

Book of the Dead

Part 1: Heroic Tier

An undead monster manual by Mesh Hong

Index

Section 1: General Undead

Bloated Zombie	4	Rage Zombie	17
Boneblade Skeleton.	5	Razor Wraith	18
Clutching Zombie	6	Restless Spirit	19
Corpse Catapult	7	Shadow Creeper Zombie.	20
Crawling Hand.	8	Skeletal Spear Guard	21
Festering Corpse	9	Skeletal Tomb Guardian	22
Fey Spirit	10	Spectral Strangler	23
Fidget Tick	11	Thrice Cursed Crone	24
Flowing Death	12	Unholy Golem	26
Heavy Skeleton	13	Zombie Alchemist	27
Wraithkind Memotic.	14	Zombie Needle Horror	28
Pit Horror	15	Zombie Ripper.	29
Poisonbound Skeleton	16	Zombie Swarm.	30

Section 2: Themed Undead

Undead Bat Master and Bats	32
Tattered Champion and Minions	34
Slaughterborn Spirit Gatherer and Spirits	36
Battlefield Ghosts	38
Unstable Blood Zombies	39
Dragonborn Undead Legion	43
Flesh Prince of Orcus and his undead experiments.	48
Raa'Kal'Ram'Raa, mummy with undead guards	62
Corpse Cradle Abomination and its controlling undead parasite	66

Section 3: Undead by Level

List of all creatures by level	68
--	----

Section 1

General Undead

Bloated Zombie	Level 5 Controller	
Medium Natural Animate (undead)	XP 200	
Initiative +5	Senses Perception +3, darkvision	
Powerful Stench (poison) aura 3; All creatures entering or starting their turn inside aura take 2 poison damage		
HP 66; Bloodied 33; see Zombie Weakness		
AC 19; Fortitude 18, Reflex 17, Will 16		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
⬇ Zombie Slam (Standard; at-will)		
Attack +10 vs. AC; 1d6+3 damage		
↩ Poisonous Belch (Standard; recharge Ⓜ) ♦ poison		
Close blast 3; attack +8 vs. Reflex; 1d10+4 poison damage; on hit target is dazed (save ends)		
↩ Dreadful Moan (Standard; encounter) ♦ thunder, fear		
Burst 5; attack +8 vs. Will; 1d6+4 thunder damage; on hit target is immobilised (save ends); all allied Zombies in burst may immediately shift 1 square, and gain +1 to attack until the start of Bloated Zombies next turn		
Zombie Weakness		
Any critical hit reduces the Zombie to 0 HPs, destroying it		
Alignment Unaligned	Languages crude common	
Skills Insight +8		
Str 16 (+5)	Dex 16 (+5)	Wis 12 (+3)
Con 18 (+6)	Int 12 (+3)	Cha 8 (+1)

Bloated Zombies have the appearance of standard zombies from what ever race they were in life, only fatter with round bulging bellies that wobble as they shamble around. They have a voracious appetite which makes them more driven in their desire to feed on the flesh of the living.

It is only when you get to within 15 feet of a Bloated Zombie that you notice the powerful stench of rotting flesh that surrounds it, a stench that burns your nostrils and lungs. Bloated Zombies have somehow retained their intelligence when passing over and use their crude self awareness to organise other undead to help them feed and fill their hungry stomachs.

Bone Blade Skeleton		Level 4 Skirmisher
Medium Natural Animate (undead)		XP 175
Initiative +5	Senses Perception +8, darkvision	
HP 55; Bloodied 27		
AC 18; Fortitude 17, Reflex 16, Will 15		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⊕ Arm Blade Swipe (Standard; at-will)		
Attack +9 vs. AC; 1d8+4 damage		
⊕ Double Arm Strike (Standard; at-will)		
2 attacks; +8 vs. AC; 1d6+4 damage		
⊕ Sly Stab (Standard; encounter) ◆ necrotic		
Attack +7 vs. Will; 2d6+4 necrotic damage; on hit target loses a healing surge		
Necrotic Advantage ◆ necrotic		
If the Bone Blade Skeleton hits with an attack when it has combat advantage it also deals an additional 2 ongoing necrotic damage (save ends)		
Speed of the Dead		
Skeleton gains +2 to hit on opportunity attacks		
Alignment Unaligned	Languages	
Skills Perception +8		
Str 18 (+6)	Dex 16 (+5)	Wis 12 (+3)
Con 15 (+4)	Int 3 (-2)	Cha 8 (+1)

Bone Blade Skeletons resemble normal skeletons other than in place of their hands and lower arms they have cruel notched swords formed from their own bone. They move quickly and gracefully ever watchful for the slightest opening in an opponents defences, their bone swords in constant motion always ready to strike.

Clutching Zombie		Level 4 Brute
Medium Natural Humanoid (undead)		XP 175
Initiative +4	Senses Perception +1, darkvision	
HP 70; Bloodied 35		
AC 16; Fortitude 18, Reflex 16, Will 13		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 3, charge 5		
⊕ Rotting Swipe (Standard; at-will)		
Attack +7 vs. AC; 1d10+4 damage		
⊕ Two Handed Grab (Standard; at-will)		
Attack +5 vs. Reflex; 2d6+4 damage; on hit target is grabbed (escape ends, grabbed target takes a -4 penalty to escape check)		
⊕ Sleeper Hold (Standard; at-will) ♦ grabbed target only		
Target must be grabbed at start of Zombies turn; attack +5 vs. Fortitude; 2d8+4 damage; on hit target is knocked prone and unconscious (save ends)		
Slow Reactions		
Clutching Zombie does not gain the +2 bonus to hit from combat advantage		
Final Grab (Immediate Reaction) ♦ on death		
On death Clutching Zombie makes an attack against an adjacent target; attack +5 vs. Reflex; on hit target is knocked prone		
Alignment Unaligned		Languages
Skills Athletics +11, Endurance +12		
Str 18 (+6)	Dex 14 (+4)	Wis 8 (+1)
Con 20 (+7)	Int 3 (-2)	Cha 3 (-2)

Clutching Zombies are hulking figures with massively muscled arms and chests making their less developed legs look spindly and weak. As their name suggests they live to choke the life force from the living relying on their tough undead hides and occasional quick burst of speed to get them into a position where they can grab an opponent and choke them until they lose consciousness.

Corpse Catapult		Level 8 Elite Artillery
Large Shadow Animate (undead)		XP 700
Initiative +9	Senses Perception +2, darkvision	
Aura of Fortification (necrotic) aura 2; all undead allies inside aura gain +1 to attacks and all Defences		
HP 144; Bloodied 72		
Regeneration 5, if Catapult takes radiant or fire damage its regenerate does not function on its next turn		
AC 22; Fortitude 22, Reflex 21, Will 17		
Immune disease, poison;		
Resist 20 necrotic; Vulnerable 5 radiant, 5 fire		
Saving Throws +2		
Speed 4 (cannot shift)		
Action Points 1		
⬇ Fleshy Slam (Standard; at-will) ♦ necrotic		
Attack +13 vs. AC; 1d8+4 necrotic damage		
⬇ Emergency Defence (Standard; at-will) ♦ necrotic		
Burst 1; attack +13 vs. Fortitude; 1d8+4 necrotic damage; on hit target is pushed 2 squares		
⬅ Terrifying Moan (Standard; encounter) ♦ fear		
Close Blast 5; attack +13 vs. Will; 2d6+4 damage; on hit target is immobilised (save ends)		
✳ Undead Barrage (Standard; recharge ☞☞☞☞) ♦ special ammunition		
Catapult has a minimum range 5 and a maximum range 30 squares; 3 types of ammunition:		
1: Skull Shot ; single target; attack +15 vs. AC; 3d6+6 damage		
2: Offal Shot ; area burst 1; attack +12 vs. Reflex; 2d8+6 damage; on hit target is knocked prone; creates zone of slippery difficult terrain, when entering any square in the zone make a DC 20 acrobatics or athletics check or fall prone		
3: Stomach Sack Shot ; area burst 2; attack +13 vs. Fortitude; 2d6+6 poison damage; on hit target is slowed (save ends)		
Shadow Step (Move; encounter) ♦ teleport		
Corpse Catapult may teleport 5 squares as a move action		
Alignment Unaligned	Languages	
Skills Endurance +13		
Str 18 (+8)	Dex 20 (+9)	Wis 6 (+2)
Con 18 (+8)	Int 8 (+3)	Cha 3 (+0)

The Corpse Catapult is an undead animate constructed from over a dozen different zombies fused and bound together. It walks on 6 strong stubby legs and its body is ringed with flailing arms. The arm of the catapult is a messy bloody mass of fused spinal columns with the basket made from a large rib cage.

The Corpse Catapult has an optimum range from 5 to 30 squares and knowing this it prefers to keep behind a shield of undead allies. If it is cornered it can use its Emergency Defence power to push enemies back then move away and spend its action point to maintain its Undead Barrage. If it finds itself in a truly bad situation it uses its shadow step to teleport into a more advantageous position.

Crawling Hand		Level 4 Minion
Tiny Natural Animate (undead)		XP 43
Initiative +5	Senses Perception +1, tremorsense 5	
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 17, Reflex 17, Will 15		
Immune charm, disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4, spiderclimb 4		
‡ Hand Grab (Standard; at-will)		
Attack +9 vs. AC; 5 damage; on hit target is grabbed (escape ends, target takes a -3 penalty to check)		
‡ Choke Hold (Standard; at-will)		
If Hand has a target grabbed at the start of it's turn instead of making an attack it automatically deals 5 damage and continues the grab		
Unnatural Cunning (Immediate Reaction)		
If missed by a melee attack Hand may shift up to 2 squares as an immediate reaction		
Alignment Unaligned		Languages
Skills Athletics +11, Stealth +12		
Str 18 (+6)	Dex 16 (+5)	Wis 8 (+1)
Con 12 (+3)	Int 8 (+1)	Cha 3 (-2)

Crawling hands come in many shapes and sizes. The one thing they have in common is that they are always a nasty surprise when they drop down from the ceiling or spring out from cupboards as their unsuspecting targets pass by.

