b> (standard; at will) <b>Weapon</b>	Range 20/40 +9 vs. AC; 1d10+4 damage, and grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the target.		
<b>Hobgoblin Resilience</b> (immediate; encounter)			
When a hobgoblin suffers an effect a save can end, a hobgoblin makes an immediate save against the effect.			
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin		
<b>Skills</b> Athletics +5, Stealth +12			
<b>Str</b> 14 (+3)	<b>Dex</b> 19 (+5)	<b>Wis</b> 14 (+3)	
<b>Con</b> 15 (+3)	<b>Int</b> 11 (+1)	<b>Cha</b> 10 (+1)	
<b>Equipment</b> leather armor, longsword, longbow, quiver of 30 arrows			

# Gnolls

Gnoll Huntmaster		Level 5 Artillery	
medium natural humanoid (gnoll)		XP 200	
<b>Initiative</b> +6	<b>Senses</b> Perception +11; low-light vision		
<b>HP</b> 50 ; <b>Bloodied</b> 25			
<b>AC</b> 19 ; <b>Fortitude</b> 16, <b>Reflex</b> 17, <b>Will</b> 14			
<b>Speed</b> 7			
m <b>Handaxe</b> (standard; at will) <b>Weapon</b>			
+9 vs. AC; 1d6+3 damage, or 1d6+5 while bloodied; see also <i>pack attack</i> .			
r <b>Longbow</b> (standard; at will) <b>Weapon</b>			Range 20/40
+10 vs. AC; 1d10+4 damage, or 1d10+6 damage while bloodied; see also <i>pack attack</i> .			
<b>Pack Attack</b>			
Gnolls deal an extra 5 damage on melee and ranged attacks against an enemy that has two or more of the gnoll's allies adjacent to it.			
<b>Alignment</b> CE	<b>Languages</b> Abyssal, Common		
<b>Skills</b> Intimidate +7, Stealth +11			
<b>Str</b> 16 (+5)	<b>Dex</b> 19 (+6)	<b>Wis</b> 14 (+4)	
<b>Con</b> 14 (+4)	<b>Int</b> 8 (+1)	<b>Cha</b> 7 (+0)	
<b>Equipment</b> leather armor, longsword, longbow, quiver of 30 arrows			

Gnoll Claw Fighter		Level 6 Skirmisher	
medium natural humanoid (Gnoll)		XP 200	
<b>Initiative</b> +7	<b>Senses</b> Perception +6; low-light vision		
<b>HP</b> 70 ; <b>Bloodied</b> 35			
<b>AC</b> 20 ; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 15			
<b>Speed</b> 8 ; see also <i>mobile attack</i>			
m <b>Claw</b> (standard; at will) <b>Weapon</b>			
+11 vs. AC; 1d6+4 damage, or 1d6+6 while bloodied; see also <i>pack attack</i> .			
<b>Clawing Charge</b> (standard; at will)			
The gnoll claw fighter makes two claw attacks against a single target when it charges.			
<b>Mobile Melee Attack</b> (standard; at will)			
The gnoll claw fighter can move up to 4 squares and make 1 melee basic attack at any point during that movement. The gnoll doesn't provoke opportunity attacks when moving away from the target of its attack.			
<b>Pack Attack</b>			
Gnolls deal an extra 5 damage on melee and ranged attacks against an enemy that has two or more of the gnoll's allies adjacent to it.			
<b>Alignment</b> CE	<b>Languages</b> Abyssal, Common		
<b>Skills</b> Intimidate +3			
<b>Str</b> 19 (+7)	<b>Dex</b> 15 (+5)	<b>Wis</b> 12 (+4)	
<b>Con</b> 14 (+5)	<b>Int</b> 9 (+2)	<b>Cha</b> 7 (+1)	
<b>Equipment</b> leather armor			

