

Book of Distant Stars

Part 1: Heroic Tiger

A monster manual from the Far Realms by Mesh Hong

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Section 1

General Aberrations

Bep'nar Mite	Level 2 Skirmisher	
Small Aberrant Beast	XP 125	
Initiative +6	Senses Perception +1, darkvision	
HP 34; Bloodied 17		
AC 16; Fortitude 13, Reflex 15, Will 14		
Immune sleep; Resist 5 acid		
Speed 4		
Ⓣ Mite Bite (Standard; at-will)		
Attack +7 vs. AC; 1d6+3 damage; on hit secondary attack +5 vs. Fortitude; on hit target contracts Sleeping Sickness (see disease track)		
Sudden Teleport (Move; recharge ☹️☹️) ♦ teleport		
Mite teleports up to 5 squares; Mite gains combat advantage against any creature it teleports adjacent to until the end of its turn		
Combat Advantage ♦ acid		
Mite deals an additional 2 ongoing acid damage (save ends) whenever it hits a target granting it combat advantage		
Alignment Unaligned	Languages	
Skills Acrobatics +9, Stealth +9		
Str 12 (+2)	Dex 16 (+4)	Wis 10 (+1)
Con 10 (+1)	Int 6 (-1)	Cha 15 (+3)

Bep'nar Mites are small translucent creatures resembling giant soft shelled beetles or colourless ladybirds. Though flightless they augment their otherwise slow movement by teleporting in sudden spurts making them a chaotic and unpredictable target.

Bep'nar Mites are usually found in feeding groups, a lone Mite is not really a threat but a half dozen is usually enough to infect a target with Sleeping Sickness before they flee to let the disease take its toll. Once a target has succumbed to the disease the Mites return to feast on their victim.

Sleeping Sickness (level 3 disease)

Each day upon waking make an Endurance check or any character with the Heal skill that is treating a sick comrade may make 1 heal check and apply that result instead.

Result

15 or less = worsen
 16 to 21 = maintain
 22 plus = improve

Effect Track

-2	Cured	You no longer suffer from the disease.
-1	You feel better but still tire easily	You require an additional 2 hours sleep on an extended rest, if you do not get this you automatically fail your next endurance check
Initial	You feel tired and lethargic	You take a -1 penalty to your speed
+1	You are so tired that you start to lose concentration	You take a -1 penalty to your speed and Will defence
+2	You struggle to remain awake and active	You are slowed and take a -2 penalty to attack rolls and Fortitude, Reflex and Will Defences
+3	You fall unconscious and cannot be awoken	You are unconscious
+4	Your body finally gives in to the disease	You are dead

Brutal Tusk Hound		Level 4 Brute
Medium Aberrant Beast		XP 175
Initiative +2	Senses Perception +1, low light vision	
HP 60; Bloodied 30		
Regeneration 5, If Tusk Hound takes Thunder damage it's regeneration does not function next turn		
AC 16; Fortitude 17, Reflex 14, Will 16		
Vulnerable 5 thunder		
Speed 6, charge 7		
Ⓣ Gore (Standard; at-will)		
Attack +7 vs. AC; 1d10+4 damage		
Ⓣ Charging Gore (Standard; at-will) ♦ charge attack only		
Charge attack only; attack +8 vs. AC; 2d8+4 damage; on hit target is pushed a number of squares equal to the distance the Tusk Hound charged and is knocked prone		
Ⓣ Frenzied Gore (Standard; recharge Ⓜ:Ⓜ:Ⓜ:Ⓜ:)		
Tusk Hound makes 2 Gore attacks		
Solid Footing		
Any effect that would push, pull or slide Tusk Hound is reduced by 2 squares		
Alignment Unaligned	Languages	
Skills Endurance +10		
Str 18 (+6)	Dex 11 (+2)	Wis 8 (+1)
Con 17 (+5)	Int 5 (-1)	Cha 14 (+4)

Brutal Tusk Hounds resemble large grey and purple dogs with heavily muscled shoulders and oversized heads which end in a broad curved tusk that extends for up to three feet. Tusk Hounds use their tusk to brutally gore opponents and with a good run up can toss a man up to thirty five feet.

Tusk Hounds are incredibly resilient and naturally regenerate though they are vulnerable to and react badly to sudden loud noises. Unfortunately their instinctive reaction to such sudden surprises is however to charge the source and gore it until it is quiet.

Bulbous Lasher		Level 9 Elite Brute
Large Aberrant Humanoid		XP 800
Initiative +7	Senses Perception +4, low light vision	
HP 236; Bloodied 118; see Acid Splash		
AC 23; Fortitude 25, Reflex 22, Will 20		
Resist 15 acid; Vulnerable 5 lightning		
Saving Throws +2		
Speed 5, cannot shift		
Action Points 1		
⬇ Clawed Lash (Standard; at-will)		
Reach 2; attack +12 vs. AC; 2d6+5 damage; on hit target takes 5 ongoing bleeding damage (save ends)		
⬇ Lash and Slam (Standard; at-will) ♦ acid		
Reach 2; attack +12 vs. AC; 2d6+5 damage; on hit target is pulled 1 square and grabbed (escape ends) if hit by primary attack target receives a secondary attack +10 vs. Reflex; 2d8+5 acid damage; on hit target takes 5 ongoing acid damage (save ends)		
↩ Lashing Tendrils (Standard; recharge ☹☹☹)		
Close Blast 2; attack +10 vs. Reflex; 3d6+5 damage		
Acid Splash (Immediate Reaction) ♦ while bloodied		
While bloodied any adjacent creature that hits Lasher with an attack takes 5 acid damage		
Alignment Chaotic Evil		Languages
Skills Athletics +14, Endurance +13		
Str 20 (+9)	Dex 17 (+7)	Wis 10 (+4)
Con 18 (+8)	Int 8 (+3)	Cha 15 (+6)

Bulbous Lashers are sometimes mistaken for undead by those unfamiliar with the Far Realms. Their wide amorphous bodies stand approximately twelve foot high and are the sickly greenish grey colour of rotting zombies. Their large and bulky frame is covered with a series of yellowing, undulating bulbous nodules, resembling giant puss filled spots. Bulbous Lashers have no definable mouth or face but do have a series of ocular nodes scattered around their body.

Lashers have three long muscular tendrils which end in highly dextrous and wickedly sharp claws. In combat a Lasher uses these to whip its opponents, tearing at their flesh with the claws, they are also fond of slamming their opponents against their slimy and acidic bodies to cause them further pain.

When bloodied the bulbous acid filled nodules become unstable and opponent's weapon strikes can cause them to burst sending out a spray of burning acid.

Burning Ice Horror		Level 12 Skirmisher
Large Aberrant Magical Beast		XP 700
Initiative +14	Senses Perception +10, darkvision	
Aura of Confusion (charm) aura 1; Enemies starting their turn inside aura make an immediate save; on fail they are dazed until the start of their next turn		
HP 114; Bloodied 57		
AC 26; Fortitude 23, Reflex 25, Will 24		
Resist 15 fire, 15 cold; Vulnerable 5 necrotic		
Speed 4, fly 8 (hover)		
⬇ Fire Talon Scratch (Standard; at-will) ♦ fire		
Attack +17 vs. AC; 1d8+3 fire damage		
⬇ Ice Talon Scratch (Standard; at-will) ♦ cold		
Attack +17 vs. AC; 1d8+3 cold damage		
⬇ Fly-by Double Scratch (Standard; at-will)		
Burning Ice Horror may fly up to 8 squares and make a Fire Talon Scratch and an Ice Talon Scratch attack at any point; this movement does not provoke opportunity attacks from creatures targeted with this power		
↩ Burning Ice Breath (Standard; recharge ☹☹☹) ♦ fire, cold		
Close blast 3; attack +15 vs. Reflex; on hit roll a d6 for each affected target:		
1: 3d6+6 fire damage		
2: 2d6+6 fire damage; target takes 5 ongoing fire damage (save ends)		
3: 1d6+6 fire damage; target takes 10 ongoing fire damage (save ends)		
4: 3d6+6 cold damage		
5: 2d6+6 cold damage; target takes 5 ongoing fire damage (save ends)		
6: 1d6+6 cold damage; target takes 10 ongoing cold damage (save ends)		
Horrific Attack		
Burning Ice Horror deals an additional 2d6 (fire or ice) damage with melee attacks against targets granting it combat advantage		
Alignment Chaotic Evil	Languages	
Skills Acrobatics +17		
Str 16 (+9)	Dex 22 (+12)	Wis 18 (+10)
Con 10 (+6)	Int 18 (+10)	Cha 20 (+11)

Burning Ice Horrors are very large eagle like birds with a random mixture of blue and red plumage. They are surrounded by a flickering aura of fire and cold energy that leaves a trail as they fly through the air, this aura can be very distracting and is known to leave people disorientated and dizzy.

Horrors are highly intelligent and social creatures and prefer to live in large communities, usually a series of large nests high on rocky crags or other inaccessible places.

In combat Burning Ice Horror's will try to work together, swooping past their enemies delivering a punishing series of Talon Scratches then moving in to deliver their Burning Ice Breath attacks when their targets have been softened up. If one of their number is in distress others will nearly always rush to their aid in the hope of beating off the threat before their comrade is overwhelmed.

Crimson Haze		Level 8 Elite Skirmisher
Medium Aberrant Beast		XP 700
Initiative +11	Senses Perception +11, darkvision	
Aura of Bloody Doom (psychic) aura 1; All enemies inside zone take a -2 penalty to saving throws		
HP 120; Bloodied 60		
AC 22; Fortitude 20, Reflex 21, Will 20		
Immune disease, poison;		
Resist 10 psychic, insubstantial; Vulnerable 5 thunder		
Saving Throws +2		
Speed 0 (cannot shift), teleport 6		
Action Points 1		
⬇ Slashing Mist (Standard; at-will)		
Attack +13 vs. AC; 2d6+5 damage		
⬇ Frenzied Slashing (Standard; at-will)		
2 attacks; attack +13 vs. AC; 1d10+5 damage; if both attacks hit the same target it also takes 5 ongoing bleeding damage (save ends)		
✂ Premonition of Death (Minor; at-will) ♦ 1/round		
Range 10; does not provoke opportunity attacks; attack +10 vs. Will; on hit target grants combat advantage to all enemies until the start of Crimson Haze's next turn		
✂ Crimson Substitution (Standard; recharge [:::]) ♦ teleport		
Target must be currently subject to Premonition of Death power; Range 10; Attack +11 vs. Will; 4d8+5 damage; on hit Crimson Haze swaps places with its target, and its target is dazed (save ends)		
↩ Internal Bleeding (Standard; encounter) ♦ psychic		
Burst 3; attack +11 vs. Fortitude; 2d6+5 psychic damage; on hit target takes 10 ongoing psychic damage (save ends), aftereffect target takes 5 ongoing psychic damage (save ends)		
Combat Advantage		
If Crimson Haze has combat advantage against its target it deals an additional 1d6 damage with Slashing Mist and Frenzied Slashing powers		
Alignment Chaotic Evil	Languages common, deep speech	
Skills Stealth +14		
Str 16 (+7)	Dex 20 (+9)	Wis 14 (+6)
Con 12 (+5)	Int 16 (+7)	Cha 17 (+7)

A Crimson Haze is an insubstantial predator from the Far Realms. It appears as an indistinct cloud of red mist, shimmering like a heat haze. Hazes teleport from location to location making them difficult to track and silent in their approach, giving them a fearsome reputation amongst those that have witnessed them and lived to tell the tale.

As hunting predators they usually lock onto a target by assaulting it with premonitions of its own death causing panic, then ripping into it with frenzied slashing. One tactic it is also fond of is to teleport into a cluster of enemies, assault them with its psychic internal bleeding power then use crimson substitution on a separated target to cause more pain and teleport away.

Cryo Glider		Level 7 Skirmisher
Medium Aberrant Beast		XP 300
Initiative +9	Senses Perception +11, low light vision	
HP 78; Bloodied 39		
AC 21; Fortitude 18, Reflex 20, Will 19		
Resist 15 cold		
Saving Throws -2 vs. fire effects		
Speed 2, fly 6 (hover)		
⬇ Talon Scratch (Standard; at-will)		
Attack +12 vs. AC; 1d8+4 damage		
↔ Frigid Breath (Standard; at-will) ♦ cold		
Close blast 3; attack +10 vs. Reflex; 2d6+4 cold damage; on hit target takes a -1 penalty to speed, cumulative hits stack (save ends combined effect)		
Mobile Assault (Standard; at-will) ♦ flying only		
Cryo Glider flies 6 squares and may make either 2 Talon Scratch or 1 Frigid Breath attack at any point; this movement does not provoke opportunity attacks from its targets		
Alignment Unaligned		Languages
Str 10 (+3)	Dex 18 (+7)	Wis 16 (+6)
Con 14 (+5)	Int 12 (+4)	Cha 14 (+5)

Cryo Gliders are leathery blue avian scavengers who prefer to roost in high and inaccessible locations. When hungry they will sweep down from their secure perches and hunt in packs of between four and twelve Gliders. They are highly organised and very agile hunters who prefer to mob targets by repeatedly using their Mobile Attack ability to swoop past their prey freezing it and cutting it to ribbons.

Cryo Gliders are also known to build elaborate nest systems which they decorate with metallic or shiny objects. This knowledge sometimes tempts adventurers to attempt dangerous climbs to reach these potential treasure troves. Those that do find themselves under constant attack once the Gliders realise the intrusion into their territory.

Dreamtree Psychic **Level 5 Elite Controller (Leader)**

Large Aberrant Magical Beast (plant) XP 400

Initiative +3 **Senses** Perception +8, darkvision**Imploring Aura (psychic)** aura 5; All creatures inside aura take a -1 penalty to Will defence and saving throws**HP** 130; **Bloodied** 65; see Rise and Shine**Regeneration** 5, if Dreamtree takes fire damage it's regeneration does not function on its next turn**AC** 21; **Fortitude** 20, **Reflex** 16, **Will** 20**Immune** poison; **Resist** 10 psychic**Saving Throws** +2**Speed** 5**Action Points** 1⚡ **Branch Bash** (Standard; at-will)

Attack +10 vs. AC; 1d8+3 damage

⚡ **Psychic Barrage** (Standard; at-will) ♦ **psychic**

2 attacks; Range 10; attack +9 vs. Fortitude; 1d8+4 psychic damage; on hit target takes a -2 penalty to will defence (save ends)

⚡ **Psychic Assault** (Standard; recharge [3][3][3]) ♦ **psychic**

3 attacks against the same target; Range 10; attack +9 vs. Will; 1d6+4 psychic damage; in total if target is hit once it is immobilised (save ends), if target is hit twice it is dazed (save ends), if target is hit by all 3 attacks it is stunned (save ends)

⚡ **Waking Dream** (Standard; encounter) ♦ **psychic**

Burst 5; enemies only; attack +9 vs. Will; on hit target is slowed and weakened (save ends both)

Army of Dreamers ♦ **healing, special**

Any creature that a Dreamtree reduces to negative HPs with a psychic attack and is not restored to positive HPs by the start of its next turn becomes a dreamer, and rises at the start of its turn at its Bloodied HP value under the control of the Dreamtree. Dreamers HPs can never rise above their bloodied value and are dominated by Dreamtree (death of the Dreamtree ends)

Rise and Shine (Immediate Reaction) ♦ **on death**

On death all dreamers dominated by the Dreamtree are released

Alignment Unaligned **Languages** deep speech, telepathy 20**Skills** Diplomacy +11, Insight +8**Str** 16 (+5)**Dex** 13 (+3)**Wis** 12 (+3)**Con** 18 (+6)**Int** 10 (+2)**Cha** 18 (+6)

Dreamtree Psychics stand approximately 20 foot tall and resemble magnificent graceful trees, with long swaying branches and a beautiful canopy of many different coloured leaves. They are a beautiful sight and many creatures who did not recognise the danger have been lured into the Dreamtrees psychic grasp to become its dedicated army of protectors that follow it wherever it goes.

Dreamtrees will usually be encountered with a ragtag assortment of other creatures that it has dominated into servitude with its Army of Dreamers ability. It will use these to the best of it's knowledge, but will always try to keep them within a hundred foot.

Dustworn Nomad		Level 6 Skirmisher
Medium Aberrant Humanoid		XP 250
Initiative +9	Senses Perception +11, low light vision	
HP 72; Bloodied 36		
AC 20; Fortitude 18, Reflex 19, Will 18		
Immune charm; Resist 5 thunder, 5 force		
Speed 6, climb 4		
⚔ Falchion Slash (Standard; at-will) ♦ weapon		
Attack +11 vs. AC; 2d6+2 damage		
🏹 Bow Shot (Standard; at-will) ♦ weapon		
Range 15/30; attack +11 vs. AC; 1d10+4 damage		
🏹 Double Shot (Standard; at-will) ♦ weapon		
2 attacks; range 10; attack +10 vs. AC; 1d6+4 damage		
🏹 Nomadic Hex (Minor; encounter)		
Range 15; attack +9 vs. Will; on hit target grants Nomad combat advantage until the end of Nomads current turn		
Nomad Secrets (Move; recharge ⚡⚡⚡) ♦ force or thunder		
Until the end of Nomads turn all its attacks deal an additional 5 thunder or force damage (chosen when activating this power)		
Combat Advantage		
If Nomad attacks a target granting it combat advantage it deals an additional 1d6 damage		
Alignment Evil	Languages deep speech, common	
Skills Athletics +10, Dungeoneering +11, Endurance +11, Stealth +12, Thievery +12		
Str 14 (+5)	Dex 19 (+7)	Wis 16 (+6)
Con 16 (+6)	Int 13 (+4)	Cha 15 (+5)
Equipment Falchion, short bow, light armour		

Ruthlessly cruel and staunchly self sufficient Dustworn Nomads could represent any number of small tribes or wandering groups of survivalists. Accustomed to taking what they need either by guile or brute force these wanderers have learnt the ways of the wasteland that they call home and have even learnt to channel some of the forces that shape the landscape they live in.

Nomads will always be encountered in packs, as they value teamwork over independent action and usually operate as equals, functioning without the burden of a single leader.

Far Touched Vermin		Level 3 Brute
Small Aberrant Beast		XP 150
Initiative +3	Senses Perception +6, low light vision	
HP 56; Bloodied 28; see Psychic Transfer		
AC 15; Fortitude 16, Reflex 15, Will 13		
Resist 10 poison, 5 psychic		
Speed 5, climb 4		
Ⓣ Bite (Standard; at-will)		
Attack +6 vs. AC; 1d10+3 damage		
↩ Tentacle Burst (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ poison		
Burst 1; enemies only; attack +4 vs. Reflex; 1d6+3 damage; on hit target takes 3 ongoing poison damage (save ends)		
Psychic Transfer (Immediate Reaction) ♦ psychic, on death		
On death Vermin makes an immediate free attack against its attacker; attack +4 vs. Will; on hit Vermin forces the target to shift up to 2 squares and make a basic attack against a target of the Vermin's choice, if the target cannot make this attack for any reason it is instead dazed until the end of its next turn		
Alignment Unaligned	Languages	
Skills Endurance +9		
Str 17 (+4)	Dex 14 (+3)	Wis 10 (+1)
Con 16 (+4)	Int 3 (-3)	Cha 6 (-1)

Far Touched Vermin are rats or other small rodents who have been mutated and altered by contact with the Far Realms. They are twisted and malformed specimens of their kind with odd lumps and thin slimy tentacles dotted around their bodies.

In combat they can occasionally make burst attacks by lunging out with their tentacles which extend or stretch to try and skewer the Vermin's foes, delivering a poisonous secretion which can cause continuing damage.

When killed a psychic echo of hatred and confusion from the Far Realms transfers from the Vermin to its killer, this overloads the targets mind making it either attack its own allies or stumble under a dizzying barrage of conflicting commands.

