

## Level 12 Elite Controller (Leader)

XP 1,400

**Senses** Perception +12; Darkvision

**HP 246; Bloodied 123**

## Saving Throws +2

### Action Points 1

④ **Tentacle** (sta

Reach 2; +17 vs. AC; 1d8 + 5 damage (3d6 + 5 damage against a dazed target), and the target is dazed (save ends)

✧ **Dominate** (standard; at-will) • **Charm**

Range 10; targets a dazed humanoid; +14 vs. Will; the target is dominated (save ends). An aboleth slave gatherer can dominate only one creature at a time.

✈ **Enslave** (standard; at-will) • **Charm, Psychic**

Range 5; targets a dominated creature; +14 vs. Reflex; 4d10 + 5 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the aboleth can end this domination. Once a creature is enslaved, an aboleth slave gatherer is free to dominate other creatures.

↔ **Psychic Slime** (standard; encounter; recharges when first bloodied) • **Psychic**

Close burst 10; targets enemies; +16 vs. Will; 4d8 + 5 psychic damage, and the target is dazed (save ends).

✦ **Phantom Chasm** (standard; recharge 6) • Illusion, Psychic

Area burst 1 within 10; +16 vs. Will; 4d8 + 5 psychic damage, and the target is prone and dazed (save ends). Miss: The target is prone.

**Invisibility** (minor; recharge 4) • **Illusion**

The aboleth and one ally within 10 squares of it turn invisible until the end of the aboleth's next turn.

**Psionic Dimension Door** (move; recharge 6) • Teleportation

The aboleth can teleport 10 squares.

**Alignment** Evil

**Skills** Arcana +17, Dungeoneering +17, Insight +21, History +21

**Str 22 (+12)**

**Con 19 (+10)**

## Languages Deep Speech, telepathy 20

**Wis 22 (+12)**

**Cha 22 (+12)**

Ahuizotl			Level 7 Lurker		
Medium natural magical beast (aquatic)			XP 300		
<b>Initiative</b> +11			<b>Senses</b> Perception +9; low-light vision		
<b>HP</b> 61; <b>Bloodied</b> 30					
<b>AC</b> 18; <b>Fortitude</b> 19; <b>Reflex</b> 22; <b>Will</b> 18					
<b>Speed</b> 4, swim 8					
⬇ <b>Bite</b> (standard; at-will)					
+12 vs. AC; 2d6 + 5 damage.					
⬇ <b>Tail Hand</b> (standard; at-will)					
Reach 2; +10 vs. Reflex; 1d8 + 5 damage, and the target is grabbed (until escape).					
⬇ <b>Snatching Strike</b> (standard; encounter)					
Requires combat advantage; +12 vs. AC; 3d10 + 5 damage, and the target is grabbed (until escape). Secondary attack: +10 vs Fortitude; the ahuizotl may shift its speed and pull the target with it. Miss: the ahuizotl can release the grab and shift its speed.					
<b>Eye Strike</b>					
If the ahuizotl has combat advantage against the target, the target is also blinded on a hit (save ends).					
<b>Stalk</b> (move; encounter)					
The ahuizotl may shift its speed.					
<b>Alignment</b> Chaotic Evil			<b>Languages</b> Common		
<b>Skills</b> Athletics +12, Bluff +9, Stealth +12					
<b>Str</b> 19 (+7)			<b>Dex</b> 19 (+7)		
<b>Con</b> 13 (+4)			<b>Wis</b> 13 (+4)		
			<b>Cha</b> 13 (+4)		

## Level 1 Minion Soldier

XP 25

Speed 5

+8 vs. AC; 4 damage.

When the stalwart is adjacent to at least one other ally with a shield he cannot be flanked.

## Languages Common

**Wis 10 (---)**

Cha 7 (-2)

**Equipment** Scale Armor, Heavy Shield, Longsword

## Level 2 Minion Soldier

XP 31

Speed 5

+9 vs. AC; 4 damage.

When the stalwart is adjacent to at least one other ally with a shield he cannot be flanked.

## Cha 8 (---)

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## Level 4 Minion Soldier

XP 44

## Senses Perception +3

**HP 1;** a missed attack never damages a minion.

**AC 23; Fortitude 20; Reflex 16; Will 16**

Speed 5

Ⓢ **Longsword** (standard; at-will) • **Weapon**

+11 vs. AC; 5 damage.

## Shield Wall

When the sternhelm is adjacent to at least one other ally with a shield he cannot be flanked.

## Languages Common

**Skills** Athletics +11, Intimidate +6, Endurance +9, Streetwise +6

**Wis 12 (+3)**

## Cha 9 (+1)

**Equipment** Scale Armor, Heavy Shield, Longsword

## Level 4 Elite Soldier (Leader)

XP 350

**Senses** Perception +8

**Hold Your Guts In!** aura 5; allied minions that take damage may make a saving throw to stay alive with 1 hit point.

**HP 110; Bloodied 55**

**AC 23; Fortitude 20; Reflex 15; Will 16**

## Saving Throws +2

Speed 5

## Action Points 1

Ⓢ **Longsword** (standard; at-will) • **Weapon**

+11 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the swordhar's next turn.

‡ I'm Coming For You! (standard; recharge 5) • **Weapon**

The swordhar can make longsword and get out of my way attacks as a standard action.

### † Legbreaking Kick (minor; at-will)

+9 vs. Fortitude; the target is slowed until the end of the swordhar's next turn.

† **Get Out of My Way!** (standard; at-will) • **Weapon**

Requires shield; +11 vs. AC; 1d6 + 4 damage, and the target is pushed 1 square if it is Large or smaller. The swordhar can shift 1 square into the space vacated by the target.

↔ **For the Black Lord!** (minor; recharge 6)

Close burst 5; blooded allies in the burst of the swordhar's level or lower regain 5 hit points and may make a single saving throw against one condition or instance of ongoing damage that a save would end.

↔ **Go Where I Tell You!** (minor; recharge 5)

Close burst 5; allies in the burst of the same level or less shift 3 squares.

**Follow Me!** (no action; at-will)

Once a swordhar charges an opponent, all allies of the swordhar's level or level who attack the same opponent gain a +2 power bonus to attack and damage until the end of the swordhar's next turn.

## Shield Wall

When the swordhar is adjacent to at least one other ally with a shield he cannot be flanked.