Festering Corpse	Level 7 Controller (Leader)	
Medium Natural Humanoid (undead)	XP 300	
Initiative +2	Senses Perception +9, darkvision	
Open Wounds (necrotic) aura 3; living creatures inside aura only gain half benefit from healing effects or powers		
HP 80; Bloodied 40		
Regeneration 10, does not regenerate next turn if it suffers radiant damage		
AC 21; Fortitude 19, Reflex 20, Will 20		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 fire		
Speed 6		
⚡ Poisonous Rake (Standard; at-will) ♦ poison		
Attack +10 vs. AC; 1d8+1 poison damage; on hit target is slowed (save ends)		
☞ Shrivelling Ray (Standard; recharge [☹️]) ♦ necrotic		
Range 10; attack +11 vs. Fortitude; 2d6+4 damage; on hit target is slowed and weakened (save ends both)		
☜ Fetid Exhalation (Standard; at-will) ♦ necrotic, poison		
Close blast 3; living creatures only; attack +10 vs. Reflex; 1d6+4 necrotic damage; on hit target takes 5 ongoing poison damage (save ends)		
Festering Curse (Minor; at-will)		
Target closest living enemy; target is cursed and takes a -2 penalty to saves until either the Festering Corpse is destroyed or the Festering Corpse places a Curse on a different target.		
Alignment Evil	Languages common	
Skills Arcana +12, Religion +12		
Str 12 (+4)	Dex 8 (+2)	Wis 13 (+4)
Con 16 (+6)	Int 18 (+7)	Cha 19 (+7)
Equipment rotten robes, rusted metal symbol of Torrog		

A Festering Corpse is covered in weeping sores and sickly open wounds which attracts a small cloud of tiny insects, resulting in an aura of contamination that restricts healing.

Festering Corpse's were usually either torturers or the victims of torture in their life who gave themselves or were claimed by Torrog on dying. In their unives they gain great satisfaction and pleasure in the pain of others and cackle with laughter as they see the effect of their attacks on their enemies. In battle they will place their Festering Curse on their main target before punishing it with Shrivelling Ray and Fetid Exhalation.

Fey Spirit	Level 6 Controller	
Medium Fey Humanoid (undead)	XP 250	
Initiative +8	Senses Perception +7, darkvision	
Psychic Feedback (psychic) aura 10; Any creature inside aura that damages Fey Spirit takes 2 psychic damage		
HP 42; Bloodied 21		
AC 20; Fortitude 16, Reflex 20, Will 19		
Immune charm, disease, poison;		
Resist 10 necrotic, 10 psychic, insubstantial; Vulnerable 5 radiant		
Speed fly 4 (hover), phasing		
Ⓣ Eye Bind (Standard; at-will) ♦ psychic		
Attack +10 vs. Will; 1d6+4 psychic damage; on hit Fey Spirit is invisible to target until the start of targets next turn		
✂ Psychic Puppet (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ psychic		
Range 5; attack +10 vs. Will; 2d6+4 psychic damage; on hit slide target a number of squares equal to its speed, target is dazed until the end of its next turn		
↔ Psychic Lock (Standard; at-will) ♦ psychic, teleport		
Burst 2; enemies only; attack +8 vs. Will; 1d6+4 psychic damage; on hit target is restrained (save ends); Fey Spirit may teleport up to 5 squares after the attack		
Alignment Chaotic Evil	Languages elven	
Skills Bluff +12, Stealth +13		
Str 12 (+4)	Dex 20 (+8)	Wis 8 (+2)
Con 8 (+2)	Int 8 (+2)	Cha 18 (+7)

Fey Spirits are the tragic results of creatures native to the Feywild who inadvertently get trapped in the normal world and meet an unnatural or gruesome end. The undead spirit that rises is unpredictable and cruel driven by an overriding desire to strike back against the world that doomed it and severed its link forever to it's natural home.

Fidget Tick		Level 6 Lurker
Small Shadow Beast (undead)		XP 250
Initiative +11	Senses Perception +6, tremorsense 5	
HP 54; Bloodied 27		
Regeneration 10 see Latch On		
AC 20 (24); Fortitude 18, Reflex 19, Will 18		
Immune disease, poison;		
Resist 10 necrotic, 10 acid; Vulnerable 5 fire		
Speed 7		
⊕ Bite (Standard; at-will)		
Attack +11 vs. AC; 1d6+4 damage		
⊕ Latch On (Standard; at-will) ♦ acid		
Attack +9 vs. Reflex; 1d6+4 damage; on hit target is dazed and grabbed (escape ends); while grabbed target takes 10 ongoing acid damage; Whilst Tick has a target grabbed it cannot take any actions or make opportunity attacks but gains regeneration 10 and a +4 bonus to AC		
Fidget Leap (Immediate Reaction; at-will) ♦ when damaged and not grabbing		
If Tick is damaged and not using its Latch On power it may leap (shift) 6 squares as an immediate reaction		
Chameleon Skin (Standard; at-will)		
If Tick is not adjacent to an enemy it may make a Stealth check to become invisible until it attacks; an enemy must make a Perception check verses its result as a minor action to spot it		
Alignment Unaligned		Languages
Skills Acrobatics +12, Stealth +17		
Str 16 (+6)	Dex 19 (+7)	Wis 6 (+1)
Con 12 (+4)	Int 6 (+1)	Cha 15 (+5)

Fidget Ticks are parasites originally from the Shadowfell, though they are starting to spread themselves in the normal world due to its abundance of food. They lie in wait using their Chameleon Skin to camouflage themselves then leap from the shadows when a target presents itself. If threatened the natural instinct of the Tick is to escape and look for an easier meal, though they are prepared to stay and fight if cornered or if they are protecting their small clutches of sticky white eggs.

The few scholars that have tried to study the Fidget Tick are baffled as to how the dead can reproduce and have questioned whether they are truly undead or something else entirely. No answers have thus far been forthcoming.

Flowing Death		Level 5 Elite Brute
Large Shadow Elemental Beast (blind, undead, ooze)		XP 400
Initiative +4	Senses Perception +3, blindsight 10, tremorsense 10	
HP 152; Bloodied 76; see Bloodied Divide		
AC 19; Fortitude 20, Reflex 17, Will 18		
Immune gaze, disease, poison;		
Resist 20 necrotic, 10 acid; Vulnerable 5 radiant, 5 fire		
Saving Throws +2		
Speed 5		
Action Points 1		
⊕ Necrotic Slam (Standard; at-will) ♦ necrotic		
Reach 2; attack +8 vs. AC; 1d10+4 necrotic damage		
⊕ Acidic Slam (Standard; at-will) ♦ acid		
Reach 2; attack +8 vs. AC; 1d10+4 acid damage		
⊕ Heavy Slam (Standard; at-will) ♦ necrotic, acid		
Reach 2; Attack +8 vs. AC; 2d8+4 necrotic acid damage		
⊕ Double Slam (Standard; recharge ☹☹☹)		
Flowing Death makes an Acidic Slam and a Necrotic Slam attack; on hit each attack also deals 2 ongoing acid or necrotic damage as appropriate (save ends)		
↔ Bloodied Divide (Immediate Reaction) ♦ when bloodied		
Burst 2; attack +6 vs. Reflex; 1d10+4 necrotic acid damage; Flowing death splits into 2 medium sized Oozes (one Acid and one Necrotic) each with half the remaining HPs of the Flowing Death when bloodied. These 2 Oozes only have their basic attack and Flowing Form abilities		
Flowing Form (Move; at-will)		
Flowing Death shifts 3 squares as a move action		
Alignment Unaligned		Languages
Str 18 (+6)	Dex 14 (+4)	Wis 12 (+3)
Con 16 (+5)	Int 8 (+1)	Cha 8 (+1)

A Flowing Death is a large undulating mass of necrotic and elemental energy that can result from an elemental dying in the Shadowfell. The strange properties of the Shadowfell twist the elementals form fusing it with ribbon like strands of necrotic energy, giving the creature a strange mottled appearance of black and the original colour of the elemental.

The stats presented above are for an acid based ooze, this can be freely changed to any other element type depending on the original base creature. This will also change the resistances and may change the vulnerabilities.

When subjected to enough damage the forces holding the two elements together break down and the creature splits into two independent oozes, one of each element. Unlike normal oozes the two halves will never rejoin.

Heavy Skeleton	Level 3 Brute
Medium Natural Animate (undead)	XP 150
Initiative +4	Senses Perception +1, darkvision
HP 54; Bloodied 27	
AC 15; Fortitude 16, Reflex 16, Will 13	
Immune disease, poison;	
Resist 10 necrotic; Vulnerable 5 radiant	
Speed 5	
⊕ Club Swing (Standard; at-will)	
Attack +6 vs. AC; 1d10+3 damage; on hit Skeleton gains 2 temporary HPs	
⊕ Heavy Swing (Standard; at-will)	
Attack +6 vs. AC; 2d6+3 damage; on hit target is pushed 1 square	
⊕ Get Out Of My Way (Standard; encounter)	
Attack +5 vs. Fortitude; target is pushed 2 squares; hit or miss Heavy Skeleton may charge a secondary target within range	
Speed of the Dead	
Skeleton gains +2 to hit on opportunity attacks	
Alignment Unaligned	Languages
Str 17 (+4)	Dex 16 (+4)
Con 14 (+3)	Int 3 (-3)
	Wis 10 (+1)
	Cha 8 (+0)
Equipment improvised greatclub	

Heavy skeletons are the animated remains of barbarians, usually goliaths, half orcs, humans or dwarves. In most respects they are similar to standard skeletons with the exception that they have retained the rudiments of their combat prowess and try to maintain similar tactics in undeath as they employed in life.