Feeding Fingers		Level 4 Lurker
Medium Aberrant Beast (plant)		XP 175
Initiative +10	Senses Perception +9, blindsight 10	
HP 43; Bloodied 21		
AC 18; Fortitude 15, Reflex 17, Will 16		
Immune charm		
Saving Throws +2 vs. non damaging effects		
Speed 1, cannot shift, also see Confounding Teleport		
⬇ Stinging Frond (Standard; at-will)		
Attack +7 vs. Reflex; 1d8+4 damage; on hit secondary attack +5 vs. Fortitude; on hit target takes a -2 penalty to AC and Reflex defence (save ends)		
↘ Beautiful Lure (Standard; recharge ⌘:⌘:⌘:⌘:) ♦ charm		
Range 10; attack +7 vs. Will; on hit target is pulled a number of squares equal to its speed and Feeding Fingers may make a free Stinging Frond attack against the target with combat advantage (if within reach)		
↔ Confounding Teleport (Move; recharge ⌘:⌘:⌘:⌘:) ♦ charm, teleport		
Burst 1; attack +5 vs. Will; on hit Feeding Fingers is invisible to target until the start of its next turn; hit or miss Fungal Bloom teleports 4 squares		
Combat Advantage		
If Feeding Fingers hits a target that is granting it combat advantage with a Stinging Frond attack it deals an additional 1d6 damage		
Alignment Unaligned		Languages
Skills Stealth +11		
Str 12 (+3)	Dex 18 (+6)	Wis 14 (+4)
Con 13 (+3)	Int 10 (+2)	Cha 16 (+5)

Feeding Fingers resemble large sea anemones with stubby pulsing bodies topped by a mass of gently waving fronds. Feeding Fingers are very patient and surprisingly social, they will wait in small clumps of three to five, usually hidden in other undergrowth waiting for their victims to come within reach.

In combat they prefer to use Beautiful Lure to attract weak willed victims to within reach of their Stinging Frond, then will use Confounding Teleport to maintain mobility and combat advantage, attempting to confuse opponents so they can manoeuvre them into dangerous positions such as into hazardous terrain.

Fire Polyp	Level 5 Artillery	
Medium Aberrant Beast	XP 200	
Initiative +6	Senses Perception +4, low light vision	
HP 52; Bloodied 26		
AC 17; Fortitude 17, Reflex 18, Will 17		
Immune charm; Resist 20 fire		
Speed fly 7 (hover)		
⊕ Flaming Slam (Standard; at-will) ♦ fire		
Attack +10 vs. AC; 1d10+1 fire damage; on hit Polyp may shift 1 square		
↘ Heat Ray (Standard; at-will) ♦ fire		
Range 10/20; attack +12 vs. AC; 1d10+4 fire damage; on hit target takes 4 ongoing fire damage (save ends)		
↔ Heat Haze (Standard; encounter) ♦ fire, teleport		
Burst 2; attack +9 vs. Reflex; 2d6+4 fire damage; hit or miss Polyp may teleport 5 squares and gains a +3 bonus to AC until the end of its next turn		
Polyp Physiology		
Fire Polyps cannot be knocked prone; if Polyp is subject to a push, pull or slide effect it may instead slide itself a number of squares equal to the effect		
Alignment Unaligned	Languages	
Skills Acrobatics +11		
Str 12 (+3)	Dex 18 (+6)	Wis 15 (+4)
Con 16 (+5)	Int 8 (+1)	Cha 10 (+2)

Fire Polyps are floating collections of fleshy sacks resembling bunches of balloons drifting gently through the air as if propelled by unseen winds. When they spot their prey they activate small glands at the intersections of their air sacks which superheat their internal gasses allowing them to let out controlled bursts of heat or flame.

Fire Polyps are highly manoeuvrable and can easily turn any force applied to them to their own advantage, they also have the ability to teleport very occasionally which they reserve for when they are surrounded or need to escape.

Floating Shrieker		Level 6 Elite Controller
Large Aberrant Beast		XP 500
Initiative +7	Senses Perception +7, darkvision	
Acidic Haze (acid) aura 3; All creatures entering or starting their turn inside aura take 3 acid damage		
HP 148; Bloodied 74; see Death Shriek		
AC 22; Fortitude 19, Reflex 22, Will 20		
Immune charm;		
Resist 10 acid, 10 psychic; Vulnerable 5 fire		
Saving Throws +2		
Speed fly 6 (hover)		
Action Points 1		
⊕ Tentacle Rake (Standard; at-will)		
Reach 2; attack +11 vs. AC; 1d6+3 damage; on hit target takes 2 ongoing acid damage (save ends)		
↻ Acidic Rays (Standard; at-will) ♦ acid		
2 attacks, different targets; range 10; attack+10 vs. Reflex; 1d10+5 acid damage; on hit target is slowed (save ends)		
↶ Chaos Shriek (Standard; recharge ⌘:⌘:⌘:) ♦ psychic		
Burst 3; attack +9 vs. Will; 1d6+5 psychic damage; on hit roll a d6 for each affected target:		
1: target is immobilised (save ends)		
2: target is dazed (save ends)		
3: target is stunned until the end of Shriekers next turn		
4: target is pushed 2 squares and knocked prone		
5: target is weakened (save ends)		
6: target is dominated (save ends)		
✦ Acidic Blast (Standard; encounter) ♦ acid		
Area burst 2 within 15; attack +9 vs. Reflex; 3d6+5 acid damage; on hit target is dazed (save ends)		
↶ Death Shriek (Immediate Reaction) ♦ on death		
When reduced to 0 HPs the Floating Shrieker lets out a final Shriek then dies; Shrieker's Chaos Shriek attack recharges and activates as in immediate free action		
Alignment Chaotic Evil	Languages	
Skills Endurance +12		
Str 16 (+6)	Dex 18 (+7)	Wis 8 (+2)
Con 18 (+7)	Int 20 (+8)	Cha 16 (+6)

Floating Shriekers are eight foot diameter balls of twisted flesh, tentacles, eyes and toothless mouths that drift amongst the ruins of abandoned settlements or lonely rock strewn mountain passes.

Malevolent and aggressive they are highly territorial and usually spend their days patrolling their borders searching for intruders or treasures to take back to their lairs. Shriekers bear a similarity to beholders and are sometimes mistaken for them by inexperienced adventurers unlucky enough to find themselves in their claimed area.

Graknik Brain Eater	Level 10 Lurker
Medium Aberrant Magical Beast (undead)	XP 500
Initiative +13	Senses Perception +13, darkvision
HP 82; Bloodied 41	
AC 24; Fortitude 23, Reflex 22, Will 21	
Immune disease, poison;	
Resist 10 necrotic, 10 psychic; Vulnerable 5 radiant	
Speed fly 6 (hover)	
⊕ Bite (Standard; at-will)	
Attack +15 vs. AC; 2d6+5 damage	
‡ Head Grab (Standard; at-will)	
Attack + 13 vs. Reflex; 2d6+5 necrotic damage; on hit Brain Eater enters targets square and target is grabbed and restrained (while grabbed, escape ends), a creature escaping the grab may shift to any adjacent square as a free action	
‡ Brain Bore (Standard; at-will) ♦ restrained target only	
Target must be restrained by Brain Eater at the start of its turn; attack +13 vs. Fortitude; 3d6+5 necrotic damage; on hit secondary attack +13 vs. Will; on hit Brain Eater gains 15 temporary HPs and target contracts a level 10 Mental Disorder (see special rules), (note: a target may gain multiple disorders)	
‡ Ripping Retreat (Immediate Interrupt; encounter) ♦ When targeted with a melee attack while restraining a target	
When Brain Eater is targeted with a melee attack whilst it has a target restrained (that is not from the target it has restrained) it may make an attack against its restrained target as an immediate interrupt; attack +13 vs. Fortitude; 1d10+5 necrotic damage; hit or miss the Brain Eater releases its target and shifts 3 squares	
Veil of Nightmares (Standard; encounter) ♦ recharges when any enemy gains a mental disorder	
Brain Eater becomes invisible until it attacks or takes damage	
Alignment Unaligned	Languages telepathy 10
Skills Insight +13, Stealth +14	
Str 21 (+10)	Dex 19 (+9)
Con 16 (+8)	Int 10 (+5)
	Wis 16 (+8)
	Cha 3 (+1)

For special rules on using Mental Disorders please see page 73.

Graknik Brain Eaters are floating black balls of wriggling tentacles approximately two foot in diameter, one in every ten tentacles ends in a milky yellow unblinking eye. Every once in a while the tentacles part revealing a large toothless mouth containing a thick yellow tongue that ends in a crown of sharp barbs or teeth.

Brain Eaters are feared for the tales that tell of them feeding on its victims memories and the delicate liquids surrounding their brains. In combat a Brain eater will generally wait in hiding until most of its targets are engaged or distracted by other threats, then it will move in and attempt to restrain its chosen meal. Once attached, it will use its yellow tongue to bore into its target head, usually by means of the targets mouth or throat and attempt to feed on its brain. The shock and pain of this attack is usually enough to drive its target insane.

If threatened whilst feeding the Brain Eater will try to remove its tongue from its victim and slide away from the blow, hoping to be able to hide again whilst choosing it's next meal. If it is unsuccessful hiding then it uses Veil of Nightmares to become invisible allowing it to circle around to strike from another position.

Green Mist Spider		Level 6 Brute
Large Aberrant Beast		XP 250
Initiative +6	Senses Perception +4, tremorsense 5	
HP 88; Bloodied 44		
AC 18; Fortitude 20, Reflex 18, Will 17		
Resist 10 acid, 10 poison; Vulnerable 5 fire		
Saving Throws +2 vs. ongoing damage		
Speed 8, 6 spiderclimb		
⊕ Leg Slam (Standard; at-will)		
Attack +9 vs. AC; 2d6+5 damage		
‡ Monstrous Bite (Standard; at-will) ♦ acid, poison		
Attack +9 vs. AC; 2d8+5 damage; on hit secondary attack +7 vs. Fortitude; on hit target takes 6 ongoing acid & poison damage (save ends)		
‡ Grab and Leap (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ acid, poison		
Attack +7 vs. Reflex; 1d6+5 damage; on hit target is grabbed and Spider leaps 6 squares (shifts, may shift through enemies squares) carrying the grabbed target with it; target takes 6 ongoing acid & poison damage while grabbed (escape ends)		
‡ Leg Swipe (Immediate Reaction; at-will) ♦ enemies moves into flanking position		
When an enemy moves into a flanking position Spider may make an attack as an immediate reaction; attack +7 vs. Fortitude; 5 damage; on hit target is pushed 1 square and knocked prone		
Green Mist (at-will)		
If Spider ends a movement action at least 4 squares from its starting position it generates a cloud of green mist granting it a +2 concealment bonus to AC until the start of its next turn		
Alignment Unaligned		Languages
Skills Athletics +13		
Str 20 (+8)	Dex 17 (+6)	Wis 12 (+4)
Con 18 (+7)	Int 6 (+1)	Cha 14 (+5)

Alien and deadly, Green Mist Spiders are vicious and selfish hunters. Though they are known to live in small social groups once a target presents itself any form of co-operation is quickly forgotten.

Green Mist Spiders prefer to use Grab and Leap attacks to remove their victims from battle so that they can feast on them themselves. Through years of developing this technique their natural instinct helped develop their Leg Swipe attack which helps keep other threats away as they concentrate on one unfortunate victim at a time.

A Green Mist Spiders speed is part of what makes them fearsome opponents, though it is the slightly acidic cloud of green gas that they excrete as they move that ultimately gave them their name and their terrible reputation.

Highplane Thrasher		Level 8 Brute
Huge Aberrant Beast (reptile)		XP 350
Initiative +6	Senses Perception +7	
HP 110; Bloodied 55		
Regeneration 10, does not regenerate on it's next turn if it takes cold damage		
AC 20; Fortitude 22, Reflex 19, Will 20		
Resist 10 poison; Vulnerable Cold, see Temperature Dependant		
Speed 5		
⬇ Leg Slam (Standard; at-will)		
Attack +11 vs. AC; 2d8+6 damage		
⬇ Trample (Standard; at-will)		
Thrasher moves up to 5 squares and may move through enemies squares but must end its move in clear space, this movement provokes opportunity attacks as normal; Thrasher makes a Leg Slam attack against each enemy it moves through; on hit the target is also knocked prone		
↩ Tail Thrash (Standard; recharge Ⓜ:Ⓜ:Ⓜ:)		
Close blast 3; attack +8 vs. Reflex; 3d8+6 damage; on hit target is pushed 2 squares and knocked prone		
Heavy Weight		
Any effect that would push, pull or slide Thrasher is reduced by 4 squares; if any effect would knock Thrasher prone it may make an immediate free save to remain standing		
Temperature Dependant ♦ reaction to cold damage		
If Thrasher is damaged by any effect with the cold keyword it is slowed until the end of its next turn		
Stable Platform ♦ level 4 mount ability		
Thrasher may be ridden by up to 4 medium sized creatures; if guided by a rider of at least level 4 Thrasher gains a +2 bonus to attack rolls with its Leg Slam attacks		
Alignment Unaligned		Languages
Skills Endurance +14		
Str 22 (+10)	Dex 14 (+6)	Wis 16 (+7)
Con 20 (+9)	Int 4 (+1)	Cha 8 (+3)

Highplane Thrashers are very wide squat reptiles with short but broad powerful legs and flat backs ringed with bony spikes used for defence more than attack. They have a long powerful tail ending in a large bony mace that swings ponderously as they move.

Like all reptiles Thrashers prefer warm climates and react badly to cold which interferes with their otherwise highly efficient metabolism and natural healing. In combat a Thrashers natural instinct would be to steer clear of any target that exhibited cold based attacks unless they could trample them and move away in the same turn.

Thrashers are primarily herbivores and are generally peaceful in nature, though they will defend their young and watering holes tenaciously. Some creatures of the Far Realms have had great success breeding and training Thrashers for combat, using their large flat backs to transport a guide and three archers into battle. Thrashers trained in this way tend to develop a completely different mentality to their wild brothers and are much more aggressive. They are also highly loyal to their masters, so much so that they will usually continue fighting even if their guide is slain.

Infected Squatter	Level 5 Skirmisher
Medium Aberrant Humanoid	XP 200
Initiative +8	Senses Perception +4, low light vision
HP 62; Bloodied 31	
AC 19; Fortitude 17, Reflex 18, Will 17	
Immune disease; Resist 5 poison	
Speed 6, also see Born in the Rubble	
⊕ Sword Strike (Standard; at-will)	
Attack +10 vs. AC; 1d10+4 damage	
⊕ Filthy Dagger Slash (Standard; at-will)	
Attack +8 vs. Reflex; 1d6+4 damage; on hit secondary attack +8 vs. Fortitude; on hit target contracts Infected Blood disease (see notes)	
‡ Dirty Fighting (Standard; at-will)	
Squatter may shift 3 squares then make a basic melee attack; on hit slide the target 1 square, Squatter may immediately shift into the targets original square as a free action	
Born in the Rubble	
Squatter ignores difficult terrain when shifting	
Every Advantage	
Whenever Squatter attacks a target granting it combat advantage instead of a single attack Squatter makes a Sword Strike and a Filthy Dagger Slash attack	
Alignment Unaligned	Languages deep speech, common
Skills Dungeoneering +9, Endurance +9, Streetwise +6	
Str 16 (+5)	Dex 18 (+6)
Con 14 (+4)	Int 12 (+3)
	Wis 15 (+4)
	Cha 8 (+1)

Infected Squatters represent any kind of humanoid living in otherwise abandoned settlements or burnt out cities. They are highly manoeuvrable and hard to pin down.

Infected Blood (level 5 disease)

Each day upon waking make an Endurance check or any character with the Heal skill that is treating a sick comrade may make 1 heal check and apply that result instead.

Result

17 or less = worsen
18 to 23 = maintain
24 plus = improve

Effect Track

-2	Cured	You no longer suffer from the disease.
-1	You feel fine and exhibit no symptoms until you attempt to heal.	Whenever you gain HPs you gain 2 less but otherwise feel no other effects.
Initial	You exhibit no symptoms until you attempt to heal.	Whenever you gain HPs you gain 4 less and feel nauseous for a few seconds.
+1	Your joints start to ache, it is slightly distracting but not debilitating.	Whenever you gain HPs you gain 6 less and take a -1 penalty to your next attack roll, skill check or saving throw
+2	Your joints and muscles start to ache, especially when you heal.	Whenever you gain HPs you gain 8 less and take a -2 penalty to speed and take a -1 penalty to your next attack roll, skill check or saving throw
+3	Your muscles and joints continually ache and become very painful whenever you heal.	Whenever you gain HPs you gain 10 less and are slowed (save ends) and take a -2 penalty to your next attack roll, skill check or saving throw

Jibber Jab	Level 3 Controller
Small Aberrant Humanoid	XP 150
Initiative +3	Senses Perception +2
HP 42; Bloodied 21; see Death Jabber	
AC 17; Fortitude 13, Reflex 16, Will 15	
Resist 5 psychic	
Speed 6	
⚔ Spear Jab (Standard; at-will)	
Attack +8 vs. AC; 1d8+2 damage	
⚡ Jibbering Jolt (Standard; recharge ⏳⏳⏳⏳) ♦ psychic	
Range 10; attack +7 vs. Will; 1d10+3 psychic damage; on hit slide target 1d6 squares	
⚡ Death Jabber (Immediate Reaction) ♦ psychic, on death	
On death Jibber Jab lets out a final psychic assault on each adjacent creature as an immediate free action; burst 1; attack +5 vs. Will; 5 psychic damage; on hit target is knocked prone	
Alignment Unaligned	Languages deep speech
Skills Acrobatics +8, Insight +7, Thievery +8	
Str 8 (+0)	Dex 14 (+3)
Con 10 (+1)	Int 17 (+4)
	Wis 13 (+2)
	Cha 15 (+3)
Equipment spear	

Jibber Jabs are a race similar to goblins in that they are small hairless humanoids with varying skin tones depending on their region of birth, ranging from dark green to crimson. Jibber Jabs tend to live on the fringes of large settlements, surviving from scavenging or stealing anything they find.

They are not normally considered a threat, but can be a nuisance or even a surprise for the unwary if angered, or in large groups. In combat a mob of Jibber Jabs would try and keep dangerous foes at bay by repeated use of Jibbering Jolt, while surrounding weaker foes and stabbing them with their spears until they stop moving.

In combat Jibber Jabs aren't generally interested in killing their opponents, they are more concerned with grabbing as much loot as possible before fleeing and hiding.

Kelfirn Pelter		Level 2 Elite Brute
Small Aberrant Beast		XP 250
Initiative +2	Senses Perception +3	
HP 90; Bloodied 45; see Bloodied Threat		
AC 16; Fortitude 17, Reflex 14, Will 15		
Immune disease, poison; Vulnerable 5 psychic		
Saving Throws +2		
Speed 6 (stonewalk), 7 charge		
Action Points 1		
⬇ Knuckle Slam (Standard; at-will)		
Attack +5 vs. AC; 1d10+3 damage		
⬇ Kick'em Where it Hurts (Standard; recharge ⌚⌚⌚)		
Attack +5 vs. AC; 1d10+3 damage; on hit secondary attack +3 vs. Fortitude; 1d4 damage; on hit target is knocked prone and slowed (save ends)		
✂ Rock Throw (Standard; at-will)		
Range 10; attack +3 vs. Reflex; 1d8+3 damage; on hit target is pushed 1 square; on miss target may shift 1 square as an immediate free action		
Bloodied Threat ♦ while bloodied		
While bloodied Pelter deals an addition 4 damage with all attacks		
Alignment Unaligned		Languages
Skills Athletics +9, Dungeoneering +8, Endurance +8		
Str 17 (+4)	Dex 12 (+2)	Wis 14 (+3)
Con 15 (+3)	Int 6 (-1)	Cha 12 (+2)
Equipment throwing rock (returning)		

Kelfirn Pelters are small, tough, grey or brown coloured ape like creatures who develop a bizarre relationship to a particular rock early in life, and carry it with them for the rest of their days.

No one knows how these creatures select their rock, but all Pelters embellish and decorate their chosen rocks with strange carvings and daubs of simple colour. This process seems to grant the rocks a limited amount of magical energy, which is in itself strange as the Pelters show no other signs of magical aptitude. When attuned a Kelfirn Pelters rock acts like a magical projectile and returns to its thrower.

