

Kobolds

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

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

Kobold Slinger		Level 1 Artillery	
Small natural humanoid		XP100	
Initiative	+3	Senses	Perception +1; darkvision
HP	24 ; Bloodied	12	
AC	13 ; Fortitude	12 , Reflex	14 , Will 12 ; see also <i>trap sense</i>
Speed	6		
m	Dagger (standard; at will)	Weapon	
	+5 vs. AC; 1d4+3 damage.		
r	Sling (standard; at will)	Weapon	Range 10/20
	+6 vs. AC; 1d6+3 damage; see also <i>special shot</i> .		
Special Shot			
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)			
Shifty (minor; at will)			
The kobold shifts 1 square as a minor action.			
Trap Sense			
The kobold gains a +2 bonus to all defenses against traps.			
Alignment	Evil	Languages	Draconic
Skills	Acrobatics +8, Stealth +10, Thievery +10		
Str 9 (-1)	Dex 17 (+3)	Wis 12 (+1)	
Con 11 (+1)	Int 9 (-1)	Cha 10 (+0)	
Equipment	leather armor, dagger, sling with 20 bullets, 3 rounds of special shot (see above).		

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

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

Humans

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

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

Human Berserker				Level 3 Brute	
medium natural humanoid				XP 150	
Initiative	+2	Senses	Perception	+1	
HP	56	Bloodied	28		
AC	14	Fortitude	14	Reflex	13, Will 13
Speed	7				
m	Greataxe (standard; at will)		Weapon		
	+6 vs. AC; 1d12+4 damage (crit 1d12+16)				
	Battle Fury (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	Handaxe (standard; at will)		Weapon		
	+4 vs. AC; 1d6+3 damage.		Range 5/10		
Alignment	Any	Languages	Common		
Skills	Athletics +9, Endurance +9				
Str	17 (+4)	Dex	12 (+2)	Wis	11 (+0)
Con	16 (+4)	Int	10 (+1)	Cha	12 (+1)
Equipment	leather armor, greataxe, 2 handaxes				

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

Defiant Rake				Level 5 Skirmisher				
medium natural humanoid				XP 350				
Initiative +7		Senses Perception +2						
HP 45 ; Bloodied 22								
AC 21 ; Fortitude 13, Reflex 17, Will 16								
Speed 6								
m	Rapier (standard; at will)		Weapon					
		+11 vs. AC; 1d8+5						
r	Hand Crossbow (standard; at will)		Weapon		Range 10/20			
		+11 vs. AC; 1d6+5						
Sneak Attack								
+2d6 damage with combat advantage.								
r	Snap Shot (minor; recharge)		Weapon		Range 10/20			
		+11 vs. AC; 1d6+5, attack with hand crossbow, recharge on 6.						
Wicked Dodge (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.								
Alignment Unaligned		Languages Common						
Skills Bluff +11, Stealth +12, Thievery +12								
Str 10(+2)		Dex 20 (+7)		Wis 10 (+2)				
Con 12 (+3)		Int 12 (+3)		Cha 18 (+6)				
Equipment		leather armor, rapier, hand crossbow, 30 bolts						

Undead

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

Blazing Skeleton		Level 5 Artillery	
medium natural animate (undead)		XP200	
Initiative	+6	Senses	Perception +4; darkvision
HP 53	; Bloodied 26		
AC 19	; Fortitude 15, Reflex 18, Will 16	; immune disease,poison,	
Speed 6		Resist 10 fire, necrotic, vulnerable 5 radiant	
m	Blazing Claw (standard; at will) Fire		
	+8 vs. AC; 1d4+1 damage, and ongoing 5 fire damage (save ends).		
r	Flame Orb (standard; at will) Fire		Range 10
	+8 vs. Ref; 2d4+4 fire damage, and ongoing 5 fire damage (save ends).		
Fiery Aura (Fire)			Aura 1
Any creature that starts its turn in the area takes 5 fire damage.			
Alignment	Unaligned	Languages	-
Skills	-		
Str 13 (+3)	Dex 18 (+6)	Wis 15 (+4)	
Con 17 (+5)	Int 4 (-1)	Cha 6 (+0)	
Equipment			