Wraithkind Memotic		Level 10 Elite Controller
Medium Shadow Humanoid (undead)		XP 1,000
Initiative +9	Senses Perception +8, darkvision	
Aura of Despair (necrotic, fear) aura 5; all living creatures inside aura take a -2 penalty to attack rolls and Will defence		
HP 216; Bloodied 108; see Retreat to the Veil		
AC 26; Fortitude 23, Reflex 26, Will 24		
Immune disease, poison;		
Resist 15 necrotic; Vulnerable 5 radiant		
Saving Throws +2		
Speed fly 7 (hover)		
Action Points 1		
Ⓣ Chill Hand of Fear (Standard; at-will) ♦ necrotic		
Attack +14 vs. Fortitude; 1d8+3 necrotic damage; on hit target loses 1 healing surge		
✂ Ghosts of the Past (Standard; at-will) ♦ necrotic		
Range 10; attack +14 vs. Will; 1d10+6 necrotic damage; on hit target is dazed (save ends)		
✂ Ghosts of Mad Ranting (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ necrotic		
Range 10; attack +14 vs. Will; 2d6+6 necrotic damage; on hit target is stunned (save ends)		
✂ Life to Unlife (Standard; encounter) ♦ necrotic, healing		
Area burst 2 within 15; attack +12 vs. Fortitude; 3d6+6 necrotic damage; on hit target is weakened until the end of its next turn; Wraith heals 15 HPs for each creature hit		
Walking Through the Veil (Minor; recharge Ⓜ:Ⓜ:Ⓜ:)		
Wraith becomes insubstantial and gains the phasing trait until the end of its next turn		
Retreat to the Veil (Immediate Reaction) ♦ when bloodied		
Walking through the Veil power recharges and is activated as an immediate free action		
Alignment Chaotic Evil		Languages common
Skills History +16, Insight +13, Intimidate +14		
Str 16 (+8)	Dex 18 (+9)	Wis 16 (+8)
Con 20 (+10)	Int 22 (+11)	Cha 18 (+9)

Wraithkind are rare creatures usually created when the energies that form a wraith are interfered with in some way. The result is a creature made from solid shadow, only able to become insubstantial for very short periods of time. These wretched creatures have all the anger and hatred of wraiths but maintain memories and a twisted abstraction of their living personality.

Wraithkind Memotics have the ability to warp an enemies own memories and thoughts against them. Just being in close proximity to a Memotic causes living creatures to become disorientated as old, usually painful memories continually spring to the front of their minds. The Ghosts of the Past and Ghosts of Mad Ranting powers each contort the targets own memories and beliefs into painful images that disable them until they can dismiss them from their surface thoughts.

Pit Horror	Level 9 Lurker
Large Shadow Beast (undead)	XP 400
Initiative +13	Senses Perception +7, tremorsense 10
Leeching Aura (necrotic) aura 2; All creatures entering or starting their turn inside aura take 5 necrotic damage, Pit Horror regains HP's equal to the amount damage taken	
HP 78; Bloodied 39	
AC 23; Fortitude 21, Reflex 22, Will 21	
Immune disease, poison;	
Resist 10 necrotic; Vulnerable 5 radiant	
Speed 2, spiderclimb 2	
⬇ Tendril Lash (Standard; at-will) ♦ necrotic	
Reach 2; attack +14 vs. AC; 1d8+5 necrotic damage	
↔ Tendril Grab (Standard; at-will)	
1 creature inside Burst 10; attack +12 vs. Reflex; 1d8+5 necrotic damage; on hit target is grabbed (escape ends)	
⬇ Tendril Pull (Minor; at-will) ♦ necrotic, 1/round per target	
Target must be grabbed at start of Pit Horror's turn; attack +12 vs. Fortitude; 1d4+2 necrotic damage; on hit target is pulled 3 squares; on miss target is pulled 1 square	
⬇ Tendril Crush (Standard; recharge ⓂⓂ) ♦ necrotic	
Target must be grabbed at start of Pit Horror's turn; attack +12 vs. Fortitude; 2d8+5 necrotic damage; on hit target is dazed (save ends)	
⬇ Ripping Bite (Standard; at-will)	
Attack +14 vs. AC; 2d6+5 damage; if the target is currently grabbed by the Pit Horror it takes an additional 1d6 damage	
Grounded	
Any effect that would push, pull or slide Pit Horror is reduced by 6 squares; Pit Horror cannot be knocked prone	
Alignment Unaligned	Languages
Skills Athletics +12, Stealth +14	
Str 16 (+7)	Dex 20 (+9)
Con 18 (+8)	Int 3 (+0)
	Wis 16 (+7)
	Cha 3 (+0)

Pit Horrors are patient opportunists that usually choose to hide in pits or alcoves waiting for targets to approach within range. Due to their slow movement and natural affinity for dark crevasse Pit Horrors are sometimes adopted by creatures making underground lairs, as long as they are kept fed the pit horrors can function as a living traps, dragging trespassers to their doom.

Poison Bound Skeleton		Level 12 Elite Brute
Medium Natural Animate (undead)		XP 1,400
Initiative +9	Senses Perception +10, darkvision	
Poisonous Cloud (poison) aura 3; All creatures entering or starting their turn inside aura take 5 poison damage; this increases to 10 poison damage when bloodied		
HP 298; Bloodied 149; see Blooded Release		
AC 26; Fortitude 27, Reflex 23, Will 26		
Immune charm, disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
Saving Throws +2		
Speed 6		
Action Points 1		
⚔ Raking Claw (Standard; at-will)		
Attack +15 vs. AC; 2d6+6 damage; on hit secondary attack +13 vs. Fortitude; on hit target loses 1 healing surge		
⚔ Double Rake (Standard; at-will)		
Poison Bound Skeleton makes 2 Raking Claw attacks		
⚔ Piercing Strike (Standard; recharge ⚔:⚔:⚔) ♦ poison		
Attack +13 vs. Reflex; 1d10+6 damage; on hit secondary attack +15 vs. Fortitude; 3d6+4 poison damage; on hit target is slowed and takes a -2 penalty to Fortitude defence (save ends both)		
↩ Poisonous Breath (Standard; encounter) ♦ poison		
Close blast 5; attack +12 vs. Fortitude; 3d6+4 poison damage; on hit target loses 1 healing surge		
Bloodied Release (Immediate Reaction) ♦ when bloodied		
When bloodied Poisonous Cloud (aura) damage increases from 5 to 10		
Speed of the Dead		
Poison Bound Skeleton gains a +4 bonus to hit on opportunity attacks		
Alignment Unaligned		Languages
Skills Endurance +15, Acrobatics +14		
Str 22 (+12)	Dex 16 (+9)	Wis 18 (+10)
Con 19 (+10)	Int 10 (+6)	Cha 3 (+2)

Poison Bound Skeletons are tall and thin with glowing green eyes and clean elegant bones. They are surrounded by a thin green mist that seems to wrap itself around the skeletons bones and twist outward for 15ft in unnatural wispy tendrils.

Whenever the skeleton attacks there is a very slight delay before the poison mist follows and surrounds the wound. When destroyed the skeleton falls to the ground and the mist lingers in the shape of the skeleton for a second or two before dissipating.

Rage Zombie	Level 9 Brute
Large Natural Animate (undead)	XP 400
Initiative +7	Senses Perception +6, darkvision
HP 118; Bloodied 59; see Bloodied Rage	
Regeneration 5 (does not regenerate next turn if it takes Radiant damage)	
AC 21 (17); Fortitude 22, Reflex 21, Will 20	
Immune disease, poison;	
Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
⊕ Hulking Slam (Standard; at-will)	
Reach 2; attack +12 vs. AC; 2d6+5 damage	
⊕ Crushing Fist (Standard; at-will)	
Reach 2; attack +10 vs. Fortitude; 2d8+5 damage; on hit target is grabbed and takes 5 ongoing damage (escape ends, target takes a -3 penalty to escape checks)	
⊕ Drop Kick (Standard; at-will) ♦ grabbed target only	
Target must be grabbed at start of Zombies turn; attack +10 vs. Fortitude; 3d8+5 damage; on hit target is pushed 1d4+2 squares knocked prone and dazed (save ends); on miss target takes half damage is pushed 1 square and knocked prone	
Bloodied Rage ♦ while bloodied	
While bloodied Zombie takes a -4 penalty to AC and gains a +2 bonus to attack rolls and a +4 bonus to damage rolls	
Alignment Unaligned	Languages crude common
Skills Athletics +14, Endurance +13	
Str 20 (+9)	Dex 16 (+7)
Con 18 (+8)	Int 3 (+0)
	Wis 15 (+6)
	Cha 3 (+0)

Rage Zombies are usually animated Ogres, Trolls or other large humanoids. The one trait all Rage Zombies have in common is their lack of subtlety, they will always rush into combat grabbing their enemies and kicking them towards natural hazards or away from their allies.

As their name suggests Rage Zombies become even more dangerous when bloodied, throwing caution to the wind and dropping their guard in favour of accuracy and hitting power. Once bloodied a Rage Zombie may not last long but it will certainly go down fighting.