In combat Pelters prefer to open with a number of Rock Throw attacks but quickly shift to hand to hand as their enemies approach. Pelters are dirty fighters and have developed their Kick'em Where it Hurts power to give them an advantage. After using this power a Pelter might equally withdraw and start throwing its rock again or stay close and continue its melee.

When bloodied, Pelters gain a rush of power through their muscles that increases their damage output considerably, making them an even more dangerous threat. Knowing this some experienced Pelters may hold their action point in reserve for when it can be most deadly.

Kelfirn Stonehammer		Level 11 Brute
Large Aberrant Beast		XP 600
Initiative +8	Senses Perception +6, low light vision	
HP 140; Bloodied 70; see Bloodied Roar		
AC 23; Fortitude 26, Reflex 22, Will 21		
Immune disease, poison; Vulnerable 5 psychic		
Saving Throws +2 vs. non damaging ongoing effects		
Speed 6 (stonewalk), charge 7, climb 5		
⬇ Mighty Fist (Standard; at-will)		
Reach 2; Attack +14 vs. AC; 3d6+7		
⬇ Pounding Blow (Standard; recharge ⚡⚡⚡)		
Reach 2; attack +14 vs. AC; 3d6+7 damage; on hit target is pushed 1 square and dazed (save ends)		
⚡ Bloodied Roar (Immediate Reaction) ♦ thunder, fear, when first bloodied		
When bloodied Stonehammer lets out a terrible roar as an immediate reaction; burst 5; enemies only; attack +12 vs. Will; 1d6+4 thunder damage; on hit target is immobilised and takes a -2 to attack rolls (save ends), after effect target takes a -1 to attack rolls (save ends)		
Threatening Reach		
Stonehammer has threatening reach 2 with its Mighty Fist attack		
Alignment Unaligned		Languages
Skills Athletics +17, Endurance +15, Intimidate +6		
Str 24 (+12)	Dex 16 (+8)	Wis 13 (+6)
Con 20 (+10)	Int 6 (+3)	Cha 3 (+1)

There is nothing subtle about Kelfirn Stonehammers. They are fifteen foot tall, heavily muscled, grey skinned beasts resembling massive guerrillas, only standing fully erect. Their long muscled arms are in constant motion and end in strong and oversized hands. It is the force that these hands smash down on their unfortunate victims that have given the Stonehammer its common name.

Stonehammers will charge directly into combat as soon as they see any threat, they are highly territorial and will always fight to the death. When bloodied, a Stonehammer will unleash a mighty roar in an effort to regain any advantage over its foes and also as a battle cry to alert any allies in the general area to the possible danger.

Kelfirn Stonewalker	Level 8 Lurker
Medium Aberrant Humanoid	XP 350
Initiative +8	Senses Perception +7
HP 70; Bloodied 35	
Regeneration see Stonewalk Cocoon	
AC 22 (25); Fortitude 21 (24), Reflex 19, Will 20	
Immune disease, poison;	
Resist see Stonewalk Cocoon; Vulnerable 5 psychic	
Speed 5 (stonewalk)	
⬇ Pounding Slam (Standard; at-will)	
Attack +13 vs. AC; 2d6+5 damage	
⬇ Flickering Assault (Standard; at-will) ⬆ teleport	
Attack +11 vs. Will; 1d10+5 damage; Stonewalker may teleport 1 square before making this attack and may teleport 4 squares after making this attack	
Stonewalk Cocoon (Standard; recharge ⌚⌚⌚) ⬆ special	
Stonewalker takes on the properties of stone and becomes an indistinct lump of rock; All ongoing effects currently affecting Stonewalker end; it cannot use move or standard actions and gains a +3 bonus to AC and Fortitude defences, Resist 15 to all damage (except psychic) and Regeneration 10; at the start of Stonewalkers turn roll a d6 on a 5 or 6 the power ends returning it to its normal form as a minor action, otherwise minor action to sustain	
Combat Advantage	
If Stonewalker attacks a target granting it combat advantage it deals an additional 1d10 damage	
Alignment Evil	Languages deep speech, common
Skills Athletics +14, Dungeoneering +12, Stealth +9	
Str 20 (+9)	Dex 10 (+4)
Con 16 (+7)	Int 15 (+6)
	Wis 16 (+7)
	Cha 12 (+5)

Kelfirn Stonewalkers are an unusual breed of humanoids usually found in mountainous regions where their natural affinity for stone soothes their appetite for destruction.

Stonewalkers stand about six feet tall with opaque white or black eyes and rough grey skin, usually streaked with white markings or the occasional fossil like tattoo. In combat they will usually use their Flickering Assault power to maintain mobility, and exploit any available combat advantage. When damaged a Stonewalkers natural instinct will encourage it to withdraw and cocoon itself in rock in order to quickly recuperate so it can rejoin the battle refreshed. This is not always an ideal tactic as it places a heavier burden on any remaining active allies, the stone cocoon while strong is not impervious to attack and the Stonewalker is still vulnerable to psychic damage.

Lightning Polyp		Level 8 Artillery
Medium Aberrant Beast		XP 350
Initiative +9	Senses Perception +7, low light vision	
HP 72; Bloodied 36		
AC 20; Fortitude 20, Reflex 21, Will 20		
Immune charm; Resist 20 lightning		
Speed fly 7 (hover)		
⚡ Electric Slam (Standard; at-will) ♦ lightning		
Attack +13 vs. AC; 1d6+3 lightning damage; on hit target is pushed 1 square		
⚡ Lightning Ray (Standard; at-will) ♦ lightning		
Range 10/20; attack +15 vs. AC; 2d6+5 lightning damage; on hit target takes 5 ongoing lightning damage (save ends)		
⚡ Twin Spark (Standard; recharge ⌚⌚⌚) ♦ lightning		
2 attacks; range 10; attack +13 vs. Reflex; 1d8+5 lightning damage		
⚡ Static Discharge (Standard; encounter) ♦ lightning, teleport		
Burst 2; attack +11 vs. Fortitude; 2d6+5 lightning damage; on hit target is slowed (save ends); hit or miss Polyp may teleport 5 squares		
Polyp Physiology		
Lightning Polyps cannot be knocked prone; if Polyp is subject to a push, pull or slide effect it may instead slide itself a number of squares equal to the effect		
Alignment Unaligned	Languages	
Skills Acrobatics +14		
Str 16 (+7)	Dex 20 (+9)	Wis 17 (+7)
Con 18 (+8)	Int 10 (+4)	Cha 12 (+5)

Lightning Polyps are floating collections of fleshy sacks resembling bunches of balloons drifting gently through the air as if propelled by unseen winds. When they spot their prey they activate small glands at the intersections of their air sacks which channel and magnify static electricity that is built up and stored by the fleshy sacks rubbing against each other.

Lightning Polyps are highly manoeuvrable and can easily turn any force applied to them to their own advantage, they also have the ability to teleport very occasionally which they reserve for when they are surrounded or need to escape.

Metallic Ooze		Level 9 Soldier
Large Aberrant Magical Beast (blind)		XP 400
Initiative +9	Senses Perception +10, blindsight 10	
Metallic Shards (while bloodied) aura 1; All creatures entering or starting their turn inside aura take 5 damage		
HP 100; Bloodied 50; see Metallic Collapse		
AC 25 (21); Fortitude 22, Reflex 21, Will 20		
Immune charm, gaze;		
Resist 5 weapon damage		
Speed 5		
⬇ Metallic Slam (Standard; at-will)		
Attack +16 vs. AC; 1d8+5 damage		
⬇ Blade Construct Strike (Standard; at-will)		
Attack +16 vs. AC; 1d10+5 damage (critical 1d10+15 damage); hit or miss target is marked until the start of Ooze's next turn		
⬇ Massive Axe Construct Strike (Standard; recharge Ⓜ)		
Reach 3; attack +16 vs. AC; 2d6+5 damage (critical 4d6+17 damage); on hit target takes a -2 penalty to attack rolls until the end of their next turn		
Flowing Metal (Move; at-will) ♦ 1/round		
Metallic Ooze may shift 3 squares as a move action		
Metallic Collapse (Immediate Reaction) ♦ when bloodied		
When first bloodied Metallic Ooze's body starts to crack and degrade, the unstable liquid metal beneath is in a constant state of flux, breaking out as sharp spikes then retracting; Metallic Ooze takes a -4 penalty to AC until the end of the encounter and its Metallic Shards aura activates		
Alignment Unaligned	Languages	
Str 20 (+9)	Dex 16 (+7)	Wis 12 (+5)
Con 20 (+9)	Int 4 (+1)	Cha 15 (+6)

Metallic Ooze's are large flowing balls of liquid metal, as they move they are in a constant state of change, altering their form as necessary to make their way over or through obstacles.

In combat they instinctively form blades and axes to strike their victims adapting their tactics as required. They usually prefer to concentrate on a single target but will shift their priorities if dealt a significant amount of damage from another source within their limited view.

As a Metallic Ooze takes damage the forces binding its liquid body start to breakdown forming cracks in its otherwise smooth surface. From between these cracks long, sharp, dagger like spikes constantly shoot out and retract creating an additional threat to anyone trying to engage the creature in melee. This breakdown also has the effect of drastically reducing the Oozes defence.

Nrel'gorn Savage	Level 10 Brute	
Medium Aberrant Humanoid	XP 500	
Initiative +8	Senses Perception +10, low light vision	
HP 130; Bloodied 65; see Savage Recuperation		
Regeneration 5, see Savage Recuperation		
AC 22; Fortitude 23, Reflex 21, Will 23		
Resist 5 psychic; Vulnerable necrotic, see Necrotic Vulnerability		
Saving Throws +2 vs. non damaging ongoing effects		
Speed 6, charge 8		
⬇ Greatclub Swipe (Standard; at-will)		
Attack +13 vs. AC; 2d8+5 damage		
⬇ Follow Through Smash (Standard; at-will)		
Attack +13 vs. AC; 3d6+5 damage; on hit target is pushed 1 square and Savage may shift 1 square and deal 5 damage to a secondary adjacent target		
⬇ Sweeping Club (Standard; recharge Ⓜ:Ⓜ:Ⓜ:)		
Burst 1; attack +11 vs. Reflex; 2d6+5 damage; on hit target is knocked prone		
Reflect Magic (Immediate Interrupt; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ when hit by an arcane or divine ranged, close or area attack		
When hit by an arcane or divine ranged, burst or area attack Savage may make the following attack against a target within 5 squares as an immediate interrupt; attack +11 vs. Reflex; on hit Savage and Target take half the damage from the original attack and both Savage and Target take any ongoing effects generated from the original attack		
Necrotic Vulnerability		
Whenever Savage takes necrotic damage it is slowed until the end of its next turn		
Savage Recuperation (Immediate Reaction) ♦ when first bloodied		
When first bloodied Savage's Reflect Magic ability recharges and it gains regeneration 5 until the end of the encounter		
Alignment Chaotic Evil	Languages deep speech	
Skills Athletics +15, Dungeoneering +15, Endurance +15		
Str 21 (+10)	Dex 16 (+8)	Wis 20 (+10)
Con 20 (+10)	Int 12 (+6)	Cha 15 (+7)
Equipment greatclub		

Nrel'gorn Savages are large brutish humanoids, standing up to seven and a half feet tall, whose exposed skin is covered with the marks and scars of a life spent in desperate combat. They usually have long shabby hair, which they dye in a variety of colours to reflect their aggression and personalities which are savage and extreme.

The Nrel'gorn as a race are highly resistant to magical effects, often able to reflect arcane and divine attacks at least partially back to their enemies. This gives them the natural bravado they need to charge unflinching into battle, taunting their enemies with crude and mocking shouts. Strangely their magical resistance does not extend to necrotic energy which has the effect of restricting their muscles and causing them momentary pain.

Nrel'gorn Savages live to fight and train to become masters with their greatclubs, swinging wildly with brutal strength. In Nrel'gorn society the worst possible shame is to surrender or flee combat so once engaged in battle it is unheard of for them not to fight until they or their enemy lies dead in a bloody heap on the ground.

Shat'mar Crystalline		Level 8 Artillery
Medium Aberrant Humanoid (mineral)		XP 350
Initiative +7	Senses Perception +7, low light vision	
HP 66; Bloodied 33		
AC 20; Fortitude 18, Reflex 21, Will 20		
Immune disease, poison;		
Resist 20 radiant, 10 psychic; Vulnerable 5 thunder		
Speed 6, teleport 3		
⚔ Crystal Slice (Standard; at-will)		
Attack +13 vs. AC; 1d8+3 damage		
☞ Radiant Beam (Standard; at-will) ♦ radiant		
Range 15/30; attack +13 vs. Reflex; 2d6+5 radiant damage; on miss target takes 5 radiant damage		
☞ Charged Beam (Standard; recharge ⏏⏏⏏) ♦ radiant		
Range 15; attack +13 vs. Fortitude; 1d10+5 radiant damage; Crystalline deals an additional 1d8 radiant damage for each adjacent Crystalline; on hit target is blinded (save ends); on miss target takes half damage and is not blinded; hit or miss all Crystalline involved in this attack take 5 damage		
Reflect Energy (Immediate Reaction; at-will) ♦ when damaged by an elemental attack		
When Crystalline is damaged by an attack composed entirely of arcane or elemental energy it may spread the damage equally amongst any number of other allied Crystallines within 5 squares; it must take any additional effects imposed by the attack itself		
Alignment Unaligned	Languages deep speech, common	
Skills Arcana +14, Diplomacy +13, Dungeoneering +12, Nature +12		
Str 10 (+4)	Dex 17 (+7)	Wis 16 (+7)
Con 12 (+5)	Int 20 (+9)	Cha 18 (+8)

Shat'mar Crystallines are an intelligent and secretive race of beings composed completely of a single type of gemstone, be it deep blue sapphire, brilliant diamond or luscious ruby. This fact alone has almost driven the race to extinction through unscrupulous adventurers seeking them out for the monetary value of their dead bodies.

Hidden and isolated the remnants of the Shat'mar are spread far and wide, shunning any contact with the outside world, secretly researching ancient magics and rituals to help restore their race. Though isolationist in nature they will occasional make tentative alliances with creatures who do not value material wealth, and have been known to trade their knowledge and wisdom for secure shelter or promises of aid.

If forced into combat the Shat'mar work on the philosophy of co-operation and have learnt to maximise the energy reflecting and concentrating properties of their crystalline bodies. They will always try to stay within twenty five feet of at least one ally, and prefer to stand shoulder to shoulder with at least two allies.

Silvertail Infinipede		Level 3 Soldier
Small Aberrant Beast		XP 150
Initiative +5	Senses Perception +2, low light vision	
HP 46; Bloodied 23		
AC 19; Fortitude 15, Reflex 15, Will 15		
Immune poison		
Speed 8, burrow 4		
⊕ Poison Sting (Standard; at-will) ♦ poison		
attack +8 vs. Reflex; 1d4+2 damage; on hit target takes 2 ongoing poison damage		
‡ Bite (Standard; at-will) ♦ poison		
Attack +10 vs. AC; 1d6+3 damage; on hit target is slowed (save ends)		
‡ Reactive Sting (Immediate Interrupt; at-will) ♦ enemy leaves an adjacent square		
If a target attempts to leave an adjacent square Infinipede may make a poison sting attack as an immediate interrupt		
Alignment Unaligned	Languages	
Skills Endurance +8		
Str 12 (+2)	Dex 14 (+3)	Wis 12 (+2)
Con 14 (+3)	Int 6 (-1)	Cha 13 (+2)

Silvertail Infinipedes are giant white and silver insects similar to centipedes with long thin bodies ending in an elegant double pointed hooked tail. They are unnaturally fast and their legs blur in constant motion making them impossible to count, which informed their name.

While individually an Infinipede is not really a threat they are surprisingly tough and tenacious, once engaged with a target they will always fight to the death and are loathed to let anyone escape their stinging tail.

Star Swarm		Level 9 Elite Controller
Large Aberrant Magical Beast (swarm)		XP 800
Initiative +9	Senses Perception +5, darkvision	
Radiant Echo (radiant) aura 1; Star Swarm makes a Star Slam attack against each creature that starts its turn inside its aura		
HP 150; Bloodied 75; see Expanding Universe, Dying Sun & Big Bang		
AC 25; Fortitude 20, Reflex 24, Will 24		
Immune charm, disease, poison, sleep;		
Resist 10 radiant, half damage from melee and ranged attacks;		
Vulnerable 5 necrotic, 10 close and area attacks, also see Dying Sun		
Saving Throws +2		
Speed fly 6 (hover)		
Action Points 1, also see Expanding Universe		
⬇ Star Slam (Standard; at-will) ♦ radiant		
Attack +13 vs. Reflex; 2d6+5 radiant damage		
⬇ Mobile Double Slam (Standard; at-will) ♦ radiant		
Star Swarm moves up to 6 squares and may make 2 Star Slam attacks at any point during this move; Star Swarm does not provoke opportunity attacks for moving away from a creature it has attacked as part of this action		
↘ My God I'm Full of Stars (Minor; recharge ⌚:⌚:⌚) ♦ radiant		
Range 10; does not provoke opportunity attacks; attack +13 vs. Will; on hit target gains vulnerability 5 radiant and takes a -2 penalty to all saving throws (save ends)		
↘ Shooting Star (Standard; encounter) ♦ radiant		
Attack +14 vs. AC; 3d10+5 radiant damage; on hit target is stunned until the end of Star Swarms next turn		
↶ Spiral Arm (Standard; recharge ⌚:⌚:⌚) ♦ radiant		
Burst 2; attack +13 vs. Reflex; 2d10+5 radiant damage; on hit slide target 2 squares and target is slowed (save ends)		
Expanding Universe (Immediate Reaction) ♦ when bloodied		
When bloodied the Star Swarm regains 1 action point; it also expands in size from large to gargantuan; any creatures occupying the space that the Star Swarm expands into are pushed 1 square and knocked prone		
Dying Sun ♦ while bloodied		
While bloodied Star Swarm's vulnerability to close and area attacks increases from 10 to 15		
↶ Big Bang (Immediate Reaction) ♦ radiant, on death		
When reduced to 0 HPs Star Swarm explodes in a shower of radiant sparks as an immediate reaction; burst 5; attack +13 vs. Reflex; 2d8+5 radiant damage; on hit target is dazed (save ends)		
Star Swarm Resistance		
Star Swarm cannot be stunned, dazed, knocked prone or unconscious		
Alignment Chaotic Evil		Languages deep speech (telepathy)
Str 12 (+5)	Dex 20 (+9)	Wis 12 (+5)
Con 14 (+6)	Int 10 (+4)	Cha 20 (+9)

Lethal and malevolent this mass of glittering points of light in a cloud of utter blackness obliterates everything in its path. Survivors who have fled its appearance tell tales of a patch of the night sky swooping down from above and destroying everything it touched. These tales are usually met with scepticism or derision but the few who have knowledge of the Far Realms know that Star Swarms are all too real.

Swarm of Lies	Level 7 Brute
Large Aberrant Beast (swarm)	XP 300
Initiative +7	Senses Perception +7, darkvision
Maddening Whispers aura 1; Swarm of Lies makes a Psychic Whisper attack against any creature that starts it's turn inside aura	
HP 90; Bloodied 45	
AC 19; Fortitude 18, Reflex 20, Will 20	
Immune charm, disease, poison;	
Resist half damage from melee & ranged attacks;	
Vulnerable 10 close and area attacks	
Speed fly 6 (hover)	
⊕ Psychic Whisper (Standard; at-will) ♦ psychic	
Attack +8 vs. Will; 2d6+4 psychic damage; on hit target takes a -1 cumulative penalty to Will defence (save ends all)	
⊕ Mental Hammer (Standard; at-will) ♦ psychic	
Attack +8 vs. Fortitude; 2d8+4 psychic damage; on hit target is immobilised and takes 5 ongoing psychic damage (save ends both)	
⊕ Induce Psychosis (Standard; recharge ☹️☹️) ♦ bloodied target only	
Bloodied target only; attack +8 vs. Will; 2d8+4 psychic damage; on hit target contracts a level 7 Mental Disorder (see special rules) (note; a target may gain multiple disorders)	
Drift of Deceit (Move; at-will)	
Swarm of Lies may shift 3 squares as a move action	
Swarm Resistance	
Swarm of Lies cannot be stunned, dazed, knocked prone or unconscious	
Alignment Chaotic Evil	Languages telepathy 10
Skills Insight +7, Stealth +12	
Str 12 (+4)	Dex 18 (+7)
Con 14 (+5)	Int 3 (-1)
	Wis 8 (+2)
	Cha 19 (+7)

For special rules on using Mental Disorders please see page 73.