Gnoll Marauder		Level 6 Brute	
medium natural humanoid (Gnoll)		XP 250	
<b>Initiative</b> +5	<b>Senses</b> Perception +7; low-light vision		
<b>HP</b> 84 ; <b>Bloodied</b> 42			
<b>AC</b> 18 ; <b>Fortitude</b> 18, <b>Reflex</b> 15, <b>Will</b> 15			
<b>Speed</b> 7			
m <b>Spear</b> (standard; at will) <b>Weapon</b>			
+10 vs. AC; 1d8+6, or 1d8+8 while bloodied; see also <i>quick bite</i> and <i>pack attack</i> .			
m <b>Quick Bite</b> (free; at will) <b>Weapon</b>			
+7 vs. AC; 1d6+2 damage, or 1d6+4 while bloodied only after the gnoll marauder makes a successful melee attack against a bloodied enemy.			
<b>Pack Attack</b>			
Gnolls deal an extra 5 damage on melee and ranged attacks against an enemy that has two or more of the gnoll's allies adjacent to it.			
<b>Alignment</b> CE	<b>Languages</b> Abyssal, Common		
<b>Skills</b> Intimidate +3, Stealth +10			
<b>Str</b> 20(+8)	<b>Dex</b> 14 (+5)	<b>Wis</b> 14 (+5)	
<b>Con</b> 14 (+5)	<b>Int</b> 9 (+2)	<b>Cha</b> 7 (+1)	
<b>Equipment</b> leather armor, light shield, spear			

Gnoll Demonic Scourge		Level 8 Brute (Leader)	
medium natural humanoid (Gnoll)		XP 350	
<b>Initiative</b> +6	<b>Senses</b> Perception +7; low-light vision		
<b>HP</b> 106 ; <b>Bloodied</b> 53			
<b>AC</b> 20 ; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 18			
<b>Speed</b> 6			
m <b>Heavy Flail</b> (standard; at will) <b>Weapon</b>			
+13 vs. AC; 2d6+5 damage, or 2d6+7 while bloodied; against a bloodied enemy, this attack also knocks the target prone; see also <i>pack attack</i> .			
<b>Bloodthirst</b>			
If the gnoll demonic scourge bloodies an enemy with a melee attack, an ally adjacent to the struck enemy can make a melee attack against that enemy as an immediate reaction.			
<b>Overwhelming Attack</b> (free; encounter)			
The gnoll demonic scourge applies its <i>bloodthirst</i> power to 2 allies instead of 1.			
<b>Leader of the Pack</b>		Aura 5	
Allies in the aura gain +1 bonus to attack rolls. While this creature is bloodied, the bonus increases to +2.			
<b>Pack Attack</b>			
Gnolls deal an extra 5 damage on melee and ranged attacks against an enemy that has two or more of the gnoll's allies adjacent to it.			
<b>Alignment</b> CE	<b>Languages</b> Abyssal, Common		
<b>Skills</b> Insight +10, Intimidate +13, Religion +10			
<b>Str</b> 20(+9)	<b>Dex</b> 14 (+6)	<b>Wis</b> 12 (+5)	
<b>Con</b> 16 (+7)	<b>Int</b> 13 (+5)	<b>Cha</b> 15 (+6)	
<b>Equipment</b> chainmail, heavy flail			

# Other

Shadar-kai Chainfighter		Level 6 Skirmisher	
medium shadow humanoid		XP 250	
<b>Initiative</b> +9	<b>Senses</b> Perception +5; low light vision		
<b>HP</b> 54 ; <b>Bloodied</b> 27			
<b>AC</b> 20 ; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 17			
<b>Speed</b> 6 ; see also <i>dance of death</i> and <i>shadow jaunt</i>			
m <b>Spiked Chain</b> (standard; at will) <b>Weapon</b>	Reach 2		
+7 vs. AC; 2d4+3 damage.			
<b>Dance of Death</b> (standard; recharge) <b>Necrotic, Weapon</b>			
The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can only attack a given enemy once, but he deals an extra 1d6 necrotic damage with each successful hit. Recharge on 6.			
<b>Shadow Jaunt</b> (move; encounter) <b>Teleportation</b>			
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of his next turn.			
<b>Alignment</b> Unaligned	<b>Languages</b> Common		
<b>Skills</b> Acrobatics +14, Stealth +14			
<b>Str</b> 17 (+6)	<b>Dex</b> 18 (+7)	<b>Wis</b> 14 (+5)	
<b>Con</b> 12 (+4)	<b>Int</b> 10 (+3)	<b>Cha</b> 11 (+3)	
<b>Equipment</b>	leather armor, spiked chain		