Razor Wraith	Level 9 Skirmisher	
Medium Shadow Humanoid (undead)	XP 400	
Initiative +11	Senses Perception +5, darkvision	
Slicing Aura aura 1; Whenever a creature inside aura damages Razor Wraith with an attack it takes 5 damage		
HP 62; Bloodied 31		
AC 23; Fortitude 19, Reflex 22, Will 21		
Immune disease, poison;		
Resist 10 necrotic, insubstantial; Vulnerable 5 radiant		
Speed fly 6 (hover), phasing		
⚡ Painful Cut (Standard; at-will) ♦ necrotic		
Attack +12 vs. Reflex; 1d8+5 necrotic damage; on hit target is slowed (save ends)		
⚡ Lacerate Flesh (Standard; at-will) ♦ necrotic		
Attack +12 vs. Fortitude; 1d10+5 necrotic damage; on hit target takes 5 ongoing bleeding damage (save ends)		
Combat Advantage ♦ necrotic		
Razor Wraith deals an extra 1d6 necrotic damage and slides its target 1 square whenever it has combat advantage against its target		
Shadow Glide (Move; encounter)		
Razor Wraith shifts 6 squares		
Spawn Wraith		
Any humanoid killed by a wraith rises as a free-willed Razor Wraith at the start of its creators next turn, appearing in the space where it died. Raising the slain creature does not destroy the spawned Razor Wraith		
Alignment Chaotic Evil	Languages common	
Skills Stealth +14		
Str 10 (+4)	Dex 20 (+9)	Wis 12 (+5)
Con 12 (+5)	Int 8 (+3)	Cha 17 (+7)

Razor Wraiths resemble wraiths that have hundreds of sharp fragments of metal suspended in their incorporeal bodies. Every strike from a Razor Wraith includes multiple slices from its embedded razors causing its enemies to bleed and wince in pain and discomfort.

Restless Spirit		Level 3 Skirmisher
Medium Shadow Humanoid (undead)		XP 150
Initiative +4	Senses Perception +2, darkvision	
Aura of Sorrow (fear) aura 2; Living creatures inside the aura take a -2 penalty to Will defence		
HP 35; Bloodied 17		
AC 17; Fortitude 15, Reflex 16, Will 15		
Immune disease, poison;		
Resist 10 necrotic, insubstantial; Vulnerable 5 radiant		
Speed 6 phasing		
⚡ Spectral Swipe (Standard; at-will) ♦ necrotic		
Attack +6 vs. Reflex; 1d6+2 necrotic damage; on hit target loses 1 healing surge		
↔ Wail of Anguish (Standard; recharge ☹️☹️) ♦ necrotic, fear		
Close blast 3; attack +5 vs. Will; 1d10+3 necrotic damage; on hit target is immobilised (save ends)		
Phase Shift (Minor; recharge ☹️☹️)		
Restless Spirit becomes invisible until it makes its next attack		
Grateful Dead (Immediate Reaction)		
Any living creature that kills a Restless Spirit whilst inside its aura gains a +1 spirit bonus to all attacks that lasts until the end of the encounter		
Alignment Unaligned	Languages	
Str 10 (+1)	Dex 17 (+4)	Wis 12 (+2)
Con 14 (+3)	Int 14 (+3)	Cha 14 (+3)

Restless Spirits are the remains of the fallen who long only to pass on to the next life. Unfortunately their suffering and anguish denies them any way of communicating this desire other than through sharing their pain and anguish with the living. Only when finally destroyed can they pass on a brief spirit boon as a token of their gratitude.

Shadow Creeper Zombie		Level 5 Lurker
Medium Shadow Animate (undead)		XP 200
Initiative +5	Senses Perception +3, darkvision	
HP 50; Bloodied 25; see Zombie Weakness		
AC 19 (21); Fortitude 18, Reflex 17, Will 16		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4, charge 5		
⊕ Ankle Biter (Standard; at-will) ♦ necrotic		
Attack +10 vs. AC; 1d8+4 necrotic damage; on hit secondary attack +8 vs. Fortitude 1d8 poison damage		
‡ Grabbed by the Ghoulies (Standard; at-will)		
Attack +8 vs. Reflex; 1d8+4 damage; on hit target is grabbed (escape ends, target takes a -4 penalty to check); aftereffect target is immobilised (save ends)		
‡ Poisonous Bite (Standard; at-will) ♦ poison		
Grabbed target only; attack +8 vs. Fortitude; 2d8+4 poison damage; on hit target takes 5 ongoing poison damage (save ends), is pulled to the ground (prone) and still grabbed		
One with the Shadows ♦ shadow		
Shadow Creeper gains a +5 bonus to stealth and is considered to have concealment until it makes its first attack		
Zombie Weakness		
Any critical hit reduces the Zombie to 0 HPs, destroying it		
Always Prone		
Shadow Creeper cannot be knocked prone and gains a +2 bonus to AC from ranged attacks. Note: Creeper does not grant combat advantage for being prone and does not take a penalty to attack		
Alignment Unaligned		Languages
Skills Stealth +10 (+15), Athletics +11		
Str 18 (+6)	Dex 16 (+5)	Wis 12 (+3)
Con 14 (+4)	Int 10 (+2)	Cha 8 (+1)

Shadow Creeper Zombies are legless zombies who drag themselves along with their powerful arms. They are generally quite slow but can muster brief spurts of speed when closing in on a target. Creepers will generally prefer to attack from cover and are unnaturally stealthy, they will usually try to use any low lying undergrowth or natural cover to approach their targets, sometimes relying on more obvious allies to distract their enemies allowing them to gain an advantage.

Skeletal Spear Guard		Level 8 Skirmisher
Medium Natural Humanoid (undead)		XP 350
Initiative +8	Senses Perception +4, darkvision	
HP 92; Bloodied 46		
AC 22; Fortitude 21, Reflex 20, Will 18		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⊕ Spear Stab (Standard; at-will)		
Reach 2; attack +13 vs. AC; 1d8+4 damage		
⊖ Shifty Stab (Standard; at-will)		
Reach 2; attack +13 vs. AC; 1d8+4 damage; Skeletal Spear Guard can shift up to 2 squares before or after making the attack		
Skeletal Strike		
Skeletal Spear Guard deals an additional 1d8 damage if it has combat advantage		
Speed of the Dead		
Skeletal Spear Guard gains +4 to hit when making opportunity attacks		
Alignment Unaligned		Languages
Str 18 (+8)	Dex 18 (+8)	Wis 10 (+4)
Con 20 (+9)	Int 3 (+0)	Cha 8 (+3)
Equipment longspear		

Skeletal Spear Guards are usually found as guardians in ancient crypts and catacombs or as pikemen in undead armies. They are highly mobile and rely on Shifty Stab to gain combat advantage against their foes.

Skeletal Tomb Guardian		Level 8 Elite Soldier
Medium Natural Humanoid (undead; 4 arms)		XP 700
Initiative +8	Senses Perception +12, darkvision	
HP 176; Bloodied 88		
AC 26; Fortitude 23, Reflex 22, Will 20		
Immune disease, charm, sleep, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Saving Throws +2		
Speed 6		
Action Points 1		
⬇ Sword Slash (Standard; at-will)		
Attack +15 vs. AC; 1d8+5 damage		
⬇ Double Slash (Standard; at-will)		
Tomb Guardian makes 2 Sword Slash attacks		
⬇ Mark the Foe (Standard; at-will)		
Attack +15 vs. AC; 2d8+5 damage; on hit target is marked until the start of the Guardians next turn, and provokes an opportunity attack from the Guardian if it shifts		
↶ Whirlwind of Blades (Standard; recharge ⌚:⌚:⌚)		
Burst 1; attack +13 vs. Reflex; 2d8+5 damage; on hit target is weakened (save ends)		
Speed of the Dead		
Tomb Guardian gains +4 to hit when making opportunity attacks		
Alignment Unaligned		Languages
Skills Athletics +14, Perception +12		
Str 20 (+9)	Dex 18 (+8)	Wis 16 (+7)
Con 16 (+7)	Int 14 (+6)	Cha 10 (+4)
Equipment 2x longsword, 2x shield		

Skeletal Tomb Guardians are usually found as elite guardians in significant tombs and catacombs. They are generally stationed at the entrance to important chambers.

Note: This interpretation is significantly weaker than the level 10 Tomb Guardian presented in the MM (p235). It is my opinion that the official creature is far too powerful for its level and its XP value. I have tried to maintain the flavour whilst still presenting a balanced threat.

Spectral Strangler	Level 7 Lurker	
Medium Shadow Humanoid (undead)	XP 300	
Initiative +11	Senses Perception +8; darkvision	
Spectral Fear (fear) aura 2; enemies inside the aura take a -2 penalty to skill checks and saving throws		
HP 45; Bloodied 22		
AC 21; Fortitude 18, Reflex 20, Will 19		
Immune disease, poison;		
Resist 10 necrotic; insubstantial; Vulnerable 5 radiant		
Speed fly 7 (hover); phasing		
⬇ Spectral Swipe (Standard; at-will) ♦ necrotic		
Attack +10 vs. Reflex; 1d8+4 necrotic damage		
⬇ Throat Grab (Standard; at-will) ♦ necrotic		
Attack +10 vs. Reflex; 1d8+4 damage; on hit target is grabbed and takes 5 ongoing necrotic damage (escape ends)		
⬇ Choke Hold (Standard; at-will) ♦ necrotic, grabbed target only		
Target must be grabbed at start of Stranglers turn; attack +10 vs. Fortitude; 2d6+4 necrotic damage the grab is maintained and the target is dazed (save ends); on miss the grab is maintained		
⬇ Blackout (Standard; at-will) ♦ necrotic, Choke Hold target only		
Target must have been successfully hit by the Choke Hold power last turn; attack +10 vs. Fortitude; 2d8+4 necrotic damage; on hit the grab ends and the target is prone and unconscious (2 saves ends); on miss grab is maintained and the target is dazed (save ends)		
Invisibility (Standard; at-will) ♦ illusion		
The Strangler becomes invisible until it attacks or until it is hit by an attack; Strangler cannot use this power if it has a target grabbed		
Alignment Chaotic Evil		Languages common
Skills Insight +8, Stealth +12		
Str 12 (+4)	Dex 18 (+7)	Wis 10 (+3)
Con 14 (+5)	Int 8 (+2)	Cha 16 (+6)

Spectral Stranglers are driven by the urge to choke the life force from the living, once its target becomes unconscious it moves on to its next victim. If the spectre is threatened it will become invisible and move off, it will then try and manoeuvre itself to attack the weakest looking or most isolated target.