Some people say that when particularly pious or noble non natives of the Far Realms are corrupted by its influence and subsequently die, the essence of their corruption rises to spread misery to others.

Whatever their creation process, Swarms of Lies appear to be made up of thousands of tiny jet black insectoids, resembling bees. The combined sound of their flapping wings sounds like a thousand whispers, this is reinforced by powerful telepathy that communicates abstract emotions to the Swarms victims.

Desperate and brutal a Swarm of Lies will never retreat or flee combat. It is driven by an intense need to spread mental suffering and psychosis to as many creatures as possible, whenever it comes across a being with a divine power source it will try and concentrate on them as much as possible. It is this aspect of their behaviour that has fuelled the Swarms creation theory amongst survivors.

Temporal Polyp		Level 10 Elite Controller (Leader)
Large Aberrant Beast		XP 1,000
Initiative +10	Senses Perception +14, low light vision	
HP 214; Bloodied 107		
AC 26; Fortitude 22, Reflex 25, Will 24		
Immune charm; Resist 20 psychic, 5 variable (1/encounter);		
Vulnerable 5 necrotic		
Saving Throws +2		
Speed fly 7 (hover)		
Action Points 1		
⚡ Tendril Shock (Standard; at-will) ♦ lightning		
Attack +15 vs. AC; 2d6+3 lightning damage; on hit target takes 5 ongoing lightning damage (save ends)		
⚡ Temporal Bolts (Standard; at-will) ♦ psychic		
2 attacks; range 10/20; attack +15 vs. AC; 1d10+5 psychic damage; on hit target is slowed (save ends)		
⚡ Temporal Assault (Standard; recharge ⏏) ♦ psychic		
Range 10; attack +14 vs. Fortitude; 3d8+5 psychic damage; on hit roll a d6 and consult the following chart for additional effect:		
1: target is stunned (save ends)		
2 to 5: target is dazed (save ends)		
6: target may take an immediate free minor, move or standard action		
⏏ Time Stop (Immediate Reaction) ♦ psychic; when first bloodied		
When first bloodied Temporal Polyp unleashes a wave of temporal energy to try and manipulate time to its advantage; Burst 5; attack +14 vs. Will; 1d10+5 psychic damage; on hit target is stunned until the end of Polyps next turn; hit or miss Polyp may take an immediate free move action		
Polyp Physiology		
Temporal Polyps cannot be knocked prone; if Polyp is subject to a push, pull or slide effect it may instead teleport a number of squares equal to the effect		
⏏ Déjà Vu (Minor; recharge ⏏) ♦ enters play uncharged, cannot recharge if Polyp has an action point at the start of its turn		
Temporal Polyp regains a spent action point; Polyp may never have more than 1 action point at a time		
Alignment Unaligned		Languages
Skills Acrobatics +15, Insight +14		
Str 16 (+8)	Dex 20 (+10)	Wis 18 (+9)
Con 19 (+9)	Int 21 (+10)	Cha 16 (+8)

Temporal Polyps are rare and dangerous beasts, they look like much larger versions of Lightning Polyps until you get close enough to see the forces of reality warping around them.

Some say that these Polyps are formed when normal Polyps get caught in the wake of portals that randomly link the Far Realms to the Middle World. Some wild tales tell of ancient Temporal Polyps gathering other Polyps together and herding them like cattle across the barren wastes of the Far Realms, to what purpose though no one knows.

Wasteland Absolutionist		Level 7 Elite Controller
Medium Aberrant Humanoid		XP 600
Initiative +5	Senses Perception +7, darkvision	
Necrotic Field (necrotic) aura 3 (5); All creatures inside aura only gain half benefit from any effect that would grant them HPs or Temporary HPs; also see I Came Here to Die		
HP 164; Bloodied 82; see I Came Here to Die		
AC 23 (21); Fortitude 21 (19), Reflex 18 (16), Will 23 (21)		
Immune charm, disease, poison;		
Resist 10 variable (2/encounter)		
Saving Throws +2		
Speed 6, teleport 3		
Action Points 1		
⚔ Halberd Strike (Standard; at-will) ♦ necrotic, weapon		
Reach 2; attack +12 vs. AC; 2d6+3 damage; on hit target takes 5 ongoing necrotic damage (save ends)		
⚔ Reaping Blade (Standard; at-will) ♦ necrotic, weapon		
Reach 2; attack +12 vs. AC; 1d10+3 damage; on hit all other enemies within Absolutionist's reach take 10 necrotic damage		
↩ Renounce Life (Standard; recharge ⚡:⚡:⚡) ♦ necrotic, psychic		
Close blast 3; attack +11 vs. Will; 2d6+4 psychic damage; on hit target loses a healing surge		
⚔ Call to Death (Standard; encounter) ♦ necrotic, recharges when first bloodied		
Range 10; attack +11 vs. Fortitude; 3d10+4 necrotic damage; on hit target is slowed (save ends), 1st failed save target is immobilised (save ends), 2nd failed save target is stunned (save ends), 3rd failed save target is dead (if not raised within 24 hours the body turns to dust and cannot be raised)		
↩ Dead Ground (Standard; encounter) ♦ necrotic, poison		
Burst 8; attack +11 vs. Fortitude; 1d6+4 necrotic damage; on hit target takes 5 ongoing poison damage (save ends)		
I Came Here to Die (Immediate Reaction) ♦ when bloodied		
When first bloodied Absolutionist's Call to Death power recharges; Necrotic Field aura size increases to 5 from 3; and Absolutionist takes a -2 penalty to all defences		
Alignment Evil		Languages deep speech
Skills Dungeoneering +12, Endurance +12, Religion +9		
Str 16 (+6)	Dex 14 (+5)	Wis 19 (+7)
Con 18 (+7)	Int 13 (+4)	Cha 17 (+6)
Equipment light armour, halberd		

Thought to be the few survivors of an ancient doomsday cult wishing to atone for their continued existence, tales of these figures of destruction are rare and terrifying.

Clothed in grey armour and a long tattered cloak Absolutionists at first appear human, but anyone approaching to within fifteen feet will start to feel their life slipping away and realise they are in the presence of a powerful necrotic being. Absolutionists abhor all life and seek the destruction of all living things, they are committed to death and pray to their dark forgotten God for visions of their own demise so that they can rejoin the faithful that have gone on before.

Whip Tongue	Level 9 Skirmisher
Medium Aberrant Humanoid	XP 400
Initiative +11	Senses Perception +7, darkvision
HP 96; Bloodied 48	
AC 23; Fortitude 21, Reflex 22, Will 21	
Speed 7, climb 5, swim 5	
⊕ Dagger Slash (Standard; at-will)	
Attack +14 vs. AC; 2d6+4 damage	
‡ Tongue Grab (Standard; recharge ⓂⓂⓂ)	
Reach 3; attack +12 vs. Reflex; 2d6+5 damage; on hit secondary attack vs. Fortitude; on hit target is pulled adjacent to Whip Tongue and grabbed (escape ends)	
‡ Deep Laceration (Standard; at-will) ♦ grabbed target only	
Target must be grabbed by the Whip Tongue at the start of its turn; attack +12 vs. Will; 3d6+4 damage; on hit target is released from the grab, knocked prone and takes 10 ongoing bleeding damage (save ends)	
Mocking Reversal (Immediate Interrupt; encounter) ♦ when targeted by a melee attack	
When targeted by a melee attack as an immediate interrupt Whip Tongue may make an attack against secondary adjacent target; attack +12 vs. Will; on hit the Whip Tongue and the secondary target switch places and the secondary target becomes the new target of the original attack	
Mocking Advantage	
Whip Tongue deals an additional 1d6 damage against any target granting it combat advantage	
Alignment Evil	Languages deep speech
Skills Athletics +13, Dungeoneering +12, Stealth +14, Thievery +14	
Str 18 (+8)	Dex 20 (+9)
Con 16 (+7)	Int 14 (+6)
	Wis 17 (+7)
	Cha 12 (+5)
Equipment curved dagger	

Whip Tongues are a strange breed of humanoids with thick warty skin and large toad like heads. Like all amphibians they are most at home in swampy regions or areas with large amounts of water. Whip Tongues derived their common name from their thick, sticky red tongues that they use to ensnare prey when hunting.

Whip Tongues are surprisingly intelligent and often make extensive alterations to their habitat to aid their hunting or construct elaborate traps to defend their settlements against dangerous intruders. Many an unfortunate adventurer has been completely unprepared for stumbling into a Whip Tongue's trap filled hunting ground.

Section 2

Themed Aberrations

Mudmen

Mudmen are strange creatures whose bodies are composed of a thick viscous brown or grey substance that ripples and flows over itself as they move. They have no fixed form other than that of a vaguely humanoid creature, usually around five foot tall, and have no visible facial features except for two to five dark spots that resemble eyes.

They are able to exploit their flowing structure to burrow through loose ground, though they cannot burrow through solid rock. Mudmen usually make their homes in subterranean caverns, ideally blocked off by hundreds of tons of earth or sand.

It is also worth noting that Mudmen instinctively crave damp or moist surroundings which suit their physiology, and they have a fear of fire as the heat dries them out and causes them pain. If an enemy uses fire against them they will use every ranged attack option at their disposal to remove the threat, or retreat and regroup to come up with a plan to deal with the problem.

Mudman Sludge Fighter	Level 6 Brute	
Medium Aberrant Humanoid	XP 250	
Initiative +6	Senses Perception +4, low light vision	
HP 86; Bloodied 43; see Puddle of Sludge		
AC 18; Fortitude 19, Reflex 18, Will 17		
Resist 10 poison; Vulnerable 5 fire		
Speed 5, burrow 3		
⊕ Heavy Punch (Standard; at-will)		
Attack +9 vs. AC; 2d6+4 damage		
⊕ Oozing Slam (Standard; at-will)		
Attack +9 vs. AC; 2d8+4 damage; on hit target is slowed (save ends)		
Mudman Physiology (Immediate Reaction; recharge ☉☉☉☉) ◆		
when Mudman suffers an effect that a save can end		
Mudman rolls a saving throw against the effect		
Puddle of Sludge (Immediate Reaction) ◆ zone; on death		
When destroyed Mudman collapses into a pool of sludge; burst 1; creates a zone that lasts until the end of the encounter; any non Mudman creature entering or starting their turn inside zone is slowed until the end of their next turn		
Alignment Unaligned	Languages deep speech	
Skills Athletics +12		
Str 18 (+7)	Dex 16 (+6)	Wis 13 (+4)
Con 16 (+6)	Int 12 (+4)	Cha 8 (+2)

Sludge Fighters are the mainstay of Mudman society, they rely on their brute strength to pummel their opposition into the ground.

Mudman Sludge Thrower	Level 7 Artillery
Medium Aberrant Humanoid	XP 300
Initiative +7	Senses Perception +6; low light vision
HP 63; Bloodied 31; see Puddle of Sludge	
AC 19; Fortitude 19, Reflex 20, Will 19	
Resist 10 poison; Vulnerable 5 fire	
Speed 6, burrow 3	
⬇ Sludge Punch (Standard; at-will)	
Attack +12 vs. AC; 1d8+2 damage	
⚡ Sludge Ball (Standard; at-will)	
Range 10/20; attack +14 vs. AC; 2d6+5 damage; on hit secondary attack +12 vs. Fortitude; on hit target is knocked prone	
⚡ Toxic Blast (Standard; encounter) ♦ poison	
Close blast 3; attack +12 vs. Reflex; 1d10+5 damage; on hit target takes 5 ongoing poison damage (save ends)	
Mudman Physiology (Immediate Reaction; at-will) ♦ when Mudman suffers an effect that a save can end	
Mudman rolls a saving throw against the effect	
Puddle of Sludge (Immediate Reaction) ♦ zone; on death	
When destroyed Mudman collapses into a pool of sludge; burst 1; creates a zone that lasts until the end of the encounter; any non Mudman creature entering or starting their turn inside zone is slowed until the end of their next turn	
Alignment Unaligned	Languages deep speech
Skills Athletics +10, Stealth +12	
Str 14 (+5)	Dex 19 (+7)
Con 15 (+5)	Int 12 (+4)
	Wis 16 (+6)
	Cha 10 (+3)

Sludge Throwers have gained enough mastery over their forms to be able to subsume earth into themselves, alter it and use it as projectile weapons or short range sprays.

Mudman Crystal Caster	Level 6 Elite Controller (Leader)	
Medium Aberrant Humanoid	XP 500	
Initiative +6	Senses Perception +12; low light vision	
Psychic Barrage (psychic) aura 2; All enemies entering or starting their turn inside aura take 5 psychic damage		
HP 144; Bloodied 72; see Puddle of Psychic Sludge		
AC 22; Fortitude 18, Reflex 20, Will 21		
Resist 10 poison, 10 psychic; Vulnerable 5 fire		
Saving Throws +2		
Speed 6, burrow 3		
Action Points 1		
⬇ Crystal Studded Punch (Standard; at-will)		
Attack +11 vs. AC; 1d10+2 damage		
↘ Psychic Lance (Standard; at-will) ♦ psychic		
Range 10; attack +10 vs. Will; 2d6+4 psychic damage; on hit secondary attack, area burst 1 centred on primary target; enemies only; attack +10 vs. Fortitude; 1d6+4 psychic damage; on hit target takes a -1 penalty to attack rolls (save ends)		
↘ Crystal Domination (Standard; encounter) ♦ psychic		
Range 10; attack +10 vs. Will; 1d6+4 psychic damage; on hit target is dominated and takes a -2 penalty to all saves (save ends both), aftereffect target gains vulnerability 5 psychic until the end of the encounter		
↔ Psychic Boom (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ psychic		
Burst 8; enemies only; attack +10 vs. Fortitude; 1d8+4 psychic damage; on hit target takes a -2 penalty to Will defence (save ends)		
Mudman Physiology (Immediate Reaction) ♦ when Mudman suffers an effect that a save can end		
Mudman rolls a saving throw against the effect		
Puddle of Psychic Sludge (Immediate Reaction) ♦ zone, on death		
When destroyed Mudman collapses into a pool of psychically charged sludge; burst 2; creates a zone that lasts until the end of the encounter; any non Mudman creature entering or starting their turn inside the zone takes 5 psychic damage and is slowed until the end of their next turn		
Alignment Unaligned	Languages deep speech	
Skills Athletics +10, Religion +10		
Str 14 (+5)	Dex 16 (+6)	Wis 19 (+7)
Con 16 (+6)	Int 14 (+5)	Cha 12 (+4)

Mudman Crystal Casters are the leaders of Mudman communities. Their age has allowed them to subsume natural crystals into themselves, these crystals react with their physiology to grant them extreme psychic powers that they use ruthlessly in combat.

Mudman Earthshaker	Level 8 Elite Brute
Large Aberrant Humanoid	XP 700
Initiative +6	Senses Perception +7, low light vision
HP 216; Bloodied 108; see Puddle of Sludge	
AC 22; Fortitude 24, Reflex 19, Will 21	
Resist 10 poison; Vulnerable 5 fire	
Saving Throws +2	
Speed 5, burrow 3	
Action Points 1	
⬇ Mighty Slap (Standard; at-will)	
Reach 2; attack +11 vs. AC; 2d8+5 damage; on hit target is pushed 2 squares	
⬇ Flurry of Slaps (Standard; at-will)	
3 attacks against the same target; reach 2; attack +11 vs. AC; 1d8+5 damage; if 1 attack hits, target is pushed 2 squares; if 2 attacks hit, target is pushed 3 squares and knocked prone; if all 3 attacks hit, target is pushed 3 squares, knocked prone and dazed (save ends)	
↩ Warp Ground (Standard; recharge ⌚:⌚:⌚)	
Burst 3; attack +9 vs. Reflex; 1d10+5 damage; on hit target is immobilised (save ends); hit or miss slide target 1 square	
Mudman Physiology (Immediate Reaction; at-will) ♦ when Mudman suffers an effect that a save can end	
Mudman rolls a saving throw against the effect	
Puddle of Sludge (Immediate Reaction) ♦ zone; on death	
When destroyed Mudman collapses into a pool of sludge; burst 1; creates a zone that lasts until the end of the encounter; any non Mudman creature entering or starting their turn inside zone is slowed until the end of their next turn	
Alignment Unaligned	Languages deep speech
Skills Athletics +14, Endurance +13	
Str 20 (+9)	Dex 14 (+6)
Con 18 (+8)	Int 10 (+4)
	Wis 16 (+7)
	Cha 8 (+3)

Mudmen Earthshakers are rare mutations that sometimes occur when a Mudman is learning to subsume its surroundings. Instead of being able to use the earth it takes in to perform ranged attacks it grows to roughly double its size in all proportions and manifests a different set of powers. Earthshakers are highly valued members of Mudman society and are usually tasked with defending their communities against serious threats.

Pugee Tribe

Pugee are small crab like beings who stand upright on four legs with two sets of pincers. Their primary set are used for heavy work and fighting with the secondary small set being used for delicate work and fine manipulation. Like crabs they have a tough shell protecting their delicate internal organs, giving them a higher than average armour class but giving them a weakness to particularly accurate or lucky blows.

Pugee Warrior		Level 3 Skirmisher
Small Aberrant Humanoid		XP 150
Initiative +6	Senses Perception +2, low light vision	
HP 43; Bloodied 21; see Pugee Physiology		
AC 18; Fortitude 14, Reflex 16, Will 14		
Resist 5 cold; Vulnerable 5 poison		
Speed 6, swim 5		
⚡ Pincer Snap (Standard; at-will)		
Attack +8 vs. AC; 1d8+3 damage		
☞ Poison Dart (Standard; at-will) ♦ poison		
Range 6/12; attack +8 vs. AC; 1d6+3 damage; on hit target takes 3 ongoing poison damage (save ends)		
Pugee Physiology		
All critical hits against a Warrior deal an additional 10 damage		
Eye Stalks		
Enemies do not receive the +2 bonus to hit from combat advantage when flanking Warrior, all other benefits of combat advantage still apply		
Crab Legs (Minor; at-will)		
Warrior may shift 2 squares as a minor action		
Warriors Advantage		
Warrior deals an additional 1d6 damage against a target granting him combat advantage		
Alignment Evil	Languages deep speech	
Skills Dungeoneering +7, Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 12 (+2)
Con 11 (+1)	Int 13 (+2)	Cha 8 (+0)
Equipment blow gun		

Pugee Warriors are the most usually encountered of their kind and represent the bulk of a Pugee community. They are opportunistic fighters and will always try and stick together in combat to maximise the damage they can inflict on a single target.

Pugee battle tactics usually revolve around attacking a group of enemies in waves, a common tactic is for a group to split into two units with the first holding back and using their blow guns to pepper their enemies with poison darts, while the second group moves in to use their pincers. When the melee group is approaching a bloodied state the two units will switch roles and continue the fight.

Pugee Hardshell		Level 4 Soldier
Small Aberrant Humanoid		XP 175
Initiative +7	Senses Perception +3, low light vision	
HP 53; Bloodied 26; see Pugee Physiology		
AC 21; Fortitude 17, Reflex 16, Will 15		
Resist 5 cold; Vulnerable 5 poison		
Speed 5, swim 5		
⊕ Pincer Nip (Standard; at-will)		
Attack +11 vs. AC; 1d6+4 damage; on hit target is marked until the start of Hard Shell's next turn		
⊕ Snapping Pincers (Standard; at-will)		
Attack +11 vs. AC; 1d6+4 damage; on hit target is marked until the start of Hard Shell's next turn and Hard Shell may deal 4 damage to a secondary adjacent target		
Pugee Physiology		
All critical hits against a Hard Shell deal an additional 10 damage		
Eye Stalks		
Enemies do not receive the +2 bonus to hit from combat advantage when flanking Hard Shell, all other benefits of combat advantage still apply		
Crab Legs (Minor; at-will)		
Hard Shell may shift 2 squares as a minor action		
Alignment Evil	Languages deep speech	
Skills Dungeoneering +8		
Str 18 (+6)	Dex 16 (+5)	Wis 12 (+3)
Con 13 (+3)	Int 14 (+4)	Cha 8 (+1)

Pugee Hardshells are trained specifically for defending their communities and pride themselves on the toughness of their shells over all other things.