Young Black Dragon		Level 4 Solo Lurker	
large natural magical beast (aquatic, dragon)		XP 875	
<b>Initiative</b> +11	<b>Senses</b> Perception +9; darkvision		
<b>HP</b> 280 ; <b>Bloodied</b> 140			
<b>AC</b> 24 ; <b>Fortitude</b> 19, <b>Reflex</b> 21, <b>Will</b> 18 ; Resist 15 acid, saves +5			
<b>Speed</b> 7; fly 7 (clumsy)	Action Points 2		
m <b>Bite</b> (standard; at will) <b>Acid</b>	Reach 2		
+10 vs. AC; 1d6+3 damage and ongoing 5 acid damage (save ends).			
m <b>Claw</b> (standard; at will) <b>Weapon</b>	Reach 2		
+8 vs. AC; 1d4+3 damage.			
<b>Double Attack</b> (standard; at will)			
The dragon makes 2 claw attacks.			
m <b>Tail Lash</b> (immediate; at will) <b>Weapon</b>	Reach 2		
+8 vs. AC; 1d6+4 damage and the target is pushed 1 square. The dragon uses its tail to attack the enemy that missed it.			
bl <b>Breath Weapon</b> (standard; recharge) <b>Acid</b>	Close blast 5		
+7 vs. Ref; 1d12+3 acid damage, and the target takes ongoing 5 acid damage and takes a -4 penalty to AC (save ends both). Recharge on 5, 6.			
bl <b>Bloodied Breath</b> (immediate; encounter) <b>Acid</b>	Close blast 5		
The dragons breath weapon recharges automatically, and the dragon uses it immediately.			
<b>Cloud of Darkness</b> (standard; recharge) <b>Zone</b> Close burst 2			
This power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except those with darkvision. Any creature entirely within the area (except those with darkvision) is blinded. Sustain: Minor			
<b>Frightful Presence</b> (standard; encounter) <b>Fear</b> Close burst 5			
+5 vs. Will; Target enemies are stunned until the end of the dragons' next turn. Aftersave: The targets take a -2 penalty to attack rolls (save ends).			
<b>Alignment</b> Evil	<b>Languages</b> Draconic		
<b>Skills</b> Nature +9, Stealth +17			
<b>Str</b> 16 (+5)	<b>Dex</b> 20 (+7)	<b>Wis</b> 15 (+4)	
<b>Con</b> 16 (+5)	<b>Int</b> 12 (+3)	<b>Cha</b> 10 (+2)	
<b>Equipment</b>	-		

Deathjump Spider		Level 4 Skirmisher	
medium natural beast (spider)		XP 175	
<b>Initiative</b> +5	<b>Senses</b> Perception +9; darkvision		
<b>HP</b> 38 ; <b>Bloodied</b> 19			
<b>AC</b> 18 ; <b>Fortitude</b> 14, <b>Reflex</b> 17, <b>Will</b> 14			
<b>Speed</b> 6 ; Climb 6; Jump 6			
m <b>Bite</b> (standard; at will) <b>Weapon</b>	Reach 2		
+7 vs. AC; 2d4+3 damage.			
<b>Death from Above</b> (standard; recharge) <b>Weapon</b>			
Jump 6 AND Bite +11 vs. AC; 2d10+4 damage. Recharge on 6.			
<b>Prodigious Leap</b> (move; recharge)			
The spider jumps 12 squares and takes no opportunity attacks. Recharge on 5, 6.			
<b>Alignment</b> Unaligned	<b>Languages</b> -		
<b>Skills</b> -			
<b>Str</b> 15 (+4)	<b>Dex</b> 16 (+5)	<b>Wis</b> 14 (+4)	
<b>Con</b> 15 (+4)	<b>Int</b> 2 (-2)	<b>Cha</b> 13 (+3)	
<b>Equipment</b>	-		