Thrice Cursed Crone		Level 10 Elite Controller
Medium Fey Humanoid (undead)		XP 1,000
Initiative +9	Senses Perception +13, darkvision	
Aura of Obedience aura 10; All non intelligent undead inside the aura become under the control of Crone, these undead become the Croness permanent allies. Whilst inside the aura all ally undead gain a +1 bonus to attack and damage		
HP 208; Bloodied 104		
AC 26; Fortitude 21, Reflex 24, Will 26		
Immune charm, disease, poison;		
Resist 15 necrotic; Vulnerable 10 lightning (see Broach of Substitution)		
Saving Throws +2		
Speed 5		
Action Points 1		
Ⓣ Jewelled Hat Pin (Standard; at-will) ♦ item		
Attack +15 vs. AC; 1d4+2 damage; on hit secondary attack +13 vs. Fortitude; 1d10 poison damage; on hit target is weakened (save ends)		
✂ Blast of Pure Hatred (Standard; at-will) ♦ necrotic		
Range 10/20; attack +14 vs. Reflex; 2d8+6 necrotic damage		
✂ Cursed Step (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ teleport		
Range 5; attack +14 vs. Will; 1d8+6 necrotic damage; on hit target is teleported 5 squares and slowed (save ends)		
✂ Vampiric Vortex (Standard; encounter) ♦ necrotic, healing		
Area Burst 2 within 10 squares; attack +12 vs. Fortitude; 3d6+6 necrotic damage; each target hit heals Crone for 15 HPs		
Curse of Misfortune (Minor; recharge Ⓜ:Ⓜ:) ♦ only 1 curse per turn		
Curses nearest enemy; target takes 5 necrotic damage, whenever the target rolls a D20 they roll twice and take the lowest result (save ends)		
Curse of the Lame Beggar (Minor; recharge Ⓜ:Ⓜ:) ♦ only 1 curse per turn		
Curses nearest enemy; target takes 10 necrotic damage, targets speed is reduced to half, round down (save ends, -5 penalty to save)		
Curse of Desperate Rage (Minor; recharge Ⓜ:Ⓜ:)		
Curses nearest enemy; target takes 5 necrotic damage, whenever target takes a standard action that is not a Basic Attack they take 2d6 necrotic damage (save ends, -2 penalty to save)		
Broach of Substitution ♦ item		
This magical broach switches the wearers highest vulnerability to lightning, doubling the value. (in this case turning vulnerability 5 radiant to 10 lightning)		
Fey Step (Move; encounter) ♦ teleport		
Crone may teleport 5 squares as a move action; Crone gains +2 to all defences until the end of her next turn		
Dance of the Dead (Move; encounter)		
All Undead inside Aura of Obedience may make an immediate free move action, Undead must stay within the aura during this move action		
Veil of the Day (daily) ♦ item, illusion		
This magical veil has the property of projecting the appearance of the wearer on the morning of their wedding (the item does not function if this event has not happened). This illusion is dropped if the wearer takes any aggressive action or tells a lie		
Alignment Evil		Languages common, elven, dwarven
Skills Perception +13, Insight +13, Streetwise +16, Thievery +14, Diplomacy +16, Arcana +15		
Str 14 (+7)	Dex 18 (+9)	Wis 17 (+8)
Con 16 (+8)	Int 20 (+10)	Cha 22 (+11)
Equipment jewelled hat pin, Broach of Substitution, veil of the day		

Thrice Cursed Crone potential plot

Many years ago a beautiful elven maid was courted by a member of the local nobility. The pair were very much in love but were from different social worlds. Knowing that his family would never agree to a marriage between nobility and 'forest folk' the couple arranged to elope and marry secretly in the maiden's village.

It was a beautiful summer's day when the young elven maiden went out to the shrine of Melora, the village had been talking of the wedding for weeks and a large crowd turned out to watch the ceremony. Unfortunately it never happened, the nobles father found out about the marriage the night before, through the son's best friend betraying him and sending him an anonymous letter. The son was imprisoned in the cellars of the manor house to ensure his loyalty to the family name.

The elven maiden waited for her love to arrive all day and most of the night. No one could console her grief, confusion and the shame of her being cast aside so cruelly by the man who claimed to have loved her. At midnight her heart broke and she could bear the pain no longer. She took a jewelled hatpin from her wedding bonnet and struck herself through her broken heart, collapsing dead on the ground at her wedding alter. She died that night but her spirit did not pass on, a servant of Vecna was drawn to her betrayal and bound her spirit, cursing her to wreck a terrible revenge on the family that wronged her.

That could not be achieved straight away though, the revenge would have to be dealt back ten fold, and that would take time. And anyway the servant of Vecna had many tasks that she could help with in the meantime.....

This is a pretty rough backstory but I'm sure you get the idea. This would all have happened a long time ago, and now eventually the stage is ready for revenge. The noble may have married and had children, these now have grown and the first is preparing their own wedding. What revenge could be more sweet than re-living the past? The whole family line should also pay for her pain.

The characters could get involved by being approached to look for a young noble that has gone missing, or has been killed. Or maybe the Crone contacts the characters to use them somehow in her plot.

Notes

Thrice Cursed Crone is quite a nasty adversary and has 3 curses that are quite powerful, this however is balanced by her not being that strong in a stand up fight.

She will need (and should have access to) a lot of undead support.

She is probably best used as support for multiple encounters with her slipping away to fight another day. You could maybe have something like a Lich's phylactery (a silver locket with a picture of her betrothed and a lock of his hair) which she will return to when killed. This would probably be better than relying on her escaping as PCs have a nasty habit of achieving critical hits just when you least expect it.

Roleplaying the Crone whilst in her disguised state could be quite interesting (see Veil of the Day power) as its illusionary disguise drops if she tells a lie.

Unholy Golem		Level 8 Elite Brute
Large Elemental Animate		XP 700
Initiative +2	Senses Perception +3; darkvision	
HP 220; Bloodied 110; see Life Sap		
AC 22; Fortitude 21, Reflex 17, Will 18		
Immune disease, poison, sleep;		
Resist 10 necrotic		
Saving Throws +2		
Speed 6, cannot shift		
Action Points 1		
⬇ Necrotic Slam (Standard; at-will) ♦ necrotic		
Reach 2; attack +11 vs. AC; 2d8+5 necrotic damage		
⬇ Double Slam (Standard; at-will)		
Golem makes 2 Necrotic Slam attacks		
⬇ Golem Rampage (Standard; recharge Ⓜ:Ⓜ:Ⓜ:Ⓜ:)		
The Unholy Golem moves up to its speed plus 2 and can move through enemies spaces, provoking opportunity attacks as normal. Each time it enters any creature's space it makes a Necrotic Slam attack against the creature. The target remains in its square and the Golem continues its move, Golem must end its move in unoccupied space and may only attack each target once during this action.		
⬇ Life Sap (Immediate Reaction; at-will) ♦ necrotic; only while bloodied		
While bloodied if Golem is hit by a melee attack it may make a free attack against its aggressor as an immediate reaction; attack +9 vs. Fortitude; 1d8+5 necrotic damage; on hit target loses a healing surge		
Alignment Unaligned		Languages
Str 20 (+9)	Dex 6 (+2)	Wis 8 (+3)
Con 20 (+9)	Int 3 (+0)	Cha 3 (+0)

Unholy Golems are usually the creations of evil priests and necromancers. While not exactly undead creatures at all the process of their construction draws heavily on necrotic principals and requires more than a little insight into the fashioning of undead. Mastering the creation of an Unholy Golem is considered an early indication that a necromancer is destined for great things, and will go on to forge much more refined and deadly creations.

Zombie Alchemist	Level 4 Elite Controller (Leader)	
Medium Natural Animate (undead)	XP 350	
Initiative +6	Senses Perception +4, darkvision	
Unstable Alchemy (fire, acid, thunder) aura 2; All creatures entering or starting their turn inside aura take 2 fire/acid/thunder damage		
HP 112; Bloodied 56; see Going Out with a Bang		
AC 20; Fortitude 16, Reflex 19, Will 18		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Staff Strike (Standard; at-will)		
Attack +8 vs. AC; 1d6+4 damage		
⤴ Alchemical Acid Grenade (Standard; recharge ☹️☹️) ♦ acid		
Range 10; attack +9 vs. AC; 2d6+4 acid damage; on hit target takes a -1 AC penalty (armour damage) until it is repaired during an extended rest		
⤴ Alchemical Thunder Flash Grenade (Standard; recharge ☹️☹️) ♦ thunder		
Range 10; attack +8 vs. Fortitude; 1d6+4 thunder damage; on hit target is deafened (save ends) and stunned until the end of Alchemists next turn		
✳️ Alchemical Fire Grenade (Standard; recharge ☹️☹️) ♦ fire		
Area burst 1 within 10 squares; attack +6 vs. Reflex; 1d10+4 fire damage; on hit target takes 2 ongoing fire damage (save ends)		
✳️ Big Bertha (Standard; encounter) ♦ poison		
Area Burst 3 within 10; attack +9 vs. Fortitude; 2d6+4 poison damage; on hit target is slowed (save ends)		
⬅️ Going Out with a Bang (Immediate Reaction) ♦ fire, acid, thunder		
On death the Alchemists bag ruptures causing a arcane explosion; Burst 3; attack +6 vs. Reflex; 1d10+2 fire/acid/thunder damage		
Alignment Unaligned	Languages common	
Skills Endurance +10, Athletics +9, Arcana +8		
Str 14 (+4)	Dex 18 (+6)	Wis 14 (+4)
Con 16 (+5)	Int 12 (+3)	Cha 12 (+3)
Equipment staff, bag of alchemical grenades		

The Zombie Alchemist is an intelligent undead who continues his mad alchemical research beyond death. He is surrounded by a colourful, sparkling and dangerous alchemical aura that damages anything that gets too close to him. His bag of unstable alchemical grenades will cause a nasty surprise to anyone near him when he is defeated.