## Languages Common

**Skills** Athletics +12, Intimidate +9, Endurance +9

**Dex 12 (+3)**

**Wis 12 (+3)**

**Int 12 (+3)**

**Cha 15 (+4)**

**Equipment** Scale Armor, Heavy Shield, Longsword

Beholder			Level 10 Elite Controller		
Large aberrant magical beast			XP 1,000		
<b>Initiative</b> +6			<b>Senses</b> Perception +14; Darkvision, All-Around Vision		
<b>HP</b> 212; <b>Bloodied</b> 106					
<b>AC</b> 24; <b>Fortitude</b> 22; <b>Reflex</b> 22; <b>Will</b> 25					
<b>Saving Throws</b> +2					
<b>Speed</b> 6 (hover)					
<b>Action Points</b> 1					
⚔ <b>Bite</b> (standard; at-will)					
+13 vs. AC; 1d8 + 5 damage.					
🔮 <b>Central Eye of Antimagic</b> (minor; at-will)					
Ranged 8; the target gains a -4 penalty to attack rolls with powers having the arcane, divine or primal keywords and cannot be attacked by the beholder's eye ray powers (save ends both).					
🔮 <b>Eye Rays</b> (standard; at-will)					
The beholder use up to two eye ray powers. Each power must target a different creature. Using eye rays does not provoke opportunity attacks.					
🔮 <b>1 Eye of Charming</b> (standard; at-will) • <b>Charm</b>					
Ranged 8; +14 vs. Will; the target takes a -2 penalty on attack rolls that include the beholder as a target. First failed save: the target cannot attack the beholder and, if the target is adjacent to the beholder when it is targetted by a melee or ranged attack, the target interposes itself and becomes the target of the attack instead (save ends).					
🔮 <b>2 Eye of Confusion</b> (standard; at-will) • <b>Charm</b>					
Ranged 8; +14 vs. Will; the target makes a basic attack on an adjacent ally. If no ally is adjacent, the target is dazed (save ends).					
🔮 <b>3 Eye of Death</b> (standard; at-will) • <b>Necrotic</b>					
Ranged 8; +14 vs. Fortitude; 1d8 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).					
🔮 <b>4 Eye of Disintegration</b> (standard; at-will)					
Ranged 8; +14 vs. Fortitude; the target takes ongoing 5 damage (save ends). First failed save: the target takes ongoing 10 damage. Second failed save: the target takes ongoing 15 damage.					
🔮 <b>5 Eye of Fear</b> (standard; at-will) • <b>Fear</b>					
Ranged 8; +14 vs. Will; the target moves its speed +2 away from the beholder. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.					
🔮 <b>6 Eye of Flesh to Stone</b> (standard; at-will)					
Ranged 8; +14 vs. Fortitude; the target is slowed (save ends). First failed save: the target is immobilised (save ends). Second failed save: the target is petrified (no save).					
🔮 <b>7 Eye of Sleep</b> (standard; at-will) • <b>Sleep</b>					
Ranged 8; +14 vs. Will; the target is slowed (save ends). First failed save: the target is unconscious (save ends).					
🔮 <b>8 Eye of Slow</b> (standard; at-will)					
Ranged 8; +14 vs. Will; the target is slowed (save ends). Aftereffect: the target is dazed (save ends).					
🔮 <b>9 Eye of Telekinesis</b> (standard; at-will)					
Ranged 8; +14 vs. Fortitude; the target slides 4 squares.					
🔮 <b>10 Eye of Wounding</b> (standard; at-will)					
Ranged 8; +15 vs. AC; 2d6 + 5 damage.					
<b>Alignment</b> Evil			<b>Languages</b> Deep Speech		
<b>Skills</b> Intimidate +12					
<b>Str</b> 12 (+6)			<b>Dex</b> 12 (+6)		
<b>Con</b> 18 (+9)			<b>Wis</b> 18 (+9)		
			<b>Cha</b> 15 (+7)		

Initiative +14

Senses Perception +14; Low-Light Vision

Swarm Attack

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

HP 120; Bloodied 60

AC 23; Fortitude 20; Reflex 25; Will 27

Resist 10 half damage from melee and ranged attacks, 20 psychic; Vulnerable 10 damage from close and area attacks

Speed 4, climb 2

⬇ Swarm of Teeth (standard; at-will)

+17 vs. AC; 1d8 + 5 damage, and ongoing 3 damage (save ends)

⬇ Mind Blast (standard; recharge 5) • Psychic

Close burst 5; +15 vs. Will; 3d8 + 5 psychic damage, and the target is dazed (save ends). A dazed target is stunned (save ends).

Bloodied Mindlessness

When bloodied, a cranium rat swarm is unable to use its mind blast power. It loses its resist 20 psychic and gains vulnerable 10 psychic.

Hive Mind

Until bloodied, a cranium rat swarm makes saving throws twice each round: at the beginning at its turn and also at the end. When bloodied, the cranium rat swarm only make saving throws at the end of its turn.

Alignment Evil

Languages Telepathy

Str 13 (+7)

Dex 22 (+12)

Wis 16 (+9)

Con 16 (+9)

Int 13 (+7)

Cha 19 (+10)

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## Level 6 Controller

XP 250

**Initiative** +6                   **Senses** Perception +6; Darkvision  
**HP** 72; **Bloodied** 36  
**AC** 22; **Fortitude** 19; **Reflex** 17; **Will** 18  
**Resist** 5 poison , 5 psychic  
**Speed** 5

⬆ **War Pick** (standard; at-will) • **Weapon**

+13 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the duergar's next turn.

⬇ **Deep Impact** (standard; at-will) • **Weapon**

+11 vs. Reflex; 1d10 + 4 damage.

⬇ **Psionic Weapon** (standard; recharge 6) • **Psychic, Weapon**

+11 vs. Will; 3d8 + 4 psychic damage, and the target is dazed (save ends).

↩ **Psychic Stomp** (minor; recharge 6) • **Force**

Close burst 1; +11 vs. Fortitude; 1d6 + 4 force damage and the target is pushed 1 square. Secondary attack: +11 vs Reflex; the target is prone.

**Expand** (when first bloodied; encounter) • **Polymorph**

The duergar becomes Large, occupying 4 squares instead of 1. Any creatures in the squares that the duergar comes to occupy are pushed 1 square. The duergar also gains reach 2 and a +5 bonus to its melee damage rolls. The duergar remains Large until the end of the encounter.