Spined Devil		Level 6 Skirmisher	
medium immortal humanoid (devil)		XP 250	
<b>Initiative</b> +5	<b>Senses</b> Perception +5; nethersight		
<b>HP</b> 47 ; <b>Bloodied</b> 23			
<b>AC</b> 20 ; <b>Fortitude</b> 18, <b>Reflex</b> 18, <b>Will</b> 18			
<b>Speed</b> 5 ; fly 7			
m <b>Claw</b> (standard; at will) <b>Weapon</b>	Reach 2		
+9 vs. AC; 2d4+4 damage.			
<b>Double Attack</b> (standard; at will) <b>Weapon</b>			
The spined devil makes 2 claw attacks.			
r <b>Spine Rain</b> (standard; at will) <b>Weapon, Fire, Poison</b>	Range 10		
+9 vs. Ref; 1d6+2 damage plus 2d6 fire damage, and the target takes Ongoing 5 poison damage and is slowed (save ends both).			
<b>Alignment</b> Evil	<b>Languages</b> Supernal		
<b>Skills</b> Spot +10			
<b>Str</b> 19 (+7)	<b>Dex</b> 14 (+5)	<b>Wis</b> 14 (+5)	
<b>Con</b> 15 (+5)	<b>Int</b> 15 (+5)	<b>Cha</b> 15 (+5)	
<b>Equipment</b>	-		

Orc Raider		Level 3 Soldier	
medium natural humanoid (orc)		XP 150	
<b>Initiative</b> +2	<b>Senses</b> Perception +2; low light vision		
<b>HP</b> 32 ; <b>Bloodied</b> 16			
<b>AC</b> 19 ; <b>Fortitude</b> 17, <b>Reflex</b> 14, <b>Will</b> 11			
<b>Speed</b> 6 ; see also <i>rapid charge</i>			
m <b>Battleaxe</b> (standard; at will) <b>Weapon</b>	Reach 2		
+10 vs. AC; 1d12+4 damage.			
m <b>Bloody Opportunist</b> (immediate; at will) <b>Weapon</b>	Reach 2		
When an adjacent bloodied opponent misses with a melee attack the orc raider can make a basic melee attack against that target.			
<b>Pain Rage</b>			
While bloodied, the orc raider gets a +2 attack, +2 defense and +5 damage			
<b>Rapid Charge</b>			
The orc raider gets +2 speed while charging.			
<b>Alignment</b> Unaligned	<b>Languages</b> undercommon		
<b>Skills</b> Endurance +8			
<b>Str</b> 19 (+5)	<b>Dex</b> 12 (+2)	<b>Wis</b> 13 (+2)	
<b>Con</b> 15 (+3)	<b>Int</b> 9 (+0)	<b>Cha</b> 8 (+0)	
<b>Equipment</b>	chainmail, battleaxe		

Troglydte Bonecrusher		Level 6 Soldier	
medium natural humanoid (troglydte)		XP 250	
<b>Initiative</b> +4	<b>Senses</b> Perception +5; darkvision		
<b>HP</b> 51 ; <b>Bloodied</b> 25			
<b>AC</b> 21 ; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 17			
<b>Speed</b> 5			
m <b>Greatclub</b> (standard; at will) <b>Weapon</b>	Reach 2		
+14 vs. AC; 2d4+4 damage.			
b <b>Stench</b> (minor; at will)	Close burst 1		
+10 vs. Fort; slowed AND -2 attack/defense for the rest of the encounter troglydtes are immune to this effect.			
<b>Alignment</b> Evil	<b>Languages</b> undercommon		
<b>Skills</b> Climb +12, Stealth +9			
<b>Str</b> 19 (+7)	<b>Dex</b> 13 (+4)	<b>Wis</b> 14 (+5)	
<b>Con</b> 18 (+7)	<b>Int</b> 10 (+3)	<b>Cha</b> 12 (+4)	
<b>Equipment</b>	Greatclub		