In battle they will try to slow down or hold in place the most dangerous looking opponents often relying on their allies to help manoeuvre multiple enemies closer to them so that they can use their Snapping Pincers attack.

Pugee Darkshell	Level 4 Lurker
Small Aberrant Humanoid	XP 175
Initiative +10	Senses Perception +4, low light vision
HP 42; Bloodied 21; see Pugee Physiology	
AC 19; Fortitude 15, Reflex 17, Will 16	
Resist 5 cold; Vulnerable 5 poison	
Speed 6, swim 6	
⊕ Pincer Slam (Standard; at-will)	
Attack +9 vs. AC; 1d6+4 damage	
⊕ Rapier Flourish (Standard; at-will)	
Attack +7 vs. Reflex; 1d8+4 damage, critical hit on 19/20 for 1d6+12 damage	
⌘ Net Toss (Standard; encounter)	
Range 10; attack +7 vs. Reflex; 1d6+4 damage; on hit target is knocked prone and restrained (escape ends; DC20 athletics or acrobatics check to escape, restrained or adjacent creatures may cut the net with a bladed weapon as a standard action this permanently reduces the escape DC by 2 each time)	
Pugee Physiology	
All critical hits against a Darkshell deal an additional 10 damage	
Eye Stalks	
Enemies do not receive the +2 bonus to hit from combat advantage when flanking Darkshell, all other benefits of combat advantage still apply	
Crab Legs (Minor; at-will)	
Darkshell may shift 2 squares as a minor action	
Darkshell Advantage	
When Darkshell hits a target granting him combat advantage it deals an additional 1d6 damage and knocks the target prone	
Alignment Evil	Languages deep speech
Skills Dungeoneering +9, Nature +9, Stealth +11	
Str 13 (+3)	Dex 18 (+6)
Con 12 (+3)	Int 14 (+4)
	Wis 14 (+4)
	Cha 8 (+1)
Equipment net, rapier	

Pugee Darkshells are a tribes best fishermen and hunters, they are highly trained and incredibly patient.

In combat Darkshells prefer to use any natural terrain to their advantage, usually carefully manoeuvring themselves into the best possible position before they strike. A standard tactic for a Darkshell is to identify any magic using enemy and attempt to use Net Toss to restrain them, on subsequent turns they will then try to move in to use rapier Flourish with Darkshell Advantage.

If threatened they will usually try to retreat back into hiding or behind their allies, ready to dart out as further opportunities emerge.

Pugee Chanter	Level 4 Controller
Small Aberrant Humanoid	XP 175
Initiative +5	Senses Perception +4, low light vision
We Got the Beat aura 5; All allied Pugee inside aura gain a +1 bonus to attack rolls and Will defence	
HP 52; Bloodied 26; see Pugee Physiology	
AC 19; Fortitude 15, Reflex 16, Will 17	
Resist 5 cold; Vulnerable 5 poison	
Speed 6, swim 5	
⚡ Pincer Swipe (Standard; at-will)	
Attack +9 vs. AC; 1d6+1 damage; on hit Chanter may shift 1 square as an immediate free action	
🥁 Bongo Blast (Standard; at-will) ♦ thunder	
Range 10; attack +8 vs. Fortitude; 1d10+4 thunder damage; on hit slide the target 2 squares	
✳️ Alien Rhythm (Standard; encounter) ♦ zone, thunder	
Area burst 2 within 15; enemies only; attack +6 vs. Will; 1d8+4 thunder damage; creates zone; all enemies inside zone take a -1 penalty to attack rolls and Will defence; minor action to sustain	
Pugee Physiology	
All critical hits against a Chanter deal an additional 10 damage	
Eye Stalks	
Enemies do not receive the +2 bonus to hit from combat advantage when flanking Chanter, all other benefits of combat advantage still apply	
Crab Legs (Minor; at-will)	
Chanter may shift 2 squares as a minor action	
Alignment Evil	Languages deep speech
Skills Diplomacy +11, Dungeoneering +9, History +9	
Str 12 (+3)	Dex 16 (+5)
Con 12 (+3)	Int 14 (+4)
	Wis 14 (+4)
	Cha 18 (+6)
Equipment bongo drums	

Pugee Chanters are a key strata of Pugee society and are the most likely to deal with outsiders wanting to negotiate travel through their territory or broker trade deals. They are also a tribes lore keepers and preside over many Pugee ceremonies and tribal gatherings where they lead elaborate and complex dances to show gratitude to their dark aquatic god.

Chanters make a great deal of effort to present themselves in a manor befitting their elevated station, and are fond of elaborate jewellery and brightly coloured sashes or shell tattoos. They also take great pride in the quality and value of their various musical instruments, none more so that the small set of drums they carry and use to enhance their song, speech and battle presence.

In combat Chanters will always try and stay just behind the front line made by their allies in order to grant them the benefit of their beats. This also puts them in the best place to attack with Bongo Beats and set up their Alien Rhythm zone to hinder their enemies.

If threatened in combat a Chanter will try and stand their ground as a show of strength, while expecting their allies to come immediately to their aid.

Pugee Frostback		Level 5 Artillery
Small Aberrant Humanoid		XP 200
Initiative +5	Senses Perception +4, low light vision	
HP 49; Bloodied 24; see Pugee Physiology		
AC 18; Fortitude 16, Reflex 18, Will 17		
Resist 10 cold; Vulnerable 5 poison		
Speed 6, swim 4		
⚡ Cold Pincer (Standard; at-will) ♦ cold		
Attack +10 vs. AC; 1d6+1 damage; on hit target takes 4 ongoing cold damage (save ends)		
☞ Frost Ray (Standard; at-will) ♦ cold		
Range 10/20; attack +10 vs. Reflex; 1d10+4 cold damage		
⚡ Ice Spray (Standard; recharge ⌘:⌘:⌘) ♦ cold		
Close Blast 3; attack +10 vs. Fortitude; 2d6+4 cold damage; on hit target is slowed (save ends); hit or miss Frostback gains a +4 bonus to AC until the start of its next turn		
Pugee Physiology		
All critical hits against a Frostback deal an additional 10 damage		
Eye Stalks		
Enemies do not receive the +2 bonus to hit from combat advantage when flanking Frostback, all other benefits of combat advantage still apply		
Crab Legs (Minor; at-will)		
Frostback may shift 2 squares as a minor action		
Alignment Evil		Languages deep speech
Skills Arcana +11, Dungeoneering +9		
Str 12 (+3)	Dex 16 (+5)	Wis 14 (+4)
Con 13 (+3)	Int 18 (+6)	Cha 10 (+2)

Pugee Frostbacks are a small dedicated caste of Pugee society that trains from hatching to manipulate the elemental forces that surround them. Through a series of trials and rituals they develop an affinity with cold and adapt their shells to draw in heat to power their cold blast attacks.

In combat they prefer to fight from a position of safety, either behind their allies front line or from behind some sort of cover. When necessary or when the front line is breached they are ready to scuttle forwards to unleash their Ice Spray attack before retreating again until it is recharged. The increase in armour class when using this power represents a hard outer shell of ice that forms over their carapaces as they are drawing in heat to expel as a cold blast.

Pugee Cragback	Level 6 Brute
Medium Aberrant Humanoid	XP 250
Initiative +5	Senses Perception +5, low light vision
HP 80; Bloodied 40; see Pugee Physiology	
AC 20; Fortitude 19, Reflex 17, Will 18	
Resist 10 cold; Vulnerable 5 poison	
Speed 6, swim 5	
⊕ Heavy Pincer (Standard; at-will)	
Attack +9 vs. AC; 2d8+4 damage	
⊕ Pincer Assault (Standard; at-will)	
Attacks 2 different targets; attack +9 vs. AC; 1d8+4 damage; on hit slide target 1 square	
⊕ Shell Spike (Immediate Reaction; at-will) ♦ when damaged by a melee attack	
Cragback makes an attack against its aggressor as an immediate reaction; attack +7 vs. Reflex; 1d6+2 damage	
Pugee Physiology	
All critical hits against a Cragback deal an additional 10 damage	
Eye Stalks	
Enemies do not receive the +2 bonus to hit from combat advantage when flanking Cragback, all other benefits of combat advantage still apply	
Crab Legs (Minor; at-will)	
Cragback may shift 2 squares as a minor action	
Alignment Evil	Languages deep speech
Skills Athletics +12, Dungeoneering +10, Intimidate +7	
Str 19 (+7)	Dex 14 (+5)
Con 14 (+5)	Int 10 (+3)
	Wis 15 (+5)
	Cha 8 (+2)

Pugee Cragbacks stand a good two feet higher than the rest of their kind, and sport two outsized pincers that they use in combat. Cragback shells are also larger and heavier than their brothers and have a number of sharp tusks and spikes protruding from them, they are adept at using these to their advantage when attacked.

In combat Cragbacks will try and pummel their opponents with a series of Heavy Pincer and Pincer Assault attacks, using Shell Spike to harry any opponents that breach its armour.

Pugee Doom Wrecker		Level 6 Elite Controller
Small Aberrant Humanoid		XP 500
Initiative +6	Senses Perception +11, low light vision	
HP 130; Bloodied 65; see Pugee Physiology		
AC 23; Fortitude 17, Reflex 20, Will 21		
Resist 10 cold, 5 lightning, 5 thunder; Vulnerable 5 poison		
Saving Throws +2		
Speed 6, swim 5		
Action Points 1		
Ⓣ Snapping Pincers (Standard; at-will)		
2 attacks against the same target, even when making opportunity attacks; attack +11 vs. AC; 1d6+1 damage		
⚡ Thunder Blast (Standard; at-will) ♦ thunder		
2 attacks, different targets; range 15; attack +10 vs. Fortitude; 1d10+4 thunder damage; on hit target is pushed 4 squares and knocked prone		
⚡ Curse of Doom (Minor; at-will) ♦ 1/round		
Range 20; does not provoke opportunity attacks; attack +10 vs. Will; on hit target is cursed; while cursed target takes a -2 penalty to saving throws, the target is cursed until the end of the encounter or until Curse of Doom is successfully placed upon another target		
⚡ Lightning Pulse (Standard; encounter) ♦ lightning		
Range 10; attack +10 vs. Reflex; 3d6+4 lightning damage; on hit target is stunned until the end of its next turn; aftereffect target is dazed (save ends)		
⚡ Storm Burst (Standard; recharge ☹️) ♦ thunder, lightning		
Area burst 2 within 15; primary attack, +10 vs. Reflex; 1d8+4 lightning damage; on hit target takes 5 ongoing lightning damage (save ends); secondary attack, +10 vs. Fortitude; 1d6+4 thunder damage; on hit target is deafened (save ends)		
Pugee Physiology		
All critical hits against a Doom Wrecker deal an additional 10 damage		
Eye Stalks		
Enemies do not receive the +2 bonus to hit from combat advantage when flanking Doom Wrecker, all other benefits of combat advantage still apply		
Crab Legs (Minor; at-will)		
Doom Wrecker may shift 2 squares as a minor action		
Alignment Evil		Languages deep speech
Skills Diplomacy +12, Dungeoneering +11, History +10, Religion +10		
Str 13 (+4)	Dex 16 (+6)	Wis 16 (+6)
Con 13 (+4)	Int 15 (+5)	Cha 19 (+7)
Equipment pugee doom rod		

Pugee Doom Wreckers are the high priests of the Pugee aquatic god. They exist solely for the protection of their tribe either through secret rituals and divine rites or through direct intervention on the field of battle.

In combat Doom Wreckers place their Curse of Doom on the most powerful opponent then use a combination of Thunder Blast and Storm Burst to segregate and disorientate their enemies. If an enemy pushes through a defensive line or threatens to reach a doom wrecker it will use Lightning Pulse to stun them and retreat while it's Pugee allies swarm the exposed enemy and try to kill it before it comes to its senses.

Arri-Vastril

The Arri-Vastril are an Aberrant race of creatures who dwell in the Far Realms and feed primarily on the necrotic energy found in undead creatures. They are beings powerfully infused with radiant energy and usually pulse and glow as they gracefully float around giving off the impression of regal elegance and assurance. They are so beautiful and utterly alien that many who have seen them describe them simply as angels, or beings of radiant light.

Arri-Vastril have a slightly unusual life cycle. All Arri-Vastril require necrotic energy to grow and reproduce, and they are all capable of maturing through the full range of stages from Drone to their ultimate form of Saviour.

Arri-Vastril are drawn to areas infested with the undead or necrotic energy where a single polyp will settle and quietly feed until it matures into a Drone. The Drone will then feed as quietly and quickly as possible, rapidly becoming a juvenile saviour, when it has achieved this state it will start expending its energy by producing a number of drones who will scout out new sources of necrotic energy and start collecting it and taking it back to the Saviour.

Arri-Vastril are also unusual in the way that they are fairly social creatures who try to entice any other sentient creatures in the area to join their communities, by promoting an atmosphere of hope and peace against an evil undead threat. Arri-Vastril Saviours have a sustaining aura that nourishes its allies while ultimately subverting them to its will. No Arri-Vastril influence has yet gained a foot hold in the Middle World but if one did it might be able to gather a large base of support before its alien menace could be discovered, and would perhaps pose an interesting threat to any adventurers who stumbled upon it.

Arri-Vastril Drone	Level 2 Minion
Small Aberrant Beast	XP 31
Initiative +4	Senses Perception +7, darkvision
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 13, Reflex 15, Will 15	
Resist 10 radiant; Vulnerable 5 thunder	
Speed fly 8 (hover)	
⬇ Glowing Slam (Standard; at-will) ♦ radiant	
Attack +7 vs. AC; 4 radiant damage	
☞ Beam of Light (Standard; at-will) ♦ radiant	
Range 5; attack +5 vs. Reflex; 3 radiant damage	
Flickering Flash (Immediate Reaction) ♦ when missed by melee attack	
When Drone is missed by a melee attack it may teleport 3 squares as an immediate reaction	
Alignment Unaligned	Languages arri-psy, telepathy 10
Str 12 (+2)	Dex 16 (+4) Wis 12 (+2)
Con 10 (+1)	Int 8 (+0) Cha 16 (+4)

Drones are small, glowing, floating creatures resembling beautiful white flowers with an elegant white tendril that it can use to manipulate objects. The above is a first true form of all Arri-Vastril and is very vulnerable.

Arri-Vastril Drone (experienced)		Level 4 Minion
Small Aberrant Beast		XP 43
Initiative +4	Senses Perception +9, darkvision	
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 15, Reflex 17, Will 17		
Resist 10 radiant; Vulnerable 5 thunder		
Speed fly 8 (hover)		
⬇ Glowing Slam (Standard; at-will) ♦ radiant		
Attack +9 vs. AC; 5 radiant damage		
⌘ Beam of Light (Standard; at-will) ♦ radiant		
Range 10; attack +7 vs. Reflex; 4 radiant damage		
Flickering Flash (Immediate Reaction) ♦ when missed by melee attack		
When Drone is missed by a melee attack it may teleport 5 squares as an immediate reaction		
Alignment Unaligned		Languages arri-psy, telepathy 10
Skills Religion +7		
Str 13 (+3)	Dex 18 (+6)	Wis 14 (+4)
Con 12 (+3)	Int 10 (+2)	Cha 18 (+6)

The second stage of Arri-Vastril development is a little more hardy but still a beautiful and frail creature.

Arri-Vastril Drone (veteran)		Level 6 Minion
Small Aberrant Beast		XP 62
Initiative +8	Senses Perception +10, darkvision	
HP 1; a missed attack never damages a minion.		
AC 20; Fortitude 17, Reflex 20, Will 20		
Resist 10 radiant; Vulnerable 5 thunder		
Speed fly 8 (hover)		
⬇ Glowing Slam (Standard; at-will) ♦ radiant		
Attack +11 vs. AC; 5 radiant damage		
⌘ Beam of Light (Standard; at-will) ♦ radiant		
Range 10; attack +9 vs. Reflex; 5 radiant damage		
Flickering Flash (Immediate Reaction) ♦ when missed by melee attack		
When Drone is missed by a melee attack it may teleport 5 squares and make a Beam of Light attack against its attacker as an immediate reaction		
Alignment Unaligned		Languages arri-psy, telepathy 10
Skills Insight +10, Religion +8		
Str 14 (+5)	Dex 20 (+8)	Wis 15 (+5)
Con 14 (+5)	Int 11 (+3)	Cha 20 (+8)

The above is the final drone state that all Arri-Vastril must mature through before becoming more hardy and specialised. This is the last form that is truly delicate and from this state they may become Defenders or Radiant Arcs.

Arri-Vastril Defender		Level 5 Soldier
Medium Aberrant Beast		XP 200
Initiative +6	Senses Perception +9, darkvision	
HP 63; Bloodied 31		
AC 21; Fortitude 18, Reflex 17, Will 17		
Resist 10 radiant, 5 psychic also see Psychic Feedback;		
Vulnerable 5 thunder		
Speed fly 5 (hover)		
⊕ Mind Slap (Standard; at-will) ♦ psychic		
Attack +10 vs. Will; 1d8+3 psychic damage		
↓ Clawed Tendril (Standard; at-will) ♦ radiant		
Reach 2; attack +12 vs. AC; 1d10+4 radiant damage; on hit target is marked until the start of Defenders next turn		
↔ Beautiful Glow (Standard; encounter) ♦ radiant		
Burst 3; attack +10 vs. Will; 1d6+3 radiant damage; on hit target is immobilised (save ends)		
Psychic Feedback (Immediate Reaction) ♦ if hit by psychic attack		
If Defender is hit by an attack with the Psychic keyword it creates feedback with the attacker; Defender and attacker both take half damage from the attack and are both stunned (save ends)		
Alignment Unaligned	Languages arri-psy, telepathy 10	
Skills Religion +8		
Str 18 (+6)	Dex 14 (+4)	Wis 14 (+4)
Con 15 (+4)	Int 12 (+3)	Cha 16 (+5)

Arri-Vastril Defenders look like large white polyps or flower buds, giving out a soft radiant light. They have a single, surprisingly long and elegant tendril that ends in a pincer like claw that can be used to manipulate objects or gesticulate very simple concepts.

Defenders are usually charged with maintaining a perimeter around a Saviour or guarding a location or congregation against undead threat. They are silent and ever vigilant as they have no need of rest or sleep.

In combat they use a combination of psychic Mind Slap attacks and radiant Claw Tendril rakes against their enemies, usually reserving their Beautiful Glow burst for if an opponent tries to manoeuvre past them.

Like all Arri-Vastril they have telepathy that they constantly use to communicate with their allies and will always try to send word of any threat back to the Saviour to warn it.

Arri-Vastril Radiant Arc		Level 4 Artillery
Medium Aberrant Beast		XP 175
Initiative +5	Senses Perception +8, darkvision	
HP 42; Bloodied 21		
AC 16; Fortitude 15, Reflex 16, Will 17		
Resist 10 radiant, 5 psychic also see Psychic Feedback;		
Vulnerable 5 thunder		
Speed fly 6 (hover)		
⊕ Mental Sting (Standard; at-will) ♦ psychic		
Attack +9 vs. Will; 1d6+4 psychic damage		
✈ Ray of Light (Standard; at-will) ♦ radiant		
Range 20/40; attack +11 vs. AC; 1d10+4 radiant damage		
✱ Lingering Light (Standard; encounter) ♦ radiant		
Area burst 1 within 15; attack +7 vs. Reflex; 1d6+4 radiant damage; on hit target takes 2 ongoing radiant damage (save ends)		
Psychic Feedback (Immediate Reaction) ♦ psychic		
If radiant Arc is hit by an attack with the Psychic keyword it creates feedback with the attacker; Radiant Arc and attacker both take half damage from the attack and are both stunned (save ends)		
Alignment Unaligned	Languages arri-psy, telepathy 10	
Skills Religion +7		
Str 10 (+2)	Dex 16 (+5)	Wis 12 (+3)
Con 12 (+3)	Int 10 (+2)	Cha 18 (+6)

Arri-Vastril Radiant Arcs resemble large white floating pineapples with a short cluster of tendrils reaching out from their base. Like Defenders they are usually charged with defending Arri-Vastril territories and are also despatched in hit and run operation against any incoming threats.