The Alchemist will usually be encountered leading a group of undead either in his laboratory or out in the field collecting ingredients or test subjects.

Zombie Needle Horror		Level 6 Skirmisher
Medium Natural Animate (undead)		XP 250
Initiative +7	Senses Perception +9; darkvision	
HP 72; Bloodied 36; see Zombie Weakness		
AC 20; Fortitude 18, Reflex 19, Will 16		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⬇ Needle Stab (Standard; at-will)		
Attack +11 vs. AC; 1d10+4 damage		
⬇ Mobile Needle Stab (Standard; at-will)		
Needle Horror may move up to 6 squares and make a Needle Stab attack at any point, this movement does not provoke opportunity attacks for moving away from the target		
✂ Needle Toss (Standard; at-will) ♦ poison		
Range 10; Attack +9 vs. Reflex; 1d6+4 poison damage; on hit target is slowed (save ends)		
⚡ Frenzied Stabbing (Standard; encounter)		
Burst 1; enemies only; attack +8 vs. Reflex; 2d6+3 damage		
Zombie Weakness		
Any critical hit reduces the Zombie to 0 HPs, destroying it		
Sharing the Needle ♦ poison		
If Needle Horror hits with a melee attack against an opponent granting it combat advantage the target also takes 5 ongoing poison damage (save ends)		
Alignment Unaligned	Languages	
Skills Stealth +12, Perception +9		
Str 16 (+6)	Dex 19 (+7)	Wis 12 (+4)
Con 16 (+6)	Int 8 (+2)	Cha 8 (+2)

Zombie Needle Horrors resemble lean and lithe zombies and usually travel in small packs, treading lightly and silently looking for prey to feed upon. Needle Horrors are unusual in the way that they have a little more self awareness than standard zombies and form small social groups, all of which attach long metal pins, stakes or thin blades to their hands, elbows and knees giving them their distinct appearance.

They are usually reanimated from elven stock, though they will accept any zombie to their pack that has enough self awareness to alter its form enough to fit in, and can move freely and quietly enough not to hinder the rest of the group.

Zombie Ripper		Level 6 Brute
Medium Natural Animate (undead)		XP 250
Initiative +5	Senses Perception +4, darkvision	
HP 86; Bloodied 43; see Zombie Weakness		
AC 18; Fortitude 19, Reflex 17, Will 16		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4, charge 6		
⊕ Zombie Swipe (Standard; at-will)		
Attack +9 vs. AC; 1d10+4 damage		
⊕ Charging Slam (Standard; at-will) ♦ charge attack only		
Attack +10 vs. AC; 2d6+4 damage; on hit target is pushed 2 squares and knocked prone		
⊕ Ripping Claws (Standard; recharge ☹️☹️☹️)		
Attack +7 vs. Reflex; 2d8+4 damage; on hit target takes 2 ongoing bleeding damage (save ends)		
Out For Blood		
Zombie Ripper gains +2 to hit a bloodied target		
Zombie Weakness		
Any critical hit reduces the Zombie to 0 HPs, destroying it		
Alignment Unaligned		Languages
Str 19 (+7)	Dex 14 (+5)	Wis 12 (+4)
Con 16 (+6)	Int 4 (+0)	Cha 3 (-1)

Zombie Rippers are identified by their large clawed hands stained red with blood. They are bloodthirsty and savage and seem to delight in charging into combat and tearing their victims to shreds with their bare hands. Rippers are drawn to the sight and smell of blood and will mercilessly prey on bloodied opponents, sometimes exposing themselves to greater dangers in their eagerness to cull the weak.

Zombie Swarm		Level 6 Brute
Huge Natural Animate (undead)		XP 250
Initiative +6	Senses Perception +5, darkvision	
Punching Mass aura 1; Zombie Swarm makes a free Zombie Swipe attack against each enemy that starts its turn inside the aura		
HP 82; Bloodied 41		
AC 18; Fortitude 19, Reflex 18, Will 17		
Immune disease, poison;		
Resist 10 necrotic; half damage from melee & ranged attacks;		
Vulnerable 5 radiant, 10 close & area effects		
Saving Throws see Swarm Stability		
Speed 4		
⊕ Zombie Swipe (Standard; at-will)		
Attack +9 vs. AC; 1d10+4 damage		
⊕ Zombie Grab (Standard; at-will)		
Attack +7 vs. Reflex; 2d6+4 damage; on hit target is grabbed (escape ends)		
⊕ Swallowed By the Crowd (Standard; at-will) ♦ grabbed target only		
Target must be grabbed at start of Zombie Swarms turn; attack +7 vs. Fortitude; on hit target is pulled into the centre square of the Zombie Swarm, is restrained and takes 10 ongoing damage (until escape, target takes a -5 penalty to escape checks); Whilst Zombie Swarm has a target restrained it cannot move or make attacks other than those granted by its Punching Mass aura		
Swarm Stability		
Zombie Swarm reduces all push, pull and slide effects targeting it by 3 squares, and is only affected by ongoing status effects from area or burst powers		
Alignment Unaligned	Languages	
Skills Endurance +9		
Str 19 (+7)	Dex 16 (+6)	Wis 14 (+5)
Con 12 (+4)	Int 3 (-1)	Cha 3 (-1)

Zombie Swarms represent mobs of zombies roaming around in packs. They will try and grab a target then pull it in and surround it to feed, only when a captured victim has been completely dismembered will the swarm move on to its next target. Once a Zombie Swarm has a target restrained it loses interest in everything else, only swiping at anything that could interfere with its feeding frenzy.

Section 2

Themed Undead

Bat Master and Giant Bat Wights

The Bat Master is a corrupted cleric of Merlora who has transformed himself into a minor Lich. Through his lifetimes knowledge, some divine tinkering and some ancient Fey lore he has discovered a way to communicate and control bats and bat spirits. Through dark rituals and pacts with creatures resident in the Shadowfell he has created a new form of Wight, the Giant Bat Wight.

Pity the fools that meddle in the affairs of the Bat Master, he is surrounded by his pets and creations and he guards a lifetimes research into the grey area between nature and necromancy.

Bat Master	Level 4 Elite Controller (Leader)	
Medium Shadow Humanoid (undead)	XP 350	
Initiative +4	Senses Perception +11, darkvision	
Cloak of Shadows aura 3; Bat Master and all allies inside aura gain a +2 bonus to all defences against attacks from outside the aura		
HP 112; Bloodied 56		
AC 20; Fortitude 16, Reflex 18, Will 19		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Mace Strike (Standard; at-will)		
Attack +9 vs. AC; 1d8+2 damage; on hit 1 ally within 5 squares may make an immediate saving throw against 1 ongoing effect or gain 5 temporary HPs		
✂ Push Through Shadow (Standard; at-will) ♦ necrotic, teleport		
Range 10; attack +8 vs. Fortitude; 1d10+4 necrotic damage; on hit teleport target 5 squares		
✂ Binding Blast (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ necrotic		
Area burst 1 within 10; enemies only; attack +7 vs. Reflex; 1d6+4 necrotic damage; on hit target is immobilised (save ends)		
Bat Manoeuvres (Move; at-will)		
Target ally Bat that Bat Master can see may make an immediate move action		
Bat Attack (Standard; at-will)		
2 target Bats within 5 squares may make an immediate basic attack		
Bat Form (Standard; at-will) ♦ polymorph		
Bat Master transforms into a giant bat and gains a fly speed of 6 (hover), while in this form the Bat Master's Cloak of Shadows is suppressed and it can only use its Bat Manoeuvres and Bat Attack powers; Bat Master can transform back into its original form as a minor action		
Alignment Unaligned		Languages common, abyssal
Skills Nature +11, Religion +8, Stealth +9, Dungeoneering +11		
Str 14 (+4)	Dex 15 (+4)	Wis 18 (+6)
Con 16 (+5)	Int 12 (+3)	Cha 16 (+5)
Equipment holy symbol, light armour, mace		

Giant Bat Wight		Level 2 Skirmisher
Small Natural Beast (undead)		XP 125
Initiative +6	Senses Perception +8, blindsight 10	
HP 34; Bloodied 17		
AC 16; Fortitude 13, Reflex 15, Will 14		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 2, fly 6 (hover)		
⬇ Draining Bite (Standard; at-will) ♦ necrotic		
Attack +7 vs. AC; 1d6+3 necrotic damage; on hit target loses a healing surge		
⬇ Flyby Attack (Standard; at-will)		
Giant Bat Wight may fly up to 6 squares and make 1 Draining Bite attack at any point, the Bat does not provoke opportunity attacks when moving away from the target of its attack		
Alignment Unaligned		Languages
Skills Stealth +9		
Str 12 (+2)	Dex 16 (+4)	Wis 14 (+3)
Con 10 (+1)	Int 3 (-3)	Cha 3 (-3)

These small grey undead predators flit and twitch on white leathery wings of flesh. For undead creatures they are surprisingly agile and manoeuvrable.

Giant Bat Wight Swarm		Level 3 Skirmisher
Large Natural Beast (undead)		XP 150
Initiative +6	Senses Perception +8, blindsight 10	
Swarm of Wings aura 1; The area inside the aura is considered difficult terrain; the Swarm makes a free Mass of Wings attack against each enemy that starts its turn inside the aura		
HP 44; Bloodied 22		
AC 17; Fortitude 14, Reflex 16, Will 15		
Immune disease, poison;		
Resist 10 necrotic, half damage from melee & ranged attacks;		
Vulnerable 5 radiant, 5 close & area attacks		
Speed 2, fly 6 (hover)		
⬇ Draining Bite (Standard; at-will) ♦ necrotic		
Attack +8 vs. AC; 1d6+3 necrotic damage; on hit target loses a healing surge		
⬇ Mass of Wings (Standard; at-will)		
Attack +6 vs. Fortitude; 1d4+2 damage; on hit target takes a -1 penalty to attack rolls until the end of their next turn		
Alignment Unaligned		Languages
Skills Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 12 (+2)	Int 3 (-3)	Cha 3 (-3)

When large numbers of Giant Bat Wights congregate their behaviour undergoes a subtle shift, they become pack hunters and move and act seemingly with one mind forming terrifying white flapping swarms. Creatures that get too close soon find themselves ducking for cover against a barrage of flapping wings and the occasional nasty bite.