<b>Alignment</b> Evil		<b>Languages</b> Common, Deep Speech, Dwarven	
<b>Skills</b> Dungeoneering +13, Endurance +13			
<b>Str</b> 22 (+9)	<b>Dex</b> 13 (+4)	<b>Wis</b> 16 (+6)	
<b>Con</b> 16 (+6)	<b>Int</b> 13 (+4)	<b>Cha</b> 8 (+2)	

**Equipment** Chainmail, Heavy war pick

## Level 18 Skirmisher

XP 2,000

**Senses** Perception +20; Low-Light Vision

**AC 32; Fortitude 33; Reflex 32; Will 30**

④ **Bite** (standard; at-will)

Reach 3; +23 vs. AC; 2d8 + 7 damage, and the target is grabbed (until escape)

‡ **Constrict** (standard; at-will)

Affects a target the constrictor has grabbed; +21 vs. Fortitude;  $3d8 + 7$  damage, and the target is dazed until the end of the constrictor's next turn.

↔ **Mesmerising Movement** (move; at-will)

Close burst 5; the constrictor shifts 3 squares; +21 vs. Will; the target is dazed (save ends).

## Languages Abyssal, Supernal

**Str** 25 (+16) **Dex** 28 (+18)

**Dex 28 (+18)**

**Cha 19 (+13)**

**Int 16 (+12)**

**Cha 19 (+13)**

Elder Deathrattle Viper of Set

Level 10 Controller (Leader)

Large natural beast (reptile)

XP 500

Initiative +10

Senses Perception +12; Low-Light Vision

Death Rattle aura 5; enemies in the aura take a -2 penalty to attack rolls.

HP 103; Bloodied 51

AC 24; Fortitude 20; Reflex 25; Will 25

Resist 10 poison

Speed 4, climb 4

⚔ Bite (standard; at-will) • Poison

Reach 2; +15 vs. AC; 1d8 + 5 damage. Secondary attack: +11 vs Fortitude; ongoing 10 poison damage and target is slowed (save ends both).

↩ Mesmerising Rattle (minor; at-will) • Charm

Close burst 5; +14 vs. Will; target is dazed (save ends).

🐍 Spit Venom (standard; at-will) • Poison

+14 vs. Reflex; 1d8 + 5 poison damage, and the target is blinded (save ends).

Alignment Evil

Languages Abyssal, Supernal

Skills Bluff +17, History +12, Insight +12, Religion +12, Stealth +15

Str 15 (+7)

Dex 21 (+10)

Wis 15 (+7)

Con 15 (+7)

Int 15 (+7)

Cha 24 (+12)

Feydark Cave Lizard

Medium fey humanoid (reptile)

Level 3 Lurker

XP 150

Initiative

+8

Senses

Perception +8; Darkvision, tremorsense

HP

35

Bloodied

17

AC

17

Fortitude

15

Reflex

16

Will

15

Speed

8

,

climb

6

(spider climb)

⬇

Bite

(standard; at-will)

+8

vs.

AC

1d6

+

3

damage.

🦎

Sticky Tongue

(standard; at-will)

Range

3

;

+6

vs.

Reflex

;

target

is

grabbed

(until

escape)

.

Secondary

attack:

+

6

vs

Fortitude

;

target

is

pulled

3

squares.

Cavern Hunter

A Feydark cave lizard that starts its turn with cover also has total concealment against nonadjacent enemies.

Combat Advantage

The Feydark cave lizard deals 1d6 extra damage against any target it has combat advantage against.

Alignment

Unaligned

Languages

—

Skills

Stealth +9

Str

14

(+3)

Con

11

(+1)

Dex

17

(+4)

Int

2

(-3)

Wis

14

(+3)

Cha

8

(---)

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Feydark Goblin Sapper

Small fey humanoid (goblin)

Level 1 Lurker

XP 100

Initiative +7

Senses Perception +6; darkvision

HP 22; Bloodied 11

AC 15; Fortitude 13; Reflex 14; Will 13

Speed 6

⬇️ Warpick (standard; at-will) • Weapon

+6 vs. AC; 1d6 + 3 damage.

Combat Advantage

The goblin sapper deals an extra 1d6 damage against any target it has combat advantage against.

Feydark Cloak (no action; at-will)

If the goblin sapper moves more than 3 squares on its turn it has concealment until the end of its next turn.

Feydark Step (move; encounter)

The goblin sapper must have concealment and then may teleport 5 squares.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin sapper shifts 1 square.

Alignment Evil

Languages Common, Goblin

Skills Stealth +8, Athletics +6, Dungeoneering +6

Str 13 (+1)

Dex 16 (+3)

Wis 13 (+1)

Con 10 (---)

Int 10 (---)

Cha 7 (-2)

Equipment Leather Armor, Light war pick

## Level 1 Minion Lurker

XP 25

**HP 1;** a missed attack never damages a minion.

Speed 6

+6 vs. AC; 3 damage (5 with combat advantage).

If the goblin scavenger moves more than 3 squares on its turn it has concealment until the end of its next turn.

The goblin scavenger shifts 1 square.

**Languages** Common, Goblin

**Str 7 (-2)**

**Dex 19 (+4)**

**Wis 10 (---)**

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**Initiative** +2                      **Senses** Perception +8; darkvision  
**HP** 38; **Bloodied** 19  
**AC** 16; **Fortitude** 14; **Reflex** 14; **Will** 14  
**Resist** 5 Necrotic; **Vulnerable** 5 Radiant  
**Speed** 8

⬆ **Bite** (standard; at-will)  
+7 vs. AC; 1d6 + 3 damage. Secondary attack: +5 vs Reflex; target is prone.

⬇ **Throat Attack** (standard; at-will) • **Necrotic**  
Requires prone target; +5 vs. Fortitude; 2d6 + 3 damage, and the target is weakened and takes ongoing 5 necrotic damage (save ends both).

**Behind the Black Lord's Cloak**  
If a Bane-touched wolf moves at least 3 squares from its starting position, or if it does not attack this turn, it gains concealment until the end of its next turn.

**Wolfrider's Mount** (no action; at-will) • **Mount**  
A Red Hand goblin wolfrider gains the benefit of behind the black lord's cloak while the Bane-touched wolf is ridden. The wolfrider requires the Bane-touched mount to be able to use its wolfrider's charge power.