Radiant Arcs are particularly useful at assisting Juggernauts by softening up any nests of undead with their Lingering Light attack.

Arri-Vastril Juggernaught	Level 7 Brute
Large Aberrant Beast	XP 300
Initiative +4	Senses Perception +10, darkvision
HP 100; Bloodied 50; see Bloodied Rampage	
AC 19; Fortitude 21, Reflex 17, Will 19	
Resist 10 radiant, 5 necrotic; Vulnerable 5 thunder	
Speed fly 6 (hover)	
⊕ Glowing Tendril Slam (Standard; at-will) ♦ radiant	
Reach 2; Attack +10 vs. AC; 2d6+5 damage	
⊕ Juggernaught Rampage (Standard; encounter) ♦ radiant	
Juggernaught moves up to 6 squares and may move through enemy squares but must end in clear space, enemies moved through may take opportunity attacks with a -2 penalty to hit; Juggernaught makes an attack against each enemy it moves through; attack +8 vs. Reflex; 1d10+5 radiant damage; on hit target is pushed 1 square and knocked prone	
⊕ Double Slam (Standard; recharge ⓂⓂⓂⓂ) ♦ radiant	
Juggernaught makes 2 Glowing Tendril Slam attacks; on hit target is pushed 1 square	
Bloodied Rampage (Immediate Reaction) ♦ when first bloodied	
When first bloodied Juggernaught Rampage recharges and is activated as an immediate reaction	
Alignment Unaligned	Languages arri-psy, telepathy 10
Skills Endurance +13, Religion +8	
Str 19 (+7)	Dex 12 (+4)
Con 20 (+8)	Int 10 (+3)
	Wis 14 (+5)
	Cha 15 (+5)

Arri-Vastril Juggernaughts usually evolve from experienced Defenders or Radiant Arcs who have gathered enough necrotic energy to move on to their next form.

Juggernaughts are large creatures, resembling glowing white shrubs or bushes with a heavy thick branchlike structure surrounding a predominantly hollow body. Sprouting from the base of the creature are four long heavy tendrils that the Juggernaught uses as weapons to beat its enemies with then to scoop them up to store in its body to take back to the Saviour to ingest.

In combat Juggernaughts work like combine harvesters mowing through undead with Juggernaught Rampage, then beating them with Glowing Tendril Slam attacks. They are hardy and tough and will usually continue to fight until well past bloodied, they are not suicidal though and will try to fall back if overwhelmed, telepathically calling for support from any Radiant Arcs or Defenders in the area.

Arri-Vastril Prophet	Level 7 Elite Controller (Leader)
Medium Aberrant Humanoid	XP 600
Initiative +6	Senses Perception +6, darkvision
Aura of Resolve aura 5; All allies inside aura gain a +1 bonus to AC, Will Defence and attack rolls	
HP 160; Bloodied 80	
AC 23; Fortitude 19, Reflex 21, Will 21	
Immune charm;	
Resist 10 radiant, 10 psychic; Vulnerable 5 thunder	
Saving Throws +2	
Speed 6	
Action Points 1	
Ⓣ Staff Strike (Standard; at-will) ♦ weapon	
Attack +12 vs. AC; 1d8+3 damage	
⚡ Beams of Light (Standard; at-will) ♦ radiant	
2 attacks; range 10; attack +11 vs. Reflex; 2d6+4 radiant damage; on hit target is slowed (save ends)	
⚡ Word of Peace (Minor; recharge [2]) ♦ psychic	
Range 10; attack +11 vs. Will; on hit target may not make attacks (save ends), this effect ends if Prophet damages the target with an attack	
⚡ Staff of Light (Standard; encounter) ♦ radiant	
Range 20; attack +11 vs. Reflex; 3d6+4 radiant damage; on hit target takes 5 ongoing radiant damage (save ends); on miss target takes half damage	
⬅ Direct the Faithfull (Move; recharge [2][2])	
Up to 3 allies within burst 8; target ally may take an immediate free move action	
✦ Radiant Presence (Standard; encounter) ♦ radiant, charm	
Burst 5; attack +10 vs. Will; 2d6+4 radiant damage; on hit target is immobilised and takes a -2 penalty to attack (save ends both), aftereffect target takes a -2 penalty to attack (save ends)	
Alignment Unaligned Languages arri-psy, common, telepathy 10	
Skills Diplomacy +12, Heal +11, Insight +11, Religion +10	
Str 12 (+4)	Dex 16 (+6)
Con 16 (+6)	Int 14 (+5)
	Wis 17 (+6)
	Cha 19 (+7)
Equipment Staff of Light	

Very few Arri-Vastril gather enough necrotic energy to become Prophets. Arri-Vastril Prophets are an attempt to gain influence on any indigenous population by providing an interpreter who goes out into the greater area to entice people to witness the Saviour for themselves.

Prophets are as close to an approximation of humanoid as the Arri-Vastril can comprehend and are usually vaguely accurate in all respects bar the head, which is for some reason always conceived as some sort of flower bud with a collar of elegant wafting tendrils. This bud opens and closes depending on the emotional state of the Prophet and when fully open usually resembles a highly beautiful orchid.

Prophets are peaceful and diplomatic by nature, and act as the representatives of a beautiful and compassionate god. If attacked or forced into combat their every instinct will tell them to retreat, but if acting as part of an aggressive retaliatory force they use their powers to the fullest and act as surprisingly well informed commanders.

The Arri-Vastril Saviour has two forms, its usual form is that of a benevolent god like creature that exists to wipe out the scourge of undeath and protect any population that show it reverence. However it has a darker and much more malevolent form that only manifests when it is pushed in conflict to its bloodied state. In its second form it is a much more primal being whose sole purpose is of survival.

Arri-Vastril Saviour	Level 8 Solo Controller	
Large Aberrant Beast (stage 1)	XP 1,750	
Initiative 20 & 10 Senses Perception +13, darkvision		
Aura of Sustenance (radiant, psychic) aura 10; All enemies entering or starting their turn inside aura take 2 radiant damage, and take a -1 penalty to Will defence; all allies inside aura gain a +1 bonus to Will defence		
HP 352; Bloodied 176; see Bloodied Transformation		
AC 24; Fortitude 20, Reflex 22, Will 24		
Immune charm;		
Resist 15 radiant, 10 psychic; Vulnerable 10 thunder		
Saving Throws +5, see Alien Physiology		
Speed 4		
Action Points 1		
⬇ Sweeping Tendril (Standard; at-will) ♦ radiant		
Reach 2; attack +13 vs. AC; 2d6+2 radiant damage; on hit slide target 1 square		
↩ Elegant Spinning Tendrils (Standard; at-will) ♦ radiant		
Burst 1; attack +12 vs. Reflex; 1d10+2 radiant damage; on hit target is pushed 1 square and immobilised (save ends)		
✂ Beautiful Lure (Standard; at-will) ♦ psychic		
Range 20; attack +11 vs. Will; 1d6+6 psychic damage; on hit target is pulled 1d6 squares; on miss target is pulled 1 square		
✂ Brilliant Beam (Standard; recharge ☼☼☼) ♦ radiant		
Range 10/20; attack +11 vs. Reflex; 2d8+6 radiant damage; on hit target is blinded (save ends)		
✂ Gift of Light (Standard; recharge ☼☼☼) ♦ radiant, psychic		
Range 10; attack +11 vs. Will; 1d8+6 radiant damage; on hit target is dominated (save ends)		
✂ Blast of Benevolence (Standard; recharge ☼☼☼) ♦ radiant		
Area burst 1 within 15; enemies only; attack +11 vs. Fortitude; 1d10+6 radiant damage; all allies inside the burst gain 10 temporary HPs.		
Bloodied Transformation (Immediate Reaction) ♦ when first bloodied		
When bloodied Arri-Vastril Saviour transforms into Arri-Vastril Terror, see separate stat block		
Alien Physiology		
Arri-Vastril Saviour gets two turns each round, acting on initiative 20 and 10; these turns are played out as normal with the Saviour getting recharge rolls, a minor, move and standard action and saving throws against any ongoing conditions; Saviour's ability to take immediate actions refreshes on each of its turns		
Alignment Unaligned Languages arri-psy, common, telepathy 20		
Skills Diplomacy +15, Dungeoneering +13, Heal +13, Insight +13, Religion +13		
Str 14 (+6)	Dex 14 (+6)	Wis 18 (+8)
Con 16 (+7)	Int 18 (+8)	Cha 22 (+10)

The Arri-Vastril Saviour is a large plant like creature resembling a fourteen foot high orchid with multiple glowing white heads, several delicate stems and a base of thick leaves and frond like tendrils. It is a beautiful and awe inspiring sight and seems to radiate peace and tranquillity.

Any non threatening creature that spends an hour within fifty foot of the Saviour (aura 10) gains sustenance as if they have consumed enough food and water for a whole day and rested for three hours. Any creature that gains this sustenance on three separate occasions may become enraptured by the Saviour and become a believer.

On third sustenance and every sustenance there after (if not enraptured);
 attack +12 vs. Will; on hit target becomes a believer (level 8 mental disorder)

Believer

“They are here to save us, let us help them rid the world of this undead menace”

Through contact with an Arri-Vastril Saviour you have come to believe that they are either gods or the representatives of gods who battle evil in this land. They should be supported as noble allies, and venerated as a heroic ideal.

Heal Check DC:

Note: whenever you gain sustenance from the Saviours aura you automatically worsen and move further down the track.

Worsen: 18 or less

Maintain: 19 to 23

Improve: 24 or more

Disorder Track: (note no ongoing mechanical effects, this is a roleplaying tool)

-2	Cured	You are free of the disorder, and have strong suspicions that the Arri-Vastril have a hidden agenda
-1	Recovering	You know that the Arri-Vastril are trying to change the world for the better but your connection to their congregation diminishes.
0	Initial	You are impressed by the Saviour and wish to help it, after all their goals match your own.
+1	Deteriorating	You feel that you should repay the Saviours generosity by helping others in its congregation. If you are in the general area of the Saviour your DM will make an attack +12 vs. Will; on hit you feel compelled to go to the saviour and give thanks.
+2	Influenced	There is much that can be done to aid the Saviour, you should seek out undead and destroy them in the name of your Arri-Vastril god. You forsake all ties to other religions in favour of your sense of belonging to your Saviour. Your DM will make attack rolls +12 vs. Will when appropriate to guide you in your new religion.
+3	Gripped	There is only one true god and it is right here right now, the Saviour has shown the way and you must follow. You will do anything in your power to assist and protect your god and spread his word to others if he requires. Your DM will make attack rolls +12 vs. Will when appropriate to guide your course of action.

If faced in combat the Arri-Vastril Saviour can count on any of its gathered believers in the general area for assistance. All of whom will grab what ever weapon they can find and come to its aid, either by attacking the threat or grabbing attackers and trying to pin them into submission.

As well as any number of believers the Saviour will also send out a distress call to all its Arri-Vastril progeny who will rush back to defend their master.

The Saviour has a broad range of powers that it uses to defend itself and is a capable controller. Its main tool however is its Gift of Light attack that it uses to turn its enemies against each other by dominating them.

When Bloodied the Saviour transforms suddenly and horribly, instantly breaking the hold it has over its believers who will generally panic and attempt to flee in terror as the Saviours radiant aura turns into an aura of raging Radiant Fire that burns anyone who gets too close.

When the saviour transforms it is no longer counted as bloodied, it physically changes from white to red, and seems to burn with an intense yellow fire which burns its enemies with every Tendril Lash. It also gains a radiant fire burst attack that saps the life force from its enemies and can direct a powerful psychic fear against its attackers.

When Bloodied it becomes more desperate and tries to focus all of its rage against a single target, hoping to kill as many of its attackers as possible before its life is snatched viciously from it.

On death, on surviving Arri-Vastril will scatter and travel as far from the area as possible, hoping to start again and become Saviours themselves.

Arri-Vastril Terror**Level 8 Solo Brute**

Large Aberrant Beast (stage 2) XP 0; see Arri-Vastril Saviour

Initiative 8 & 18 **Senses** Perception +10, darkvision**Radiant Fire (radiant, fire)** aura 2; All creatures entering or starting their turn inside aura take 5 radiant & fire damage**HP** 176; **Bloodied** 88; see Bloodied determination**AC** 22; **Fortitude** 24, **Reflex** 22, **Will** 20**Immune** charm; **Resist** 15 fire, 10 radiant; **Vulnerable** 5 thunder**Saving Throws** +5, see Alien Physiology**Speed** 5**Action Points** 1Ⓣ **Smashing Tendril** (Standard; at-will) ♦ **fire**

Reach 2; attack +11 vs. AC; 2d8+6 fire damage

Ⓣ **Thrashing Tendrils** (Standard; at-will) ♦ **fire**

2 attacks; Reach 2; attack +11 vs. AC; 1d6+6 fire damage; if both attacks hit the same target it also dazed (save ends)

↩ **Radiant Inferno** (Standard; recharge ☹☹☹) ♦ **radiant, fire**

Burst 3; attack +9 vs. Fortitude; 2d8+3 radiant & fire damage; on hit target makes a DC 18 Endurance check; on fail target loses a healing surge

↩ **Fear of the Beyond** (Standard; encounter) ♦ **fear, psychic**

Close blast 4; attack +9 vs. Will; 3d6+3 psychic damage; on hit target is immobilised (save ends)

Alien Physiology

Arri-Vastril Terror gets two turns each round, acting on initiative 18 and 8; these turns are played out as normal with the Terror getting recharge rolls, a minor, move and standard action and saving throws against any ongoing conditions; Terror's ability to take immediate actions refreshes on each of its turns

Bloodied Desperation ♦ **while bloodied**

While bloodied Terror gains a +2 bonus to melee attack rolls

Alignment Chaotic Evil **Languages** arri-psy, common, telepathy 5**Skills** Endurance +12, Intimidate +12**Str** 22 (+10)**Dex** 18 (+8)**Wis** 12 (+5)**Con** 17 (+7)**Int** 14 (+6)**Cha** 16 (+7)

Sorn

Evil and twisted all Sorn value strength and cunning over intelligence and reliability, and base their communities on the principle that the strongest will always emerge as the ruler. Sorn naturally mutate as they age or as a reaction to their environment, these mutations can be both beneficial and detrimental. Those that change for the worst are quickly pushed to the edge of their society and are usually preyed on for their weakness. Those that mutate with new powers or advantages must act quickly to increase their personal power before those above them in the pecking order realise the threat and try to dispose of them.

Sorn Scum	Level 4 Minion	
Medium Aberrant Humanoid	XP 43	
Initiative +6	Senses Perception +3	
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 16, Reflex 17, Will 15; see Desperate Toughness		
Resist 5 all, see Desperate Toughness		
Speed 6		
⚔ Dagger Stab (Standard; at-will) ♦ weapon		
Attack +9 vs. AC; 5 damage		
↔ Sliding Stance (Move; at-will)		
Sorn Scum may shift 2 squares as a move action		
⚡ Desperate Opportunist (Immediate Reaction; at-will) ♦ when missed by melee attack		
When missed by a melee attack Sorn Scum may shift 1 square and make a Dagger Stab attack against its aggressor		
Desperate Toughness		
Sorn Scum have resist 5 against all damage and gain a +2 bonus to all defences against close and area attacks		
Alignment Evil	Languages deep speech	
Skills Athletics +9		
Str 15 (+4)	Dex 18 (+6)	Wis 12 (+3)
Con 13 (+3)	Int 10 (+2)	Cha 8 (+1)
Equipment dagger		

Sorn Scum represent the lowest tier of Sorn society and are a varied tranche of mutated and misshapen black skinned humanoids of varying heights and builds.

Desperate and downtrodden they are always looking for an easy target or any advantage to gain any sort of victory, no matter how small, so they can start their rise to the higher ranks of their evil society and improve their lives.

In combat groups of Sorn Scum will either try to mob lone targets or assist any higher ranked Sorn in the hopes of being noticed and receiving praise or promotion from their betters.

Wretched Sorn		Level 5 Skirmisher
Medium Aberrant Humanoid		XP 200
Initiative +8	Senses Perception +4, low light vision	
HP 62; Bloodied 31; see Unnatural Toughness		
AC 19; Fortitude 17, Reflex 18, Will 17		
Resist 2 (5) weapon, see Unnatural Toughness		
Speed 6		
⚔ Sword Stab (Standard; at-will) ♦ weapon		
Attack +10 vs. AC; 1d6+4 damage		
☞ Spine Toss (Standard; at-will) ♦ poison		
Range 10; attack +10 vs. AC; 1d8+4 damage; on hit target is slowed and takes 2 ongoing poison damage (save ends both)		
Gang Tactics		
Wretched Sorn deals an additional 1d6 damage against targets granting it combat advantage		
Unnatural Toughness		
Wretched Sorn has 2 resistance to all weapon damage, this increases to 5 resistance when Wretched Sorn is bloodied		
Alignment Evil	Languages deep speech	
Skills Athletics +10, Endurance +9, Stealth +11		
Str 16 (+5)	Dex 18 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 12 (+3)	Cha 13 (+3)
Equipment short sword		

Wretched Sorn represent those in the lower ranks of Sorn society. They are thin, wiry, black skinned humanoids with rough skin, small heads, short bodies and unnaturally long arms and legs. They are surprisingly graceful when they move but look almost comical while motionless.

The rough and greasy skin of the Sorn makes it naturally very resilient to attacks and grants them the ability to shrug of minor damage. When under extreme threat their skin starts to mutate and thicken in an attempt to react to the danger more than doubling its effectiveness.

At will, Wretched Sorn can activate dozens of long black quills that run the length of their arms and legs to ward off their enemies. They can pluck out and throw these quills as a poisonous ranged attack, though they are too brittle to use as effective melee weapons.

Blood Soaked Sorn	Level 5 Brute
Medium Aberrant Humanoid	XP 200
Initiative +4	Senses Perception +3, low light vision
HP 80; Bloodied 40; see Blood Rage, Unnatural Toughness	
AC 17; Fortitude 19, Reflex 17, Will 16	
Resist 2 (5) weapon, see Unnatural Toughness	
Speed 5	
⊕ Axe Swing (Standard; at-will) ♦ weapon	
Attack +8 vs. AC; 1d8+4 damage	
⊕ Double Axe (Standard; at-will)	
Blood Soaked Sorn makes 2 Axe Swing attacks	
Blood Rage ♦ while bloodied	
When bloodied Blood Soaked Sorn enters a powerful rage and gain a +2 bonus to attack rolls and a +4 bonus to damage	
Unnatural Toughness	
Blood Soaked Sorn has 2 resistance to all weapon damage, this increases to 5 resistance when Blood Soaked Sorn is bloodied	
Alignment Evil	Languages deep speech
Skills Athletics +11, Endurance +12	
Str 18 (+6)	Dex 14 (+4)
Con 20 (+7)	Int 8 (+1)
	Wis 12 (+3)
	Cha 8 (+1)
Equipment 2x greataxe	

Blood Soaked Sorn are representative of those that have mutated with an extra set of arms and a more aggressive personality that serves them well amongst their kind. They make excellent use of their four arms by wielding two large axes that they swing recklessly in battle.

When bloodied their skin thickens and contracts, while their bodies start trying to replace any lost blood. The excess created oozes from their rough skin coating them in a thick sticky blood like residue that makes them appear closer to death than they actually are.