Tattered Champion and Hungry Tatters

Victims of a disease known only as “The Hunger” a lone champion and his fellow infected stalk the darkness hunting for fresh flesh. Desperate and unyielding they live to feed and increase their ranks by spreading their horrible disease.

The Champion is wise enough not to risk his own life recklessly and if threatened he may try to slip away in order to bolster his troops numbers. He may also try to capture and imprison his infected victims until they succumb to the “The Hunger” and join his army as fresh Hungry Tatters.

Tattered Champion	Level 4 Elite Soldier (Leader)	
Medium Natural Humanoid (undead)	XP 350	
Initiative +4 Senses Perception +4, darkvision		
HP 112; Bloodied 56; see Bloodied Vomit		
AC 22; Fortitude 19, Reflex 17, Will 16		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant, 5 fire		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Sword Swing (Standard; at-will)		
Attack +11 vs. AC; 1d8+4 damage		
⊕ Swing and Bite (Standard; at-will)		
Attack +11 vs. AC; 1d8+4 damage; on hit secondary (bite) attack +9 vs. Reflex; 1d8+4 damage; on hit target contracts The Hunger (disease), see Disease Track for initial effect		
⊕ Going for the Throat (Standard; encounter)		
Attack +10 vs. Reflex; 3d6+4 damage; Champion takes a -4 penalty to AC until the start of its next turn; on hit target contracts The Hunger (disease), see Disease Track for initial effect		
↩ Motivating the Mob (Move; recharge ⓂⓂⓂ)		
Burst 10; all Tatter allies inside burst may shift 2 squares and gain +1 AC until the start of Champions next turn		
↩ Bloodied Vomit (Immediate Reaction; encounter) ♦ necrotic, when bloodied		
When bloodied Champion coughs and sprays out a blast of bloody vomit; close blast 3; attack +8 vs. Fortitude; 1d8+4 necrotic damage; on hit target takes 2 ongoing necrotic damage (save ends)		
Alignment Unaligned		Languages common
Skills Endurance +10, Athletics +11		
Str 18 (+6)	Dex 14 (+4)	Wis 15 (+4)
Con 16 (+5)	Int 8 (+1)	Cha 10 (+2)
Equipment damaged heavy armour, buckled shield, notched longsword		

Hungry Tatters		Level 3 Minion
Medium Natural Humanoid (undead)		XP 37
Initiative +3	Senses Perception +3, darkvision	
HP 1; a missed attack never damages a minion.		
AC 17; Fortitude 16, Reflex 15, Will 15		
Immune disease, poison;		
Resist 5 necrotic		
Speed 7		
⊕ Desperate Grab (Standard; at-will)		
Attack +6 vs. Reflex; 3 damage and target is grabbed (escape ends)		
⊖ Very Hungry (Standard; at-will)		
Grabbed target only; attack +7 vs. Fortitude; 4 damage; on hit target contracts The Hunger (disease)		
Mob Tactics		
Hungry Tatter gains a +1 to hit with Desperate Grab attacks for each Tatter ally adjacent to target		
Alignment Unaligned		Languages
Str 16 (+4)	Dex 15 (+3)	Wis 14 (+3)
Con 14 (+3)	Int 13 (+2)	Cha 10 (+1)

The Hunger (level 4 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

16 or less = worsen
 17 to 22 = maintain
 23 plus = improve

Effect Track

-2	Cured	You no longer suffer from the disease.
-1	Feeling much better, your wounds still feel slightly tender but they are not hindering you in any way.	You regain the use of all lost healing surges.
Initial	Nasty red ringed marks and slightly swollen bruises where you were bitten, you have a lingering mild headache.	Lose a healing surge that cannot be regained until you reach -1 on the disease track.
+1	Your bite wounds start to fester and itch, your headache worsens and occasionally makes you wince in pain.	Lose an additional healing surge that cannot be regained until you reach Initial on the disease track. You take a -1 penalty to your will defence.
+2	You have a constant throbbing headache, your wounds have filled with a yellow puss and are so itchy that you have the constant urge to scratch them. You start to find it difficult to concentrate on any task and you have the occasion odd flash of hunger when you look at any living creature.	Lose an additional 2 healing surges that cannot be regained until you reach +1 on the disease track. You take a -2 penalty to your Will defence.
+3	Things seem a lot more straight forward now. You must feed on living flesh, those people around you look tasty so you had better start with them.	You become a hostile undead. Lose all healing surges, gain resistance 10 necrotic and vulnerability 5 radiant, also gain a bite attack ½ level + Dex or Str vs. AC; 1d8+Dex or Str damage; on hit target contracts The Hunger.

Slaughterborn Spirit and Slaughterborn Spirit Gatherer

Slaughterborn Spirits are the result of people killed by a slaughter cult of Orcus. These small cults receive a dark blessing from their God who grants their weapons the ability to create Slaughterborn Spirits for one night. The cultists are given a target, usually a small hamlet or village, they then sweep into the location after dark killing as many people as possible before fleeing into the night.

Twenty four hours later their victims rise as Slaughterborn Spirits ready to follow Orcus's bidding. Usually the night after their creation a Slaughterborn Spirit Gatherer will arrive at the location to lead them on to their ultimate target, more often than not a temple of the Raven Queen.

Slaughterborn Spirit	Level 3 Skirmisher	
Medium Shadow humanoid (undead)	XP 150	
Initiative +6	Senses Perception +2	
HP 30; Bloodied 15; see Bloodied Despair		
AC 17; Fortitude 14, Reflex 16, Will 16		
Immune disease, poison;		
Resist insubstantial		
Speed 6, fly 6 (hover), phasing		
⊕ Ethereal Swipe (Standard; at-will) ♦ necrotic		
Attack +6 vs. Reflex; 1d8+3 necrotic damage; on hit target takes a -2 penalty to Will until the end of Spirits next turn		
↖ Bloodied Despair (Immediate Reaction; encounter) ♦ when first bloodied		
When bloodied Spirit howls in pain and despair; burst 3; attack +5 vs. Will; on hit target is dazed and takes 2 ongoing necrotic damage (save ends both)		
Drift of the Dead (Move; at-will)		
Spirit may shift 3 squares as a move action and may move through enemy squares but cannot end its turn in an occupied square		
Alignment Unaligned	Languages common	
Skills Intimidate +9, Stealth +9		
Str 12 (+2)	Dex 16 (+4)	Wis 12 (+2)
Con 8 (+0)	Int 10 (+1)	Cha 16 (+4)

Slaughterborn Spirits are white or grey translucent humanoids, their faces twisted and contorted in fear and panic. With no memory of their past life and marked by Orcus they make excellent expendable foot troops, ideal for random attacks on unsuspecting towns and cities.

Slaughterborn Spirit Gatherer Level 5 Elite Controller (Leader)		
Large Natural Humanoid (undead)		XP 400
Initiative +4	Senses Perception +8	
Gather Souls aura 10; Every time a creatures inside the aura dies the Spirit Gatherer gains 1 soul spark		
Soul Shield (necrotic, when bloodied) aura 2; When bloodied all creatures entering or starting their turn inside aura take necrotic damage equal to the number of Soul Sparks the Soul Gatherer possesses		
HP 128; Bloodied 64; see Soul Shield		
AC 21; Fortitude 19, Reflex 17, Will 20		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Saving Throws +2		
Speed 5		
Action Points 1		
⚔ Clawed Swipe (Standard; at-will)		
Reach 2; attack +10 vs. AC; 1d10+2 damage		
✂ Chill the Soul (Standard; at-will) ♦ necrotic		
Range 10; attack +9 vs. Fortitude; 2d6+4 necrotic damage; on hit target is slowed and takes 5 ongoing necrotic damage (save ends both)		
↔ Marshal Souls (Minor; at-will) ♦ 1/round		
Burst 3; slide all undead allies inside burst 1 square		
✖ Blast of Fear (Standard; recharge [⚔][⚔][⚔]) ♦ fear, necrotic		
Area burst 2 within 15; enemies only; attack +9 vs. Will; 1d6+4 necrotic damage; on hit target is immobilised and takes a -2 penalty to attack (save ends both)		
Consume Soul (Minor; at-will) ♦ 1/round		
Spirit gatherer may consume a number of Soul Sparks to receive one of the following benefits:		
1 spark: gain a +2 bonus to its next attack roll this turn		
2 sparks: gain a +2 bonus to all defences until the start of its next turn		
3 sparks: gain a +5 necrotic damage bonus to all attacks until the start of its next turn		
4 sparks: regain 30 HPs		
5 sparks: gain an action point		
Soul Sparks		
The Soul Gatherer starts the encounter with 1d4 Soul Sparks		
Alignment Evil		Languages common
Skills Endurance +10		
Str 14 (+4)	Dex 15 (+4)	Wis 12 (+3)
Con 16 (+5)	Int 12 (+3)	Cha 18 (+6)

Spirit Gatherers stand around ten foot tall and resemble the skeletons of Ogres or Giants. They are shrouded in a tough translucent layer of skin under which bobbing balls of soul energy of differing colours bounce and shift about casting an eyrie shifting light as they move.

Battlefield Ghosts

These are the restless spirits of soldiers slain on the field of battle, either during heroic last stands or particularly gruesome slaughters. Something about themselves or the battle they took part in hangs unresolved and these remnants linger, yearning for some sort of victory or the rallying cry of peace. Unfortunately until some external force can interpret their desires and act upon them they are caught in a cycle of assault and death, night after bloody night.