<b>Alignment</b> Evil	<b>Languages</b> —
<b>Skills</b> Stealth +8, Endurance +8	
<b>Str</b> 14 (+3)	<b>Dex</b> 14 (+3)
<b>Con</b> 14 (+3)	<b>Int</b> 8 (---)
	<b>Wis</b> 14 (+3)
	<b>Cha</b> 11 (+1)

Red Hand Banite Bodyguard

Level 4 Soldier

Medium natural humanoid (human)

XP 175

**Initiative** +7      **Senses** Perception +9  
**HP** 55; **Bloodied** 27  
**AC** 23; **Fortitude** 20; **Reflex** 12; **Will** 16  
**Speed** 5

⬇ **Longsword** (standard; at-will) • **Weapon**

+11 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the bodyguard's next turn

⬇ **For Bane!** (standard; requires a longsword; encounter) • **Weapon**

+11 vs. AC; 2d8 + 4 damage, and the bodyguard gains 5 temporary hit points.

⬇ **Shield Tranter Leng** (immediate reaction; when an adjacent enemy moves or shifts; requires a shield; at-will)

Targets the triggering enemy; +9 vs. Fortitude; 1d6 + 4 damage, the bodyguard pushes the target 1 square, and the target ends its move action.

**Lock Shields** (requires a shield)

A Banite bodyguard gains a +2 bonus to AC and Reflex defense while adjacent to another Banite bodyguard.

**Alignment** Evil      **Languages** Common

**Skills** Insight +9, Intimidate +8, Endurance +9, Religion +8

**Str** 21 (+7)      **Dex** 9 (+1)      **Wis** 15 (+4)

**Con** 15 (+4)      **Int** 12 (+3)      **Cha** 12 (+3)

**Equipment** Plate Armor, Heavy Shield, Longsword

Red Hand Bugbear Assassin

Medium natural humanoid (goblin)

Level 4 Lurker

XP 175

**Initiative** +11                   **Senses** Perception +8; Low-Light Vision  
**HP** 59; **Bloodied** 29  
**AC** 18; **Fortitude** 16; **Reflex** 17; **Will** 15  
**Speed** 7

⬆ **Morningstar** (standard; at-will) • **Weapon**

+9 vs. AC; 1d10 + 4 damage.

⬇ **Skullthumper** (standard; at-will) • **Weapon**

+9 vs. AC; 1d6 + 4 damage. Secondary attack: +7 vs Fortitude; target is stunned (save ends).

⬇ **Strangle** (standard; sustain standard; at-will) • **Weapon**

Requires combat advantage and garrote; +7 vs. Reflex; 1d10 + 4 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The bugbear assassin can sustain the power as a standard action, dealing 1d10 + 4 damage and maintaining the grab.

**Body Shield** (immediate interrupt, when targeted by a melee or a ranged attack against ac or reflex; recharge 4)

The bugbear assassin makes its grabbed victim the target instead. The bugbear assassin can't use this power to redirect attacks made by a creature it is currently grabbing.

**Predatory Eye** (minor; encounter)

The bugbear strangler 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.

<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin	
<b>Skills</b> Intimidate +6, Stealth +12, Acrobatics +12, Athletics +11, Thievery +12		
<b>Str</b> 18 (+6)	<b>Dex</b> 21 (+7)	<b>Wis</b> 12 (+3)
<b>Con</b> 15 (+4)	<b>Int</b> 12 (+3)	<b>Cha</b> 9 (+1)

**Equipment** Leather Armor, Morningstar, Garrote

## Level 1 Minion Soldier

XP 25

**HP 1;** a missed attack never damages a minion.

Speed 6

+7 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target)

The goblin shifts 1 square.

**Languages** Common, Goblin

**Str 16 (+3)**

**Con 13 (+1)**

**Dex 13 (+1)**

**Int 7 (-2)**

**Wis 10 (---)**

Cha 7 (-2)

**Equipment** Leather Armor, Short sword

## Level 1 Skirmisher

XP 100

Speed 6

+6 vs. AC; 1d6 + 3 damage

Ranged 10/20; +6 vs. AC; 1d6 + 3 damage

The goblin skirmisher can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.

The goblin shifts 1 square.

If, on its turn, the goblin skirmisher ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.

**Languages** Common, Goblin

**Wis 13 (+1)**

**Cha 7 (-2)**

**Equipment** Leather Armor, Spear, Javelin x5

Red Hand Goblin Wolfrider

Level 2 Skirmisher

Small natural humanoid (goblin)

XP 125

**Initiative** +8                   **Senses** Perception +8; Low-Light Vision  
**HP** 35; **Bloodied** 17  
**AC** 16; **Fortitude** 14; **Reflex** 18; **Will** 11  
**Speed** 5

⬇ **Spear** (standard; at-will) • **Weapon**

+7 vs. AC; 1d6 + 3 damage.

⬇ **Wolfrider's Charge** (standard; at-will) • **Weapon**

The wolfrider must be mounted on his Bane-touched wolf. The wolfrider makes a charge attack and at any point during that movement this power may be used; +9 vs. AC; 2d6 + 3 damage, and the target is pushed. Secondary attack: +7 vs Fortitude; the target is prone. The wolfrider and his mount do not provoke opportunity attacks from the target of this power.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +12, Acrobatics +11, Athletics +8, Endurance +6, Nature +8		
<b>Str</b> 14 (+3)	<b>Dex</b> 20 (+6)	<b>Wis</b> 14 (+3)
<b>Con</b> 11 (+1)	<b>Int</b> 8 (---)	<b>Cha</b> 8 (---)

**Equipment** Hide Armor, Spear

Red Hand Graul the Brawler

Level 4 Solo Brute

Medium natural humanoid (orc, giant)XP 875

Initiative +3

Senses Perception +1

HP 302; Bloodied 151

AC 16; Fortitude 23; Reflex 16; Will 18

Saving Throws +5

Speed 4

Action Points 2

⬇️ Brute Slam (standard; at-will)

+ 7 vs. AC; 2d8 + 4 damage, and the target is pushed 1 square.