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

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

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

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

Goblinoids

Hobgoblin Warcaster		Level 3 Controller (Leader)	
medium natural humanoid (goblin)		XP 150	
Initiative	+5	Senses	Perception +4; low-light vision
HP	46	Bloodied	23
AC	17	Fortitude	13
		Reflex	15
		Will	14
Speed	6		
m	Staff (standard; at will) Weapon		
	+8 vs. AC; 1d8+1 damage		
m	Shock Staff (standard; recharge) Lightning, Weapon		
	+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	Force Lance (standard; recharge) Force		Range 5
	+7 vs. Fort; 2d6+4 force damage, and the target slides 3 squares. Recharge on 4, 5, 6		
bl	Force Pulse (standard; recharge) Force		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.		
Hobgoblin Resilience (immediate; encounter)			
When a hobgoblin suffers an effect a save can end, a hobgoblin makes an immediate save against the effect.			
Alignment	Evil	Languages	Common, Goblin
Skills	Arcana +10, Athletics +4, Stealth +10		
Str	13 (+2)	Dex	14 (+3)
		Wis	16 (+4)
Con	14 (+3)	Int	19 (+5)
		Cha	13 (+2)
Equipment	Robes, Staff		

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

Hobgoblin Archer		Level 3 Artillery	
medium natural humanoid (goblin)		XP 150	
Initiative	+7	Senses	Perception +8; low-light vision
HP 39	; Bloodied 19		
AC 17	; Fortitude 13, Reflex 15, Will 13		
Speed	6		
m	Longsword (standard; at will) Weapon		
	+6 vs. AC; 1d8+2 damage		
r	Longbow (standard; at will) Weapon		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.		
Hobgoblin Resilience (immediate; encounter)			
When a hobgoblin suffers an effect a save can end, a hobgoblin makes an immediate save against the effect.			
Alignment	Evil	Languages	Common, Goblin
Skills	Athletics +5, Stealth +12		
Str 14 (+3)	Dex 19 (+5)	Wis 14 (+3)	
Con 15 (+3)	Int 11 (+1)	Cha 10 (+1)	
Equipment	leather armor, longsword, longbow, quiver of 30 arrows		

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

Bugbear Headreaver		Level 7 Brute	
medium natural humanoid (goblin)		XP 250	
Initiative	+3	Senses	Perception +3; low-light vision
HP 62	Bloodied 31		
AC 20	Fortitude 17, Reflex 13, Will 14		
Speed	6		
m	Large Greataxe (standard; at will)	Weapon	
+12 vs. AC; 2d10+4			
Reaver's Prize (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.			
Alignment	Evil	Languages	Common, Goblin
Skills	Stealth +8		
Str 18 (+7)	Dex 10 (+3)	Wis 10 (+3)	
Con 17 (+6)	Int 7 (+1)	Cha 13 (+4)	
Equipment	chainmail, large greataxe		

Gnolls

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

Gnoll Claw Fighter				Level 6 Skirmisher	
medium natural humanoid (Gnoll)				XP 200	
Initiative	+7	Senses	Perception	+6; low-light vision	
HP 70	; Bloodied 35				
AC 20	; Fortitude 18, Reflex 16, Will 15				
Speed	8 ; see also <i>mobile attack</i>				
m	Claw (standard; at will) Weapon				
+11 vs. AC; 1d6+4 damage, or 1d6+6 while bloodied; see also <i>pack attack</i> .					
Clawing Charge (standard; at will)					
The gnoll claw fighter makes two claw attacks against a single target when it charges.					
Mobile Melee Attack (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.					
Pack Attack					
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.					
Alignment	CE		Languages	Abyssal, Common	
Skills	Intimidate +3				
Str 19 (+7)	Dex 15 (+5)		Wis 12 (+4)		
Con 14 (+5)	Int 9 (+2)		Cha 7 (+1)		
Equipment	leather armor				

Gnoll Marauder					Level 6 Brute	
medium natural humanoid (Gnoll)					XP 250	
Initiative +5		Senses Perception		+7; low-light vision		
HP 84	Bloodied 42					
AC 18	Fortitude 18,	Reflex 15,	Will 15			
Speed 7						
m	Spear (standard; at will) Weapon					
+10 vs. AC; 1d8+6, or 1d8+8 while bloodied; see also <i>quick bite</i> and <i>pack attack</i> .						
m	Quick Bite (free; at will) Weapon					
+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.						
Pack Attack						
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.						
Alignment	CE	Languages	Abyssal, Common			
Skills	Intimidate +3, Stealth +10					
Str 20(+8)	Dex 14 (+5)	Wis 14 (+5)				
Con 14 (+5)	Int 9 (+2)	Cha 7 (+1)				
Equipment	leather armor, light shield, spear					