Sorn Crossbow Abomination	Level 3 Elite Artillery	
Large Aberrant Beast	XP 300	
Initiative +5	Senses Perception +7, low light vision	
HP 80; Bloodied 40		
AC 17; Fortitude 18, Reflex 19, Will 14		
Resist 2 (5) weapon, see Unnatural Toughness		
Saving Throws +2		
Speed 4		
Action Points 1		
⊕ Kick (Standard; at-will)		
Attack +8 vs. AC; 1d6+1 damage; on hit target is pushed 1 square		
⊕ Kick and Shoot (Standard; recharge Ⓜ:Ⓜ:Ⓜ:)		
Abomination makes a Kick attack against a primary target; hit or miss		
Abomination may shift 1 square and make a ranged attack against a secondary target; attack +8 vs. Reflex; 2d6+4 damage		
⌘ Double Crossbow (Standard; at-will) ♦ weapon		
2 attacks; range 15/30; attack +10 vs. AC; 1d8+4 damage		
Solid Footing		
Any effect that would push, pull or slide Crossbow Abomination is reduced by 2 squares		
Unnatural Toughness		
Crossbow Abomination has 2 resistance to all weapon damage, this increases to 5 resistance when Crossbow Abomination is bloodied		
Alignment Evil	Languages deep speech	
Skills Athletics +7, Endurance +9		
Str 12 (+2)	Dex 18 (+5)	Wis 12 (+2)
Con 16 (+4)	Int 10 (+1)	Cha 6 (-1)
Equipment 2x crossbow		

Sorn Crossbow Abominations represent a small group of Sorn society that have mutated almost beyond recognition. They have increased in size and weight, becoming quadrupeds with four wide and heavy feet, while their bodies have generally widened sprouting four arms, with their head receding into the tops of their torsos.

The extra bulk and weight of the Crossbow Abomination makes it naturally resilient to forced movement.

Sorn Crossbow Abominations use a simple strategy in combat, they will try and stay away from any melee as their slow speed can make escape impossible. They will try to use Double Crossbow attacks every turn unless they are approached then they will attempt to push their opponent away with a Kick and Shoot attack hopefully allowing them some space to attempt to lumber away.

Winged Sorn	Level 6 Lurker
Medium Aberrant Humanoid	XP 250
Initiative +11	Senses Perception +10, low light vision
HP 58; Bloodied 29; see Unnatural Toughness	
AC 20; Fortitude 18, Reflex 19, Will 17	
Resist 2 (5) weapon, see Unnatural Toughness	
Speed 5, fly 6 (clumsy)	
⊕ Rapier Slice (Standard; at-will) ♦ weapon	
Attack +11 vs. AC; 1d10+4 damage	
⊕ Slashing Escape (Standard; at-will) ♦ weapon	
Attack +11 vs. AC; 1d6+4 damage; on hit Sorn may shift 2 squares	
Take to the Skies (Standard; recharge Ⓜ:Ⓜ:Ⓜ:)	
Winged Sorn flies 30 foot vertically into the air where it hovers (until its next turn) and releases a cloud of black gas that grants it total concealment until the start of its next turn	
⊕ Death From Above (Standard; at-will) ♦ only after using Take to the Skies	
Winged Sorn may only use this power when it starts its turn hovering after using Take to the Skies power; Winged Sorn moves 6 squares and makes the following attack gaining combat advantage against its target; attack +11 vs. Reflex; 3d8+4 damage; on hit the target is knocked prone; hit or miss Winged Sorn may shift 1 square after making this attack (attack bonus for combat advantage included)	
Combat Advantage	
Winged Sorn deals an additional 1d6 damage with its Rapier Slice and Slashing Escape powers against targets granting it combat advantage	
Unnatural Toughness	
Winged Sorn has 2 resistance to all weapon damage, this increases to 5 resistance when Winged Sorn is bloodied	
Alignment Evil	Languages deep speech
Skills Acrobatics +12, Stealth +12, Thievery +12	
Str 16 (+6)	Dex 19 (+7)
Con 16 (+6)	Int 12 (+4)
	Wis 14 (+5)
	Cha 13 (+4)
Equipment rapier	

Winged Sorn find themselves in the upper echelons of Sorn society due to the natural advantages of flight. While their mutated wings offer them brief periods of air time they are usually clumsy and awkward fliers, only able to hover occasionally for very short periods of time.

In combat they use their mobility to its maximum advantage, preferring to skirt the edges of the battlefield looking for suitable openings to fly in and attack with their rapiers. When available they use Take to the Skies to gain elevation and concealment against their enemies ready to swoop down for maximum damage with their Death From Above attack.

Holding a higher social position than most of the Sorn they find themselves fighting along side, Flying Sorn tend to be even more selfish and value their own survival over that of their allies. It is not unusual for Flying Sorn to retreat and regroup if a battle starts to turn from their advantage. If a Flying Sorn gets away from a fight it will always alert its community and help plan any further assault or defence.

Sorn Overlord Abomination		Level 7 Solo Brute
Large Aberrant Beast		XP 1,500
Initiative +5	Senses Perception +5, low light vision	
Aura of Blood aura 2; All non Sorn entering or starting their turn inside aura take 3 bleeding damage		
HP 320; Bloodied 160; see Exposed Brain, Unnatural Regeneration		
Regeneration 15, see Unnatural Regeneration		
AC 21; Fortitude 23, Reflex 19, Will 22		
Immune poison; Resist 10 Acid; Vulnerable see Exposed Brain		
Saving Throws +5		
Speed 6, charge 7		
Action Points 2		
Ⓣ Tentacle Lash (Standard; at-will)		
Reach 2; attack +10 vs. AC; 2d6+5 damage		
Ⓣ Blade Tail (Standard; at-will) ♦ poison		
Reach 3; attack +8 vs. Reflex; 1d8+5 damage; on hit secondary attack +8 vs. Fortitude; on hit target takes 5 ongoing poison damage (save ends)		
Ⓣ All Out Attack (Standard; recharge Ⓜ:Ⓜ:Ⓜ:Ⓜ:)		
Overlord makes 2 Tentacle Lash and 1 Blade Tail attack		
Ⓣ Slashing Tail (Standard; at-will)		
Overlord makes 2 Blade Tail attacks; these must be against different targets		
⚡ Acid Gob (Minor; at-will) ♦ acid, 1/round		
Range 10; attack +10 vs. AC; 5 acid damage		
⚡ Massive Gobbage (Standard; encounter) ♦ acid		
Close blast 5; attack +8 vs. Reflex; 2d8+5 acid damage; on hit target takes 3 ongoing acid damage (save ends); on miss target takes half damage		
Solid Footing		
Any effect that would push, pull or slide Overlord is reduced by 4 squares		
Unnatural Regeneration (Immediate Reaction) ♦ while bloodied		
While bloodied Overlord gains regeneration 15		
Exposed Brain ♦ while NOT bloodied		
Any character may choose to target the Overlords exposed brain with a melee or ranged attack, these attacks take a -4 penalty to hit but deal an additional 10 damage. The brain is only exposed and targetable while the Overlord is NOT bloodied		
Alignment Evil		Languages deep speech
Skills Athletics +13, Dungeoneering +10, Endurance +11, Intimidate +12		
Str 20 (+8)	Dex 15 (+5)	Wis 14 (+5)
Con 16 (+6)	Int 13 (+4)	Cha 18 (+7)

Sorn society values strength and power over intelligence and finesse, nothing represents this more fully than the hideous mutations that generally rise to lead any community.

The Sorn Overlord Abomination is an example of one such creature. In this case it is a Sorn that has mutated to resemble a twisted black scorpion type creature with six strong insectoid legs, two writhing tentacles and a long vicious tail ending in a wicked poisonous blade.

This Abomination also has the slight weakness of an exposed brain that represents a weak spot that can be exploited until its body acts to protect it when bloodied.

Warp creatures, leaders and cultists of Yog'Dol'Urn

The following represent some of the creatures and worshipers of the distant god Yog'Dol'Urn, the god of the spinning void, the space between stars, emptiness and the unforgiving warp.

Yog'Dol'Urn can count most of his followers and influence in the Far Realms but it is also possible for small cults worshipping him, or one of his aspects, to appear in the Middle World. These cults may or may not be fully aware of what they are worshipping but may be trying to open portals to the Far Realms to help his children through.

Warp Fragment	Level 9 Minion	
Small Elemental Beast (warp)	XP 100	
Initiative +9	Senses Perception +4, darkvision	
HP 1; a missed attack never damages a minion; see Reality Splice		
AC 23; Fortitude 21, Reflex 22, Will 20		
Immune charm, disease, poison		
Resist 10 warp		
Speed fly 6 (hover)		
⬇ Warp Slam (Standard; at-will) ♦ warp, teleport		
Attack +14 vs. AC; 6 warp damage; on hit target is teleported 1 square		
✈ Warp Bolt (Standard; at-will) ♦ warp		
Range 5; attack +12 vs. Reflex; 4 warp damage		
Reality Splice (Immediate Reaction) ♦ missed by melee attack		
When Warp Fragment is missed by a melee attack another Warp Fragment appears within 3 squares (PCs do not gain XP from killing this additional creature)		
Alignment Unaligned		Languages
Str 16 (+7)	Dex 20 (+9)	Wis 10 (+4)
Con 14 (+6)	Int 12 (+5)	Cha 15 (+6)

Warp Fragments are small floating shimmering balls of turbulent warp energy that bend the fabric of time and space as they drift around. In their natural environment they bob and float quite peacefully, however when they sense any form of non warp based life they immediate attack and continue attacking until destroyed.

Battling the warp can be very dangerous. Any melee attack that misses a fragment creates a minor temporal reality shift that fosters another Warp Fragment in the near vicinity. A series of unfortunate swings can leave a swordsman facing much greater numbers than he had anticipated.

Warp Swarm		Level 10 Artillery
Large Elemental Beast (warp)		XP 500
Initiative +10	Senses Perception +7, darkvision	
Warp Flux aura 1; Warp Swarm makes a Warp Slam attack against each enemy starting its turn inside the aura		
HP 74; Bloodied 37		
AC 22; Fortitude 21, Reflex 23, Will 22		
Immune charm, disease, poison;		
Resist 10 warp; half damage from melee and ranged attacks;		
Vulnerable 10 close and area attacks		
Speed 5		
⬇ Warp Slam (Standard; at-will) ♦ warp		
Attack +16 vs. AC; 1d8+5 warp damage; on hit target is teleported 1 square		
↘ Solid Warp Blast (Standard; at-will) ♦ warp		
Range 10/20; attack +17 vs. AC; 2d6+5 warp damage; on hit target is pushed 2 squares		
↙ Reality Shift (Standard; encounter) ♦ warp, teleport		
Burst 3; attack +13 vs. Will; 3d6+4 warp damage; on hit target is teleported d6 squares in a random (d8) direction, if this teleport ends in another object the target takes an additional 1d6 damage and is placed in the nearest available square along the line of the teleport		
Warp Step (Move; encounter) ♦ teleport		
Warp Swarm teleports 5 squares as a movement action		
Swarm Resistance		
Warp Swarm is immune to daze, stun and weaken effects and cannot be knocked prone		
Alignment Unaligned		Languages
Str 16 (+8)	Dex 20 (+10)	Wis 15 (+7)
Con 14 (+7)	Int 12 (+6)	Cha 18 (+9)

Sometimes multiple Warp Fragments will be drawn together to form swarms. These tend to combine their Warp Blast attacks into dangerous pushing bolts of warp energy. Also the combined effect the Warp Swarms numbers can generate a greater time and space altering presence that can warp enemies away with unpredictable results.

Warp Guardian	Level 10 Soldier
Medium Aberrant Humanoid	XP 500
Initiative +10	Senses Perception +9
Warp Interference aura 1; Creatures inside the aura cannot use non warp based teleportation	
HP 106; Bloodied 53	
AC 26; Fortitude 23, Reflex 21, Will 22	
Resist 10 poison; Vulnerable 5 necrotic	
Speed 5	
Ⓣ Warp Staff Strike (Standard; at-will) ♦ warp, teleport	
Attack +17 vs. AC; 1d10+5 warp damage; on hit target is teleported 1 square; hit or miss target is marked until the end of Guardians next turn	
‡ Repellent Strike (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ warp, teleport	
Attack +15 vs. Reflex; 2d6+5 warp damage; on hit target is teleported d6 squares	
‡ Guardian Threat (Immediate Interrupt; at-will) ♦ marked enemy shifts or makes an attack that doesn't include the Guardian	
If an enemy marked by the Guardian shifts or makes an attack that doesn't include Guardian the Guardian may make a Warp Staff Strike against it as an immediate interrupt action	
Warp Step (Move; encounter) ♦ warp, teleport	
Guardian teleports 5 squares as a movement action	
Alignment Evil	Languages deep speech
Skills Arcana +12, Athletics +15, Endurance +14	
Str 21 (+10)	Dex 16 (+8)
Con 18 (+9)	Int 14 (+7)
	Cha 16 (+8)
Equipment warp staff, heavy armour	

Warp Guardians represent aberrant cultists that are dedicated to the protection of the ideals and presence of Yog'Dol'Urn.

In combat Guardians wield powerful warp staves that are attuned to them and give them access to warp energy, which they use to teleport their enemies into the most advantageous positions for their allies to exploit.

Guardians are determined and unflinching in their commitment to Yog'Dol'Urn and will gladly lay down their lives to further its cause. They will always be found on the front ranks in any combat fearlessly attacking the greatest and most powerful threats.

Warp Feeder		Level 11 Lurker
Large Elemental Beast (warp)		XP 600
Initiative +14	Senses Perception +13, darkvision	
HP 88; Bloodied 44		
AC 25; Fortitude 23, Reflex 24, Will 22		
Immune charm, disease, poison;		
Resist 15 warp		
Speed 7		
Ⓣ Warp Tentacle Grab (Standard; at-will) ♦ warp		
Reach 2; Attack +16 vs. AC; 2d6+5 warp damage; on hit target is grabbed (escape ends)		
Ⓡ Dragging Retreat (Standard; at-will) ♦ grabbed target only		
Target must be grabbed at start of Feeder's turn; attack +14 vs. Fortitude; 1d10+4 warp damage; on hit Feeder may move 5 squares dragging its grabbed target with it, Feeder provokes opportunity attacks as normal from all enemies except grabbed target		
Ⓡ Feeding Attack (Standard; at-will) ♦ grabbed target only, Feeder must have no other enemies adjacent to it		
Target must be grabbed at start of Feeder's turn, Feeder can only perform this attack if it has no other enemies adjacent to it; attack +14 vs. Fortitude; 3d6+4 warp damage; on hit target is dazed until the end of its next round and Feeder regains HPs equal to the damage dealt but grants combat advantage to all enemies except the grabbed target until the start of its next turn		
↶ Warp Step Vortex (Move; recharge [3]) ♦ warp, teleport		
Burst 1; attack +12 vs. Reflex; 4 warp damage; hit or miss Feeder teleports 5 squares		
Alignment Unaligned	Languages	
Skills Stealth +15		
Str 18 (+9)	Dex 21 (+10)	Wis 16 (+8)
Con 16 (+8)	Int 14 (+7)	Cha 15 (+7)

Warp Feeders are large elemental beasts usually around nine to ten feet tall with multiple long groping tentacles, they feed on the life force of living creatures and particularly enjoy consuming individuals non native to the Far Realms. It is not unknown for Middle World cults to summon a Warp Feeder for a short while as part of holy ceremonies dedicated to Yog'Dol'Urn, where it is considered a blessing to be consumed by an aspect of their god.

Warp Feeders will always try to grab a target, and then drag it off, away from the immediate danger of combat in order to feed. It will usually show no interest in anything else going on in the battle once it has decided on its target and will single-mindedly go about its business.

Warp Cultist	Level 11 Minion
Medium Aberrant Humanoid	XP 150
Initiative +10	Senses Perception +6
HP 1; a missed attack never damages a minion.	
AC 25; Fortitude 23, Reflex 24, Will 22	
Resist 10 poison; Vulnerable 5 necrotic	
Speed 6	
⊕ Sword Slash (Standard; at-will)	
Attack +16 vs. AC; 6 damage	
⊕ Reckless Charge (Standard; at-will) ♦ charge only	
Charge attack only; attack +17 vs. AC; 8 damage; on hit target is pushed 1 square and Cultist follows up into the square its target left	
Exploit Opening ♦ missed by melee attack	
If Cultist is missed by a melee attack the attacker grants combat advantage to the Cultist until the end of Cultists next turn	
Alignment Evil	Languages deep speech, common
Skills Arcana +12, Athletics +14, Streetwise +13	
Str 18 (+9)	Dex 21 (+10)
Con 16 (+8)	Int 15 (+7)
	Cha 16 (+8)
Equipment longsword, light armour, warp symbol	

Warp Cultists represent the average rank and file aberrant cultist of Yog'Dol'Urn. They are numerous and fanatical in their desire to please their god.

In combat the will charge recklessly into battle, slashing wildly with their longswords while trying to exploit every opening. Warp Cultists will always have their warp symbol visible if any Warp creatures are involved in the fight to show that they are allies.

Warp Cult Fanatic		Level 11 Skirmisher
Medium Aberrant Humanoid		XP 600
Initiative +12	Senses Perception +6	
HP 112; Bloodied 56		
AC 25; Fortitude 23, Reflex 24, Will 22		
Resist 10 poison; Vulnerable 5 necrotic		
Speed 6		
⊕ Sword Strike (Standard; at-will)		
Attack +16 vs. AC; 2d6+5 damage		
⊕ Flow like the Warp (Standard; at-will)		
Attack +16 vs. AC; 1d6+4 damage; on hit target is pushed 1 square and Fanatic may shift 3 squares and make an attack against a secondary target; attack +14 vs. Reflex; 1d8+4 damage		
⊕ Fanatical Counter Attack (Immediate Reaction; encounter) ♦ hit by a melee attack		
When hit by a melee attack Fanatic may make a Sword Strike attack against its aggressor as an immediate reaction		
Blessing of Yog'Dol'Urn (Move; recharge ☹️☹️) ♦ implement, teleport		
Fanatic teleports 4 squares as a move action		
Alignment Evil	Languages deep speech, common	
Skills Arcana +12, Athletics +14, Dungeoneering +11, Streetwise +13		
Str 18 (+9)	Dex 21 (+10)	Wis 13 (+6)
Con 16 (+8)	Int 15 (+7)	Cha 16 (+8)
Equipment longsword, light armour, warp symbol		

Warp Cult Fanatics represent the more fervent and committed aberrant cultists of Yog'Dol'Urn. They are eager to prove their commitment and devotion to their god and his priests and will follow even the most suicidal commands religiously.

Warp Elemental		Level 12 Brute
Large Elemental Beast (warp)		XP 700
Initiative +9	Senses Perception +8, darkvision	
Warp Interference aura 2; Creatures inside the aura cannot use non warp based teleportation		
HP 150; Bloodied 75		
AC 24; Fortitude 25, Reflex 23, Will 24		
Immune charm, disease, poison;		
Resist 20 warp		
Speed 4		
Ⓣ Solid Warp Slam (Standard; at-will) ♦ warp		
Reach 2; attack +15 vs. AC; 3d6+6 warp damage		
↶ Soft Warp Sweep (Standard; at-will) ♦ warp		
Burst 2; attack +13 vs. Reflex; 1d10+6 warp damage; on hit target is dazed (save ends)		
Threatening Reach		
Warp Elemental has threatening reach 2 with its Solid Warp Slam attack		
Alignment Unaligned	Languages	
Skills Endurance +16		
Str 22 (+12)	Dex 17 (+9)	Wis 14 (+8)
Con 20 (+11)	Int 8 (+5)	Cha 19 (+10)

Warp Elementals are powerful beasts composed of pure warp energy, usually standing twelve feet tall with long sweeping arms ending in thick three fingered hands.

Their mastery of warp energy allows them to change their bodies properties for their various attacks, either hardening their bodies for raw damage or becoming insubstantial to disorientate their foes. They also exert enough of an influence on the world around them to interfere with usual forms of teleportation making them especially dangerous to the Fey or other magic users.

Ultimately Warp Elementals are a serious threat and not to be discounted when they are summoned or encountered.