⬇️ One-Two Punch (standard; at-will)

Graul makes two brute slam attacks, If Graul hits a single target with both brute slams the target is pushed 2 squares and knocked prone, otherwise the target is pushed 1 square (the attack rolls should be resolved before applying the push effects).

⬇️ Bear Hug (standard; recharge 5)

+ 5 vs. Fortitude; 3d8 + 4 damage, and the target is grabbed (see hurl).

⬇️ Dead Leg (minor; recharge 5)

+ 5 vs. Fortitude; 1d6 + 4 damage, and the target is slowed (save ends).

⬇️ Eye Gouge (minor; recharge 5)

+ 5 vs. Reflex; 1d6 + 4 damage, and the target is blinded (save ends).

⬇️ Head Butt (minor; recharge 5)

+ 5 vs. Fortitude; 1d6 + 4 damage, and the target is dazed (save ends).

🏹 Hurl (minor; at-will; grabbed target only)

Ranged 3; 1d6 + 4 damage, and the target is slid 3 squares and knocked prone. Secondary attack:  
+ 5 vs. Reflex; 1d6 + 4 damage to secondary target and is knocked prone.

⬅️ Flailing Rage (immediate reaction; when first bloodied)

Close burst 1; Graul makes a brute slam attack against all targets in area.

Alignment Chaotic Evil

Languages Goblin, Giant

Skills Athletics +11, Endurance +11, Intimidate +5

Str 18 (+6)

Dex 12 (+3)

Wis 9 (+1)

Con 18 (+6)

Int 7 (---)

Cha 6 (---)

Red Hand Hobgoblin Apprentice Battlemage

Level 2 Artillery

Medium natural humanoid (goblin)XP 125

**Initiative** +7                      **Senses** Perception +3; Low-Light Vision  
**HP** 32; **Bloodied** 16  
**AC** 14; **Fortitude** 14; **Reflex** 15; **Will** 14  
**Speed** 6

⬇ **Quarterstaff** (standard; at-will) • **Weapon**

+ 7 vs. AC; 1d6 + 3 damage

🔥 **Aganazzar's Scorchers** (standard; at-will) • **Fire**

Ranged 10; +9 vs. Reflex; 1d10 + 3 fire damage. This power may be used to make opportunity attacks.

↩ **Forcewave** (standard; recharge 6) • **Force**

Close blast 5; +7 vs. Fortitude; 2d10 + 3 force damage, and the target is pushed 1 square and knocked prone. Miss: Half damage.

💣 **Horizikaul's Boom** (standard; recharge 6) • **Thunder**

Area burst 2 within 10; +7 vs. Fortitude; 3d8 + 3 thunder damage, and the target is pushed 1 square and dazed (save ends). Miss: Half damage.

**Hobgoblin Resilience** (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)

The hobgoblin warcaster makes a saving throw against the triggering effect.

<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin
<b>Skills</b> Arcana +9, Athletics +3, History +9, Endurance +8, Intimidate +6	
<b>Str</b> 10 (+1)	<b>Dex</b> 17 (+4)
<b>Con</b> 14 (+3)	<b>Int</b> 17 (+4)
	<b>Wis</b> 14 (+3)
	<b>Cha</b> 11 (+1)

**Equipment** Quarterstaff, Cloth Armor (Basic Clothing)

Red Hand Hobgoblin Commander

Level 4 Elite Soldier (Leader)

Medium natural humanoid (goblin)

XP 350

**Initiative** +8      **Senses** Perception +9; Low-Light Vision  
**Hold Your Guts In!** aura 5; allied minions that take damage may make a saving throw to stay alive with 1 hit point.  
**HP** 110; **Bloodied** 55  
**AC** 20; **Fortitude** 19; **Reflex** 17; **Will** 18  
**Saving Throws** +2  
**Speed** 5  
**Action Points** 1

⬇ **Broadsword** (standard; at-will) • **Weapon**

+11 vs. AC; 1d10 + 5 damage. If the Red Hand commander hits with an opportunity attack, it shifts 1 square.

⬇ **Hammer and Anvil** (standard; recharge 5) • **Weapon**

The commander can make broadsword and tide of iron attacks as a standard action.

⬇ **Tide of Iron** (standard; at-will) • **Weapon**

Requires shield; +11 vs. AC; 1d6 + 4 damage, and the target is pushed 1 square if it is Large or smaller. The commander can shift 1 square into the space vacated by the target.

⬇ **Legbreaking Kick** (minor; at-will)

+9 vs. Fortitude; the target is slowed until the end of the commander's next turn.

↩ **For the Red Hand!** (minor; recharge 6)

Close burst 5; bloodied allies in the burst regain 5 hit points and may make a saving throw against one condition or instance of ongoing damage that a save would end.

↩ **Tactical Deployment** (minor; recharge 5)

Close burst 5; allies in the burst shift 3 squares.

**Hobgoblin Resilience** (immediate reaction, when the hobgoblin commander suffers an effect that a save can end; encounter)

The hobgoblin commander makes a saving throw against the triggering effect.

**Lead from the Front**

When the hobgoblin commander's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until end of the hobgoblin commander's next turn.

**Phalanx Soldier**

The hobgoblin commander gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin	
<b>Skills</b> Athletics +11, Intimidate +11, Endurance +9		
<b>Str</b> 18 (+6)	<b>Dex</b> 15 (+4)	<b>Wis</b> 15 (+4)
<b>Con</b> 15 (+4)	<b>Int</b> 12 (+3)	<b>Cha</b> 18 (+6)

**Equipment** Scale Armor, Heavy Shield, Broadsword

Red Hand Hobgoblin Mercenary

Level 2 Soldier

Medium natural humanoid (goblin)XP 125

Initiative +8

Senses Perception +3; Low-Light Vision

HP 38; Bloodied 19

AC 18; Fortitude 18; Reflex 11; Will 14

Saving Throws +2 while within 5 squares of at least two allies

Speed 5

⚔ Longsword (standard; at-will) • Weapon

+9 vs. AC; 1d10 + 4 damage

🏹 Longbow (standard; at-will) • Weapon

+9 vs. AC; 1d6 + 2 damage

Phalanx Soldier

A hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment Evil

Languages Common, Goblin

Skills Athletics +11, Endurance +8, Intimidate +6

Str 17 (+4)

Dex 14 (+3)

Wis 14 (+3)

Con 14 (+3)

Int 11 (+1)

Cha 10 (+1)

Equipment Longsword, Longbow, Light Shield, Arrow x10, Scale Armor



**Initiative** +4                   **Senses** Perception +1  
**HP** 90; **Bloodied** 45  
**AC** 15; **Fortitude** 17; **Reflex** 12; **Will** 11  
**Saving Throws** +2  
**Speed** 8  
**Action Points** 1

⬇ **Greatclub** (standard; at-will) • **Weapon**

Reach 2; +11 vs. AC; 2d8 + 4 damage.