Gnoll Demonic Scourge				Level 8 Brute (Leader)	
medium natural humanoid (Gnoll)				XP 350	
Initiative	+6	Senses	Perception	+7; low-light vision	
HP	106	; Bloodied	53		
AC	20	; Fortitude	21, Reflex	18, Will	18
Speed	6				
m	Heavy Flail (standard; at will) Weapon				
+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> .					
Bloodthirst					
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.					
Overwhelming Attack (free; encounter)					
The gnoll demonic scourge applies its <i>bloodthirst</i> power to 2 allies instead of 1.					
Leader of the Pack				Aura 5	
Allies in the aura gain +1 bonus to attack rolls. While this creature is bloodied, the bonus increases to +2.					
Pack Attack					
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.					
Alignment	CE		Languages	Abyssal, Common	
Skills	Insight +10, Intimidate +13, Religion +10				
Str	20(+9)	Dex	14 (+6)	Wis	12 (+5)
Con	16 (+7)	Int	13 (+5)	Cha	15 (+6)
Equipment	chainmail, heavy flail				

Other

Shadar-kai Chainfighter				Level 6 Skirmisher	
medium shadow humanoid				XP 250	
Initiative	+9	Senses	Perception	+5; low light vision	
HP	54	; Bloodied	27		
AC	20	; Fortitude	19, Reflex	19, Will	17
Speed	6 ; see also <i>dance of death</i> and <i>shadow jaunt</i>				
m	Spiked Chain (standard; at will) Weapon			Reach 2	
+7 vs. AC; 2d4+3 damage.					
Dance of Death (standard; recharge) Necrotic, Weapon					
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.					
Shadow Jaunt (move; encounter) Teleportation					
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of his next turn.					
Alignment	Unaligned	Languages	Common		
Skills	Acrobatics +14, Stealth +14				
Str	17 (+6)	Dex	18 (+7)	Wis	14 (+5)
Con	12 (+4)	Int	10 (+3)	Cha	11 (+3)
Equipment	leather armor, spiked chain				

Young Black Dragon				Level 4 Solo Lurker			
large natural magical beast (aquatic, dragon)				XP 875			
Initiative +11		Senses		Perception		+9; darkvision	
HP 280 ; Bloodied 140							
AC 24 ; Fortitude 19, Reflex 21, Will 18		; Resist 15 acid, saves +5					
Speed 7; fly 7 (clumsy)		Action Points 2					
m	Bite (standard; at will) Acid			Reach 2			
+10 vs. AC; 1d6+3 damage and ongoing 5 acid damage (save ends).							
m	Claw (standard; at will) Weapon			Reach 2			
+8 vs. AC; 1d4+3 damage.							
Double Attack (standard; at will)							
The dragon makes 2 claw attacks.							
m	Tail Lash (immediate; at will) Weapon			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	Breath Weapon (standard; recharge) Acid			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	Bloodied Breath (immediate; encounter) Acid			Close blast 5			
The dragons breath weapon recharges automatically, and the dragon uses it immediately.							
Cloud of Darkness (standard; recharge) Zone				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							
Frightful Presence (standard; encounter) Fear				Close burst 5			
+5 vs. Will; Target enemies are stunned until the end of the dragons' next turn. Aftereffect: The targets take a -2 penalty to attack rolls (save ends).							
Alignment Evil		Languages		Draconic			
Skills Nature +9, Stealth +17							
Str 16 (+5)		Dex 20 (+7)		Wis 15 (+4)			
Con 16 (+5)		Int 12 (+3)		Cha 10 (+2)			
Equipment -							

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

Spined Devil				Level 6 Skirmisher			
medium immortal humanoid (devil)				XP 250			
Initiative +5		Senses Perception +5; nethersight					
HP 47 ; Bloodied 23							
AC 20 ; Fortitude 18, Reflex 18, Will 18							
Speed 5 ; fly 7							
m	Claw (standard; at will) Weapon						
		+9 vs. AC; 2d4+4 damage.					
Double Attack (standard; at will) Weapon							
		The spined devil makes 2 claw attacks.					
r	Spine Rain (standard; at will) Weapon, Fire, Poison				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).					
Alignment Evil		Languages Supernal					
Skills Spot +10							
Str 19 (+7)		Dex 14 (+5)		Wis 14 (+5)			
Con 15 (+5)		Int 15 (+5)		Cha 15 (+5)			
Equipment -							

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

Troglydte Bonecrusher				Level 6 Soldier			
medium natural humanoid (troglydte)				XP 250			
Initiative +4		Senses Perception +5; darkvision					
HP 51 ; Bloodied 25							
AC 21 ; Fortitude 21, Reflex 18, Will 17							
Speed 5							
m Greatclub (standard; at will)		Weapon					
+14 vs. AC; 2d4+4 damage.							
b Stench (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.							
Alignment Evil		Languages undercommon					
Skills Climb +12, Stealth +9							
Str 19 (+7)		Dex 13 (+4)		Wis 14 (+5)			
Con 18 (+7)		Int 10 (+3)		Cha 12 (+4)			
Equipment Greatclub							