Warp Master	Level 11 Elite Controller (Leader)
Medium Aberrant Humanoid	XP 1,200
Initiative +9	Senses Perception +15, darkvision
HP 228; Bloodied 114; see Rift Link	
AC 27; Fortitude 23, Reflex 27, Will 26	
Immune disease;	
Resist 10 poison; 10 warp; Vulnerable 5 necrotic	
Saving Throws +2	
Speed 6	
Action Points 1	
⚡ Rod Strike (Standard; at-will) ♦ warp	
Attack +16 vs. AC; 1d8+3 warp damage; on hit secondary attack +15 vs. Fortitude; on hit target is immobilised (save ends)	
✂ Warp Bolts (Standard; at-will) ♦ warp, teleport	
2 attacks; range 10/20; attack +15 vs. Reflex; 2d8+6 warp damage; on hit target is teleported 2 squares	
✂ Curse of Yog'Dol'Urn (Minor; at-will) ♦ curse	
Range 10; does not provoke opportunity attacks; attack +15 vs. Will; on hit target is cursed; cursed target takes a -1 penalty to saving throws and gains vulnerability 2 warp; only one curse may be active at any one time, if Warp Master curses a second target the first target is released	
✂ Pure Warp Blast (Standard; recharge ⚡) ♦ warp, teleport	
Range 10; attack +15 vs. Fortitude; 3d8+6 warp damage; on hit target is teleported 3d6 squares in d8 direction, if this teleport ends in another object the target takes an additional 1d8 damage and is placed in the nearest available square along the line of the teleport	
⚡ Crown of Yog'Dol'Urn (Standard; encounter)	
Burst 3; attack +15 vs. Will; 2d6+6 warp damage; on hit target is dazed (save ends), first failed save target is dazed and weakened (save ends both), second failed save target is dazed, weakened and blinded (save ends all), third failed save target is prone and unconscious (2 saves ends)	
✂ Warp Rift (Standard; encounter) ♦ warp, zone	
Warp Master creates a small rift in the nature of reality that pulls enemies towards it with warp energy; Area burst 5 within 15 squares; creates a zone that lasts until the end of the encounter; the centre square of the zone is impassable terrain and blocks line of sight; any enemy that starts its turn adjacent to the centre square takes 10 warp damage; any enemy starting their turn inside the zone is attacked by the rift; attack +13 vs. Fortitude; on hit target is pulled 1d4 squares towards the centre; on miss target is pulled 1 square toward the centre	
⚡ Warp Step (Move; recharge ⚡) ♦ teleport	
Warp Master teleports 5 squares as a movement action	
⚡ Rift Link (Immediate Reaction) ♦ when bloodied	
When Warp Master is first bloodied and if a Warp Rift is active the rift makes an immediate attack against all enemies to pull them towards its centre; If there is no Warp Rift currently active then one forms as an immediate free action centred on any free square adjacent to the Warp Master, this does not provoke opportunity attacks	
Alignment Evil	Languages deep speech, common
Skills Arcana +16, Diplomacy +13, Dungeoneering +15, Religion +16	
Str 16 (+8)	Dex 18 (+9)
Con 18 (+9)	Int 22 (+11)
	Wis 20 (+10)
	Cha 16 (+8)
Equipment rod of pure warp, crown of Yog'Dol'Urn	

Warp Masters are the high priests of cults to Yog'Dol'Urn and are responsible for fostering devotion and belief in the cults they operate. Through a series of rites and holy rituals they bleed off power from their cultists to summon warp creatures or to

open portals to the deeper recesses of the Far Realms in the hope of ultimately freeing their god from its distant prison.

In combat they can place a holy curse on a chosen sacrifice that facilitates any warp creature feeding or damaging it. This curse of course also makes it easier for the Warp Master to exert his own control on the poor subject.

The presented Warp Master also has a holy Crown of Yog'Dol'Urn which is a tarnished golden circlet inlaid with a number of small jet black precious stones of alien origin. The crown has the ability to mentally beat nonbelievers into unconsciousness in a short period of time. This is a dangerous alien artefact though and any nonbeliever attempting to wear the crown will suffer its effects themselves almost straight away.

Perhaps the most powerful ability that a Warp Master has gained access to is the ability to rip a tear in the fabric of space and time creating a Warp Rift. This is a dangerous and powerful power that calls forth a solid particle of purest warp energy that drags all non warp based creatures towards its centre where they are subjected to harmful warp energy.

Warp Masters will usually only take to the field of battle in dire emergencies and much prefer to manipulate things from an area of safety and usually in some sort of disguise. They are wise and clever enough to know that it is better to live and fight another day than to rush in and act without thinking. Ultimately though they are not always the ultimate leaders of a cult and so must sometimes act against their better judgement.

Warpblade Cult Leader		Level 12 Elite Soldier (Leader)
Medium Aberrant Humanoid		XP 1,400
Initiative +9	Senses Perception +14, darkvision	
Aura of Command (fear) aura 5; All Cultist or Cult Fanatic allies inside the aura gain a +1 bonus to all defences and attack rolls		
HP 248; Bloodied 124; see Bloodied Reinforcements		
AC 30; Fortitude 27, Reflex 24, Will 25		
Immune disease;		
Resist 10 poison; 10 warp; Vulnerable 5 necrotic		
Saving Throws +2		
Speed 5, charge 6		
Action Points 1		
Ⓣ Warpblade Strike (Standard; at-will) ♦ warp		
Attack +19 vs. AC; 2d6+6 warp damage		
Ⓡ Double Strike (Standard; at-will)		
Cult Leader makes 2 Warpblade Strike attacks; if both attacks hit the same target it is immobilised until the end of Cult Leaders next turn		
Ⓡ Warping Assault (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ warp		
Attack +17 vs. Fortitude; 3d8+6 warp damage; on hit target takes a -2 penalty to AC and 10 ongoing warp damage (save ends both)		
Ⓡ Warpblade Blast (Standard; encounter) ♦ warp		
Range 10; attack +17 vs. Reflex; 3d6+4 warp damage; on hit target is dazed and weakened until the end of its next turn		
Send in the Goons (Move; encounter)		
All Cultist or Cult Fanatic allies within 10 squares may make an immediate free move action		
In the Name of Yog'Dol'Urn (Minor; recharge Ⓜ:Ⓜ:Ⓜ:)		
1 allied Cultist or Cult Fanatic within 10 squares makes an immediate free basic attack		
Warp Touched Armour (Free; encounter) ♦ warp, teleport		
Cult Leader may remove any one ongoing effect it is currently subject to and teleport 3 squares as a free action, this power can be used even if the Cult Leader is stunned		
Bloodied Reinforcements (Immediate Reaction) ♦ when bloodied		
When first bloodied Cult Leader summons 6 Warp Fragments as an immediate free reaction; these appear in any free square within 2 squares of Cult Leader and act immediate after the current creature or characters turn		
Alignment Evil	Languages deep speech, common	
Skills Arcana +14, Athletics +17, Dungeoneering +14, Endurance +16, Intimidate +15		
Str 22 (+12)	Dex 12 (+7)	Wis 17 (+9)
Con 20 (+11)	Int 16 (+9)	Cha 19 (+10)
Equipment warpblade greatsword, warp touched armour		

The presented Warpblade Cult Leader is the driving force behind a cult of Yog'Dol'Urn. He is totally committed to his cause and always acts according to a grand overarching scheme that has several key stages leading ultimately to the summoning of powerful warp creatures or even an aspect of the god itself.

The cult leader knows how to get the best from his cult allies and uses the knowledge that they are more than happy to die for his cause to his advantage. If the cult leader is in combat himself he will no doubt be ready, will have prepared his surrounding and will be an incredibly serious threat and ruthless opponent.

Section 3

Mental Disorders

Mental Disorders

The following Mental disorders system is an optional approach for adding horror or psychological reactions to your game.

Player Characters may unfortunately gain mental disorders either through direct contact with a creature's power or through exposure to alien, unnatural or particularly terrifying experiences.

Whenever a character gains a mental disorder it is always assigned by the DM, usually it will be something appropriate either for the character or the situation. For example if a character gained a disorder while being grabbed by a terrifying other worldly beast, it may develop a fear of suffocation.

Mental disorders can only be treated with the heal skill. It is usual for treatment to come from an ally, if a character wishes to treat themselves they takes a -5 penalty to the roll. Just being able to treat someone with a mental disorder could be difficult in itself, especially if they do not believe that they need help. This may require a little bluff or diplomacy work in order to get the targets attention for the required time.

Example Disorders (by no means an exhaustive list):

An important thing to consider when selecting a disorder is that it will need a lot of cooperation both from the target and the rest of the group. It should add flavour to the role-playing experience and not detract from it.

Phobic – target gains a phobia of an item, creature or situation (eg: afraid of the dark, distrust of women, fear of animals etc)

Fetish – target gains an attachment or dependency on an item (eg: feels comforted by the colour blue, collects dead animals, must wear a particular holy symbol etc)

Mania – targets personality changes, usually becoming excitable and over energetic (eg: kleptomania – feel compelled to steal, manic depression – alternating periods of hyper activity and absolute depression etc)

Amnesia – target loses memory – short term or long term

Sleep related – target has trouble sleeping, or staying awake (eg: narcolepsy – falling asleep in stressful situations, insomnia – difficulty in falling asleep)

Regression – target regresses to a childlike state

Paranoia – target believes that unseen forces are out to get them

Hallucinations – target sees things that aren't there, either enticing, distracting or frightening them

Ego based – target believes they have more or less self worth, or even that they are someone else entirely (eg: they believe that they are the most important member of the group and all should follow them, they believe that they are the king of a neighbouring country, or a dwarven gold miner)

Environmental – target is afraid of certain terrains or environments (eg: agro phobia – fear out the outdoors, claustrophobia – fear of enclosed spaces, or even something as general as fear of swamps, or heights etc)

Treating the Disorder

Unlike diseases the initial effects of a disorder will manifest themselves immediately upon gaining it, treatment can only start to have an effect at the beginning of the next day.

At the start of each day either the target or ally may make a heal check to treat the affected target, this check represents an hour counselling the target. Targets treating themselves take a -3 penalty to the check. If no-one treats the target then the target must make a heal check with a -5 penalty, to represent their mind trying to shake off the disorder and return to normality or sanity.

Skill checks are handled like a disease with worsen, maintain and improve DC's.

The following is an assessment of the expected difficulties for all levels:

Level	Worsen (target or less)	Improve (target or more)	Level	Worsen (target or less)	Improve (target or more)
1	13	19	16	22	28
2	14	20	17	22	28
3	14	20	18	23	29
4	15	21	19	23	29
5	15	21	20	24	30
6	16	22	21	25	31
7	16	22	22	26	32
8	18	24	23	26	32
9	18	24	24	27	33
10	19	25	25	27	33
11	19	25	26	28	34
12	20	26	27	28	34
13	20	26	28	29	35
14	21	27	29	29	35
15	21	27	30	30	36

The state of the disorder is also tracked like a disease:

-2	Cured	Target is free of the disorder
-1	Recovering	Reduced symptoms, usually an occasional minor inconvenience
0	Initial	Mild symptoms; usually a -1 to Will defence
+1	Deteriorating	Worsening symptoms; attack rolls vs. Will to force behaviour
+2	Influenced	Strong symptoms; usually an ongoing detrimental effect and attack rolls vs. Will to force behaviour
+3	Gripped	Overpowering symptoms; target cannot stop themselves from succumbing to their disorder

I would recommend working up any disorders you wish to use yourselves using the above chart for reference and the following examples.

In general a standard mental disorder should be the same level as the character when it receives it, or the level of the creature that caused it.

For attack rolls to force behaviour vs. Will I would suggest using a value of 4 + disorder level, this is the equivalent of an even level controller.

Example Disorders

Phobia of Animals (example of a level 5 mental disorder)

"Keep those filthy beasts away from me!"

You develop a distrust and increasing fear of animals, you might consider them dirty, unpredictable or dangerous. Initially the mistrust you feel is only slight but as your phobia deepens you might become more and more convinced that they are no better than vermin and should be destroyed.

Heal Check DC:

Worsen: 15 or less

Maintain: 16 to 20

Improve: 21 or more

Disorder Track:

-2	Cured	You are free of the disorder
-1	Recovering	You are distracted by animals but can control yourself as long as the animal is at least 10 foot away; if an animal is within 10 foot you take a -1 penalty to Will defence
0	Initial	You are distracted by the presence of animals; you take a -1 penalty to Will defence while you are aware of an animal
+1	Deteriorating	You do not want to approach animals and become agitated if they are within 10 feet; you take a -1 penalty to Will defence you are aware of an animal, and a -1 penalty to all actions if an animal is with 50 feet; if you are 10 foot or closer to an animal your DM will make an attack +9 vs. Will; on hit you must move to a safe distance from animal
+2	Influenced	You do not like animals; if you are aware of an animal you take a -2 penalty to Will defence; if the animal is within 100 feet you take a -2 penalty to all actions; if you are within 50 feet of an animal your DM will make an attack +9 vs. Will; on hit you must move to a safe distance from the animal
+3	Gripped	You are of the belief that all animals should be exterminated; if you are aware of an animal you take a -3 penalty to will defence; if the animal is within 100 feet you take a -3 penalty to all actions; if you are within 25 feet of an animal your DM will make an attack +9 vs. Will; on hit you will either move to a safe distance from the animal or attack the animal while encouraging others to do the same (50% chance of either or DMs choice)

Amnesia (example of a level 8 mental disorder)*"I'm sorry, do I know you?"*

Sometimes the mind just cannot cope with processing overwhelming events and finds it easier to lock memories away than to confront them. Memory is a highly selective ally, and once a mind starts censoring certain events and knowledge who can say where it will end?

Heal Check DC:

Worsen: 18 or less

Maintain: 19 to 23

Improve: 24 or more

Disorder Track:

-2	Cured	You are free of the disorder
-1	Recovering	Your memories start to return and you have only the occasion gap; you take a -1 penalty to all Intelligence based skills
0	Initial	You remember nothing about the encounter during which you received this disorder; you take a -2 penalty to all Intelligence based skills
+1	Deteriorating	Large gaps are appearing in your memories, especially your long term memory; you take a -2 penalty to all Intelligence and Wisdom based skills
+2	Influenced	You find it increasing difficult to remember what you did more than a couple of days ago; occasionally your memory denies you the knowledge of mundane items names or purposes; you take a -3 penalty to all Intelligence and Wisdom based skills; also when dramatically appropriate your DM will make an attack +12 vs. Will; on hit you mind blocks a specific memory you are trying to access
+3	Gripped	Your mind has decided to shut it all out; you have trouble remembering what you were doing yesterday and while your allies seem familiar you frequently forget their names; you take a -5 penalty to all Intelligence and Wisdom based skills and a -2 penalty to all Social skills; also when dramatically appropriate your DM will make an attack +12 vs. Will; on hit your mind blocks a specific memory you are trying to access

Paranoia (example of a level 12 mental disorder)

“There’s a secret cabal of Arcanists in a shielded tower that are scrying everything you do, EVERYTHING!”

A little paranoia can be a healthy survival trait for an adventurer, but sometimes stress can manipulate the mind into grander and grander exaggerations and fantasies. In a world where anything is possible with magic and ancient artefacts where exactly is the line between a reasonable possibility and a wild conspiracy theory?

Heal Check DC:

Worsen: 20 or less

Maintain: 21 to 25

Improve: 26 or more

Disorder Track:

-2	Cured	You are free of the disorder
-1	Recovering	The uncomfortable feeling that you are being observed starts to diminish; you take a -1 penalty to initiative, perception and insight checks
0	Initial	You start to get the vague feeling that something isn’t right, you feel like someone or something is watching you but you can’t put your finger on who or what; you take a -2 penalty to initiative, perception and insight checks
+1	Deteriorating	Your mind starts to construct a vague idea of some sort of conspiracy against you that you occasionally feel compelled to explain to your close allies; you take a -2 penalty to initiative, perception and insight checks, you also take a -1 penalty to all skills in social situations
+2	Influenced	Your mind concentrates further on the conspiracy against you and you start to distrust everyone but your close allies; you take a -3 penalty to initiative, perception and insight checks, you also take a -3 penalty to all skills in social situations; occasionally when dramatically appropriate your DM will make attack +16 vs. Will; on hit you construct a new connection between your paranoid delusion and your current situation that you feel compelled to explain to you close allies
+3	Gripped	You become completely convinced that the conspiracy against you is a real and active threat. You constantly strive to take measures to protect yourself and start to wonder if some of your so called allies are working for <i>them</i> ; you take a -5 penalty to initiative, perception and insight checks, you also take a -3 penalty to all skills in any situation where you are not working alone; also when dramatically appropriate your DM will make an attack +16 vs. Will; on hit you find evidence that reinforces your paranoid delusion.

Section 4: Aberrations by level

Name	Level	Type	XP	Page
Kelfirn Pelter (elite)	2	brute	250	21
Arri-Vastril Drone	2	minion	31	46
Bep'nar Mite	2	skirmisher	125	4

Sorn Crossbow Abomination (elite)	3	artillery	300	59
Far Touched Vermin	3	brute	150	12
Jibber Jab	3	controller	150	20
Pugee Warrior	3	skirmisher	150	39
Silvertail Infinipede	3	soldier	150	28

Arri-Vastril Radiant Arc	4	artillery	175	49
Brutal Tusk Hound	4	brute	175	5
Pugee Chanter	4	controller	175	42
Feeding Fingers	4	lurker	175	13
Pugee Darkshell	4	lurker	175	41
Arri-Vastril Drone (experienced)	4	minion	43	47
Sorn Scum	4	minion	43	56
Pugee Hardshell	4	soldier	175	40

Fire Polyp	5	artillery	200	14
Pugee Frostback	5	artillery	200	43
Blood Soaked Sorn	5	brute	200	58
Dreamtree Psychic (elite)	5	controller	400	10
Wretched Sorn	5	skirmish	200	57
Infected Squatter	5	skirmisher	200	19
Arri-Vastril Defender	5	soldier	200	48

Green Mist Spider	6	brute	250	17
Mudman Sludge Fighter	6	brute	250	35
Pugee Cragback	6	brute	250	44
Floating Shrieker (elite)	6	controller	500	15
Mudman Crystal Caster (elite)	6	controller	500	37
Pugee Doom Wrecker (elite)	6	controller	500	45
Winged Sorn	6	lurker	250	60
Arri-Vastril Drone (veteran)	6	minion	62	47
Dustworn Nomad	6	skirmisher	250	11

Name	Level	Type	XP	Page
Mudman Sludge Thrower	7	artillery	300	36
Swarm of Lies	7	brute	300	30
Arri-Vastril Juggernaut	7	brute	300	50
Sorn Overlord Abomination (solo)	7	brute	1500	61
Wasteland Absolutionist (elite)	7	controller	600	32
Arri-Vastril Prophet (elite)	7	controller	600	51
Cryo Glider	7	skirmisher	300	9

Lightning Polyp	8	artillery	350	24
Shat'mar Crystalline	8	artillery	350	27
Highplane Thrasher	8	brute	350	18
Mudman Earthshaker (elite)	8	brute	700	38
Arri-Vastril Saviour (2 part Solo)	8	cont/brute	1750	52
Kelfirn Stonewalker	8	lurker	350	23
Crimson Haze (elite)	8	skirmisher	700	8

Bulbous Lasher (elite)	9	brute	800	6
Star Swarm (elite)	9	controller	800	29
Warp fragment	9	minion	87	62
Whip Tongue	9	skirmisher	400	33
Metallic Ooze	9	soldier	400	25

Warp Swarm	10	artillery	500	63
Nrel'gorn Savage	10	brute	500	26
Temporal Polyp (elite)	10	controller	1000	31
Graknik Brain Eater	10	lurker	500	16
Warp Guardian	10	soldier	500	64

Kelfirn Stonehammer	11	brute	600	22
Warp Master (elite)	11	controller	1200	69
Warp Feeder	11	lurker	600	65
Warp Cultist	11	minion	150	66
Warp Cult Fanatic	11	skirmisher	600	67

Warp Elemental	12	brute	700	68
Burning Ice Horror	12	skirmisher	700	7
Warpblade Cult Leader (elite)	12	soldier	1400	71

Credits

I would like to thank Asmor for his excellent Monster Maker application without which I would not have created half as many creatures.

The application and other creations by Asmor can be downloaded from:
<http://www.asmor.com/index.php>

I would also like to thank to Stalker0 at Enworld for his Obsidian skill challenge system. I use his system as a source inspiration (and tested mathematics) for anything to do with setting difficulties for skill checks. In this case I applied it for use with the Mental Disorders heal check difficulty levels.

Feedback & Requests

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