⬇ **Backhander** (immediate reaction; at-will)

In response to any attack from within its reach; +11 vs. AC; 1d6 + 4 damage, and the target is pushed 1 square.

⬇ **Ok, I Won't Throw It** (immediate interrupt; at-will)

In response to an opportunity attack triggered by its hurl pitch cask ranged attack, the ogre flamethrower can negate the opportunity attack by making a smash pitch cask attack on the erstwhile attacker. Other opportunity attacks are likewise negated.; 1d10 + 4

⬇ **Smash Pitch Cask** (standard; at-will)

Reach 2; +9 vs. Reflex; 1d6 + 4 damage, and the target is now covered in flammable pitch. See the Pitch Cask section.

🏹 **Hurl Pitch Cask** (standard; at-will)

Ranged 20; +9 vs. Reflex; see the Pitch Cask section.

<b>Alignment</b> Chaotic evil	<b>Languages</b> Giant	
<b>Str</b> 21 (+7)	<b>Dex</b> 15 (+4)	<b>Wis</b> 9 (+1)
<b>Con</b> 15 (+4)	<b>Int</b> 9 (+1)	<b>Cha</b> 7 (---)

**Equipment** Hide Armor, Greatclub

**Initiative** +1                   **Senses** Perception +6  
**HP** 220; **Bloodied** 110  
**AC** 19; **Fortitude** 18; **Reflex** 14; **Will** 19  
**Saving Throws** +5  
**Speed** 5  
**Action Points** 2

⬇ **Mindcrushing Mace** (standard; at-will) • **Fear, Psychic, Weapon**  
+9 vs. AC; 1d10 + 2 damage, plus ongoing 5 psychic damage and target is dazed (save ends).

⬇ **Bane Punishes the Weak!** (immediate reaction; at-will) • **Fear**  
When a melee attack misses Tranter he curses the opponent in the name of Bane; +8 vs. Will; 1d6 + 4 damage, and the target is pushed 1 square and stunned (save ends).

✂ **Dominating Ray** (standard; at-will) • **Fear**  
Ranged 10; +8 vs. Will; 1d6 + 4 damage and the target is slowed (save ends).

✂ **Mystic Lash** (standard; recharge 4) • **Fear, Lightning**  
Ranged 5; +8 vs. Reflex; 3d6 lightning damage and the target is stunned (save ends).

⬅ **Bane's Command** (standard; recharge 6)  
Close burst 5; bloodied allies in the burst regain 15 hit points.

⬅ **Lesser Battletide** (minor 1/round; recharge 4)  
Close burst 10; all allies in the burst gain +5 speed until the end of the Tranter's next turn.

⬅ **Fearsome Mien** (minor; at-will) • **Fear, Gaze**  
Close burst 3 (targets enemies); +8 vs. Will; enemies take -2 penalty to AC and Will (save ends both)

<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Skills</b> Religion +9, Insight +11, Intimidate +11, Streetwise +11	
<b>Str</b> 14 (+4)	<b>Dex</b> 9 (+1) <b>Wis</b> 18 (+6)
<b>Con</b> 15 (+4)	<b>Int</b> 14 (+4) <b>Cha</b> 18 (+6)

**Equipment** Scale Armor, Heavy Shield, Mace, Holy Symbol

Red Hand Umugra the Bane-touched Worg

Level 4 Solo Brute

Large natural magical beast

XP 875

**Initiative** +3

**Senses** Perception +7; Darkvision

**Frightful Growl** aura 3; enemies in the aura take a -1 penalty to attack rolls, and allies in the aura gain a +1 power bonus to attack rolls.

**HP** 232; **Bloodied** 116

**AC** 16; **Fortitude** 18; **Reflex** 15; **Will** 16

**Resist** 10 Psychic

**Saving Throws** +5

**Speed** 8

**Action Points** 2

⬆ **Bite** (standard; at-will)

+7 vs. AC; 1d10 + 4 damage, and ongoing 5 damage (save ends). Secondary attack: +5 vs Reflex; target is prone.

⬇ **Throat Attack** (minor; recharge 5)

Requires prone target; +7 vs. AC; 1d6 + 4 damage, and ongoing 5 damage and the target is dazed (save ends both).

⬅ **Terrifying Howl** (minor; recharge 5) • **Fear, Psychic**

Close burst 5; targets enemies; +5 vs. Will; 1d6 + 4 psychic damage, and the target is weakened (save ends).

**Alignment** Evil

**Languages** Abyssal, Common, Goblin

**Skills** Stealth +8, Athletics +11, Endurance +11

**Str** 19 (+6)**Dex** 12 (+3)**Wis** 11 (+2)

**Con** 18 (+6)**Int** 8 (+1)**Cha** 14 (+4)

## Level 8 Solo Soldier (Leader)

XP 1,750

**Senses** Perception +11; Darkvision

**Regeneration** 10 (regeneration doesn't function while Sakatha is exposed to direct sunlight.)

**Resist** 10 cold , 10 lightning, 10 necrotic; **Vulnerable** 5 radiant

**Speed** 8, climb 4 (spider climb), swim 8

④ **Trident** (standard; at-will) • **Weapon**

+15 vs. AC; 3d6 + 5 damage, and the target is marked until the end of Sakatha's next turn.

ranged 5/10; +15 vs. AC; 3d6 + 5 damage. The trident returns to Sakatha's hand at the end of his turn.

Ranged 10; +13 vs. Reflex; 3d10 + 5 lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Requires combat advantage against the target; +10 vs. Fortitude; 4d8 + 5 damage, and the target is weakened (save ends), and Sakatha regains 88 hit points and 1 action point.

Sakatha makes a trident attack against one target and a trident or a hurled trident attack against another target.

+13 vs. Fortitude; 3d6 + 5 damage, and the target is weakened and takes ongoing 5 damage.

Target must be adjacent to a wall or other solid surface; +13 vs. Reflex; 2d6 + 5 damage, and the target is restrained and takes ongoing 10 damage (save ends both). Sakatha cannot make attacks with the weapon keyword while the target is restrained.

Ranged 5; +13 vs. Will; the target is dominated and takes a -2 penalty to saving throws against being dominated (save ends both). Aftereffect: The target is dazed (save ends). Sakatha can have only one creature dominated at a time.

Sakatha becomes insubstantial and gains fly (hover) 12 until the end of his next turn. Sakatha cannot attack while in this form and can remain in this state for 1 hour.

Sakatha spends a healing surge to regain 88 hit points. In addition, he gains a +2 bonus to all defenses until the start of his next turn.

**Languages** Abyssal, Draconic, Primordial

Str 26 (+12) Dex 17 (+7)

**Int 14 (+6)**

**Wis 14 (+6)**

**Cha 20 (+9)**

### Equipment Trident

Initiative +6

Senses Perception +7

HP 86; Bloodied 43

AC 22; Fortitude 16; Reflex 20; Will 23

Resist 5 necrotic

Speed 6

⚔ Dagger (standard; at-will) • Weapon

+12 vs. AC; 1d8 + 5 damage.

☠ Circle of Skulls (standard; at-will) • Force, Implement, Necrotic, Zone

Area burst 1 square within 10; +14 vs. Reflex; 2d6 + 5 force and necrotic damage. The power's area is filled with biting black skulls of dark force. Any creature that enters the area or starts its turn there takes 4 force damage. The zone remains in place until the end of necromancer's next turn. He can dispel it as a minor action.

⚡ Grave Blast (standard; at-will) • Healing, Implement, Necrotic

Close blast 3; +14 vs. Fortitude; 2d6 + 5 necrotic damage, target is slowed (save ends) and the necromancer heals 5 hp for each target damaged by this attack.

⚡ Black Lightning (standard; daily) • Implement, Lightning, Necrotic

Ranged 10; +14 vs. Reflex; 3d10 + 5 lightning and necrotic damage, and target takes ongoing 5 lightning and necrotic damage and is slowed (save ends). While the target is taking ongoing damage, creatures adjacent to the target at the start of their turn, or that enter a space adjacent to the target, take 5 lightning and necrotic damage. Aftereffect: target is dazed (save ends).

☠ Soul Strike (standard; encounter) • Implement

Ranged 10; +13 vs. Will; the target makes a basic attack against itself and is weakened (save ends). This damage ignores all resistances. The necromancer pulls the target's ghost-like soul from its body and commands it to attack its body.

Bloodthirsty Orb

Deal 5 extra damage to each bloodied creature within 5 squares of the necromancer.

Alignment Evil

Languages Common

Skills Arcana +12, History +12, Religion +12

Str 11 (+4)

Dex 14 (+6)

Wis 17 (+7)

Con 14 (+6)

Int 17 (+7)

Cha 11 (+4)

Equipment Quarterstaff, Cloth Armor (Basic Clothing), Implement, Staff

Initiative +7

Senses Perception +11

HP 288; Bloodied 144

Regeneration 5 (regeneration does not work in any round in which it takes radiant damage)

AC 24; Fortitude 17; Reflex 21; Will 21

Resist 20 fire , 10 necrotic ; Vulnerable 5 radiant

Saving Throws +5

Speed 10 (hover)

Action Points 2

🔪 Fiery Bite (standard; at-will) • Fire

Reach 0; +8 vs. AC; 1d6 + 4 damage, plus 1d8 fire damage.

🔥 Blackflame Ray (standard; at-will) • Fire, Necrotic

Ranged 10; +11 vs. Reflex; 1d6 + 4 fire and necrotic damage, and ongoing 5 fire and necrotic damage (save ends).

⚡ Black Lightning (standard; recharge 6) • Lightning, Necrotic

The flameskull makes a separate attack against 3 different targets: ranged 10; +11 vs. Reflex; 1d6 + 4 lightning and necrotic damage.

💣 Fireball (standard; recharge 6) • Fire

Area burst 3 within 20; +11 vs. Reflex; 2d8 + 4 fire damage. Miss: Half damage. The flameskull can exclude two allies from the effect.

🌀 Explosive Exit (standard; recharge 6) • Fire, Teleportation

Close blast 5; +11 vs. Reflex; 3d6 + 4 fire damage, and the target is knocked prone. Whisper may teleport 10. Miss: Whisper may teleport 10.

👁 Mage Hand (minor; at-will) • Conjuration

As the wizard power mage hand.

💡 Illumination

The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.

Alignment Evil

Languages Common, Draconic, Elven

Skills Stealth +14, Arcana +12, History +12

Str 4 (---)

Dex 19 (+7)

Wis 16 (+6)

Con 16 (+6)

Int 19 (+7)

Cha 19 (+7)

White Dragon Covey 1

Level 6 Elite Brute

Large natural magical beast (cold, dragon)

XP 500

**Initiative** +3                   **Senses** Perception +9; Darkvision  
**HP** 182; **Bloodied** 91  
**AC** 21; **Fortitude** 25; **Reflex** 17; **Will** 15  
**Resist** 20 cold ; **Vulnerable** 5 fire  
**Saving Throws** +2  
**Speed** 7 (ice walk), fly 7 (hover), overland flight 10  
**Action Points** 1

⬇ **Bite** (standard; at-will) • **Cold**

Reach 2; +9 vs. AC; 1d10 + 4 plus 1d10 cold damage.

⬇ **Claw** (minor; at-will)

Reach 2; +9 vs. AC; 1d6 + 4 damage.

⬇ **Frightful Presence** (standard; encounter) • **Fear**

Close burst 5; targets enemies; +7 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

⬇ **Tail Lash** (standard; at-will)

Reach 2; requires combat advantage; +7 vs. Fortitude; 2d8 + 4 damage, and the target is pushed 3 squares and is prone.

↩ **Breath Weapon** (standard; recharge 5) • **Cold**

Close blast 5; +7 vs. Reflex; 3d10 + 4 cold damage, and the target is slowed and weakened (save ends both).

↩ **Bloodied Breath** (free, when first bloodied; encounter) • **Cold**

The dragon's breath weapon recharges, and the dragon uses it immediately.

<b>Alignment</b> Chaotic Evil	<b>Languages</b> Draconic
<b>Skills</b> Athletics +12	
<b>Str</b> 19 (+7)	<b>Dex</b> 10 (+3)
<b>Con</b> 21 (+8)	<b>Int</b> 10 (+3)
	<b>Wis</b> 13 (+4)
	<b>Cha</b> 10 (+3)

**Initiative** +9      **Senses** Perception +11; Darkvision  
**HP** 144; **Bloodied** 72  
**AC** 23; **Fortitude** 21; **Reflex** 22; **Will** 21  
**Resist** 20 cold ; **Vulnerable** 5 fire  
**Saving Throws** +2  
**Speed** 7 (ice walk), fly 7 (hover), overland flight 10  
**Action Points** 1

⬇ **Bite** (standard; at-will) • **Cold**

Reach 2; +11 vs. AC; 1d10 + 4 plus 1d10 cold damage.

⬇ **Claw** (minor; at-will)

Reach 2; +11 vs. AC; 1d6 + 4 damage.

⬇ **Shifting Strike** (standard; at-will)

While on icy terrain; +11 vs. AC; 1d10 + 4 damage, plus 1d10 cold damage. The dragon can shift 2 squares before or after the attack.

↩ **Breath Weapon** (standard; recharge 5) • **Cold**

Close blast 5; +9 vs. Reflex; 3d10 + 4 cold damage, and the target is slowed and weakened (save ends both).

↩ **Bloodied Breath** (free, when first bloodied; encounter) • **Cold**

The dragon's breath weapon recharges, and the dragon uses it immediately.

⬇ **Frightful Presence** (standard; encounter) • **Fear**

Close burst 5; targets enemies; +9 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

**Alignment** Chaotic Evil

**Languages** Draconic

**Skills** Athletics +11, Stealth +12

**Str** 16 (+6)

**Dex** 19 (+7)

**Wis** 16 (+6)

**Con** 16 (+6)

**Int** 13 (+4)

**Cha** 13 (+4)

**Initiative** +6                   **Senses** Perception +11; Darkvision  
**HP** 138; **Bloodied** 69  
**AC** 23; **Fortitude** 21; **Reflex** 22; **Will** 21  
**Resist** 20 cold ; **Vulnerable** 5 fire  
**Saving Throws** +2  
**Speed** 7 (ice walk), fly 7 (hover), overland flight 10  
**Action Points** 1

⬇ **Bite** (standard; at-will) • **Cold**

Reach 2; +11 vs. AC; 1d6 + 4 plus 1d10 cold damage.

⬇ **Claw** (minor; at-will)

Reach 2; +11 vs. AC; 1d6 + 4 damage.

↩ **Blizzard Breath** (standard; recharge 5) • **Cold**

Close blast 5; +10 vs. Fortitude; 3d8 + 4 cold damage, and the target is pushed 5 squares and blinded (save ends).

↩ **Bloodied Breath** (free, when first bloodied; encounter) • **Cold**

The dragon's blizzard breath recharges, and the dragon uses it immediately.

↩ **Snowblind** (standard; recharge 6) • **Cold, Radiant**

Close burst 5; targets enemies; +10 vs. Reflex; 3d6 + 4 cold and radiant damage, and the target is blinded (save ends).

↩ **Frightful Presence** (standard; encounter) • **Fear**

Close burst 5; targets enemies; +10 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

**Body of Ice** (immediate reaction; at-will) • **Cold**

A creature that hits the dragon with a melee attack is slowed until the end of that creature's next turn.

**Icy Step** (move; encounter) • **Teleportation**

The dragon can teleport to any square in sight as long as both the origin and the destination squares are icy terrain.

<b>Alignment</b> Chaotic Evil	<b>Languages</b> Abyssal, Common, Draconic, Primordial	
<b>Skills</b> Arcana +12, History +12, Insight +11		
<b>Str</b> 16 (+6)	<b>Dex</b> 16 (+6)	<b>Wis</b> 16 (+6)
<b>Con</b> 13 (+4)	<b>Int</b> 19 (+7)	<b>Cha</b> 16 (+6)

## Zark's Thug

Medium natural humanoid (human)

## Level 1 Minion Brute

XP 25

**Initiative +1**      **Senses Perception ---**

**HP 1;** a missed attack never damages a minion.

**AC 13; Fortitude 14; Reflex 13; Will 12**

Speed 6

† **Studded Mace** (standard; at-will) • **Weapon**

+4 vs. AC; 3 damage (5 damage with combat advantage).

**Alignment** Evil

## Languages Common

**Skills** Intimidate +3, Streetwise +3, Thievery +6

**Str 13 (+1)**

**Dex 13 (+1)**

**Wis 10** (---)

**Con 16 (+3)**

**Int 7 (-2)**

Cha 7 (-2)

**Equipment** Leather Armor, Mace

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Zark the Slaver

Medium natural humanoid

Level 4 Artillery

XP 175

**Initiative** +4                   **Senses** Perception +8; Low-Light Vision  
**HP** 48; **Bloodied** 24  
**AC** 16; **Fortitude** 17; **Reflex** 16; **Will** 15  
**Saving Throws** +5 against poison  
**Speed** 5

⚔ **Warhammer** (standard; at-will) • **Weapon**

+11 vs. AC; 1d6 + 4 damage.

🏹 **Crossbow** (standard; at-will) • **Weapon, Poison**

Ranged 15/30; +11 vs. AC; 1d6 + 4 damage. Secondary attack: +9 vs Fortitude; target is slowed and weakened (save ends both). First failed save: target is unconscious (save ends).

**Aimed Shot**

Zark gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

**Stand Your Ground** (standard; encounter)

When an effect forces Zark to move—through a push, a pull, or a slide—he moves 1 square less than the effect specifies. When an attack would knock Zark prone, the dwarf gains an immediate saving throw to avoid falling prone.

<b>Alignment</b> Evil	<b>Languages</b> Common, Dwarven
<b>Skills</b> Bluff +6, Dungeoneering +10, Endurance +8, Heal +8	
<b>Str</b> 15 (+4)	<b>Dex</b> 15 (+4) <b>Wis</b> 12 (+3)
<b>Con</b> 18 (+6)	<b>Int</b> 12 (+3) <b>Cha</b> 9 (+1)

**Equipment** Leather Armor, Warhammer, Crossbow