Maybe a battle standard lies buried and broken somewhere on the battle site and it needs to be returned to the marshalling point on the brow of a low hill. The ghosts of the enemy guard its location and prize it, they will zealously guard it against theft.

Battlefield Ghost		Level 5 Soldier
Medium Shadow Humanoid (undead)		XP 200
Initiative +6	Senses Perception +7; darkvision	
HP 40; Bloodied 20		
AC 21; Fortitude 18, Reflex 17, Will 17		
Immune disease, poison; Resist insubstantial		
Speed fly 6 (hover); phasing		
⊕ Ghostly Sword (Standard; at-will) ♦ necrotic		
Attack +10 vs. Reflex; 1d8+4 necrotic damage; on hit target is marked until the start of Ghosts next turn		
⊕ Strike of Horror (Standard; encounter) ♦ necrotic, fear		
Attack +10 vs. Will; 1d6+4 necrotic damage; on hit target is slowed and takes a -2 penalty to attack rolls (save ends both)		
Ghostly Tactics		
Battlefield Ghost gains combat advantage against any target that has another Battlefield Ghost adjacent to it		
Alignment Any		Languages common
Skills History +7		
Str 17 (+5)	Dex 14 (+4)	Wis 11 (+2)
Con 12 (+3)	Int 10 (+2)	Cha 16 (+5)

Battlefield Ghost Archer		Level 5 Artillery
Medium Shadow Humanoid (undead)		XP 200
Initiative +5	Senses Perception +2	
HP 32; Bloodied 16		
AC 17; Fortitude 17, Reflex 18, Will 17		
Immune disease, poison; Resist insubstantial		
Speed fly 6 (hover); phasing		
⊕ Ghostly Sword (Standard; at-will) ♦ necrotic		
Attack +8 vs. Reflex; 1d8+2 necrotic damage		
⌘ Ghostly Arrow (Standard; at-will) ♦ necrotic		
Range 20/40; attack +10 vs. Reflex; 1d10+4 damage		
⌘ Frightening Shot (Standard; encounter) ♦ necrotic, fear		
Range 20; attack +10 vs. Fortitude; 1d8+4 necrotic damage; on hit target is immobilised (save ends)		
Alignment Any		Languages common
Skills History +7		
Str 14 (+4)	Dex 18 (+6)	Wis 11 (+2)
Con 12 (+3)	Int 10 (+2)	Cha 16 (+5)

Unstable Blood Zombies

Some strains of disease that infect the undead are more dangerous than others. One particular strain is known as Unstable Blood. Creatures afflicted with this disease become unstable when damaged as their blood mutates and boils until their flesh can withstand the pressure no longer and the creature explodes in a mess of blood and gore.

Unstable Blood Zombie		Level 5 Brute
Medium Natural Animate (undead)		XP 200
Initiative +4	Senses Perception +3, darkvision	
HP 74; Bloodied 37; see Unstable Blood		
AC 17; Fortitude 18, Reflex 17, Will 16		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4, charge 6		
⊕ Zombie Slam (Standard; at-will)		
Attack +8 vs. AC; 2d6+4 damage		
⊕ Zombie Grab (Standard; at-will)		
Attack +6 vs. Reflex; on hit target is grabbed (escape ends, target takes -5 penalty to escape checks)		
⊕ Infectious Bite (Standard; at-will) ♦ grabbed target only		
Target must be grabbed at start of Zombies turn; attack +6 vs. Fortitude; 2d8+4 damage; on hit target contracts Unstable Blood disease (see notes)		
Unstable Blood ♦ necrotic, while blooded & on death		
While bloodied the Zombies blood starts to boil and mutate; at the start of its turn roll a d6, on a 6 the zombie explodes destroying it, also on death the Zombie explodes; Burst 1; attack +5 vs. Reflex; 1d6+2 necrotic damage; on hit target contracts Unstable Blood disease (see notes)		
Zombie Weakness		
If subject to a critical hit Zombie is immediately destroyed, also see Unstable Blood		
Alignment Unaligned	Languages	
Skills Athletics +11		
Str 18 (+6)	Dex 14 (+4)	Wis 12 (+3)
Con 14 (+4)	Int 3 (-2)	Cha 3 (-2)

Unstable Blood Zombies look and act very similarly to regular zombies until they become bloodied and their diseased blood starts to contort and mutate their bodies in the few moments before they explode.

Unstable Eruption Zombie		Level 6 Artillery
Medium Natural Animate (undead)		XP 250
Initiative +7	Senses Perception +10; darkvision	
HP 58; Bloodied 29; see Unstable Blood		
AC 18; Fortitude 18, Reflex 19, Will 17		
Immune disease, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
⚔ Zombie Slam (Standard; at-will)		
Attack +11 vs. AC; 1d8+2 damage		
☞ Bloody Blast (Standard; at-will) ♦ necrotic		
Range 10; attack +11 vs. Reflex; 1d10+4 necrotic damage		
☜ Bloody Belch (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ necrotic		
Close Blast 3; attack +9 vs. Reflex; 1d6+4 necrotic damage; on hit target takes 5 ongoing necrotic damage, and secondary attack +11 vs. Fortitude; on hit target contracts Unstable Blood disease (see notes)		
Unstable Blood ♦ necrotic, while bloodied & on death		
While bloodied the Zombies blood starts to boil and mutate; at the start of its turn roll a d6, on a 6 the Zombie explodes destroying it, on death the Zombie explodes; Burst 2; attack +10 vs. Reflex; 1d8+3 necrotic damage; on hit target contracts Unstable Blood disease (see notes)		
Zombie Weakness		
If subject to a critical hit Zombie is immediately destroyed, also see Unstable Blood		
Alignment Unaligned	Languages common	
Skills Insight +10		
Str 14 (+5)	Dex 18 (+7)	Wis 14 (+5)
Con 16 (+6)	Int 6 (+1)	Cha 3 (-1)

Unstable Eruption Zombies have gained some mastery over their bloody inheritance and are able to channel their diseased blood into short range bloody blasts of infected mucus and ichor. Whatever mastery of their blood they have gained though is not sufficiently developed to control it when they become heavily damaged and their disease starts to manifest.

Unstable Blood Abomination		Level 7 Solo Brute
Huge Natural Beast (undead)		XP 1,500
Initiative +5	Senses Perception +10; darkvision	
HP 320; Bloodied 160; see Unstable blood & Bloody Mess		
AC 21; Fortitude 23, Reflex 21, Will 18		
Immune disease, poison;		
Resist 20 necrotic; Vulnerable 10 radiant		
Saving Throws +5		
Speed 5, charge 7		
Action Points 2		
⬇ Writhing Slam (Standard; at-will)		
Reach 3; attack +10 vs. AC; 2d6+5 damage		
⬇ Massive Pounding (Standard; at-will)		
Abomination makes 2 Writhing Slam attacks; if both attacks hit the same target Abomination may make an immediate Tentacle Push attack against a secondary target within reach		
⬇ Tentacle Push (Immediate Reaction; at-will) ♦ when hit by an enemy within reach		
Reach 3; attack +8 vs. Fortitude; 1d8+5 damage; on hit target is pushed 3 squares and knocked prone		
⬇ Unstoppable Force (Standard; encounter)		
Abomination moves up to 7 squares and may move through enemy squares, but must end in clear space, this movement provokes opportunity attacks as normal, Abomination makes an attack against each enemy it moves through; attack +10 vs. AC; 1d10+5 damage; on hit target is knocked prone		
↩ Furious Spin (Standard; recharge ⓂⓂⓂ) ♦ not available when bloodied		
Burst 2; attack +8 vs. Reflex; 1d10+5 damage; on hit target is pushed 2 squares and dazed (save ends)		
↩ Bloody Eruption (Standard; recharge ⓂⓂⓂ) ♦ necrotic, only available while bloodied		
Close Blast 5; attack +8 vs. Reflex; 2d6+3 necrotic damage; on hit target contracts Unstable Blood disease (see notes) and is also slowed and takes 5 ongoing necrotic damage (save ends both)		
Unstable Blood ♦ necrotic, while bloodied		
While bloodied the Abominations blood starts to boil and mutate; at the start of its turn roll a d6, on a 1 the Abomination sprays out a gout of blood; Burst 3; attack +8 vs. Reflex; 1d10+3 necrotic damage; on hit target contracts Unstable Blood disease (see notes); on a 6 the Abomination's blood congeals; Abomination takes 20 damage and is dazed until the start of its next turn		
Bloody Mess ♦ on death		
When reduced to 0 HP's Abomination collapses into a mass of flesh and blood; the next round on its initiative it rises as a Blood Ooze (see separate creature block)		
Alignment Unaligned	Languages	
Skills Athletics +13		
Str 20 (+8)	Dex 15 (+5)	Wis 14 (+5)
Con 16 (+6)	Int 3 (-1)	Cha 3 (-1)

Unstable Blood Abominations are huge masses of fleshy tentacles and bulbous fleshy sacks that are in a constant state of mutation as their disease flows through them. They are a fearsome and erratic foe, even their blood fights on after death.

Blood Ooze	Level 7 Brute
Large Elemental Beast (undead)	XP 300
Initiative +6	Senses Perception +4
HP 96; Bloodied 48; see Unstable Collapse	
AC 19; Fortitude 20, Reflex 19, Will 17	
Immune charm, disease, poison;	
Resist 10 necrotic; Vulnerable 5 radiant	
Speed 4	
Ⓣ Bloody Slam (Standard; at-will) ♦ necrotic	
Attack +10 vs. AC; 1d10+4 necrotic damage; on hit target contracts Unstable Blood Disease (see notes) and takes 5 ongoing necrotic damage (save ends)	
Flowing Form (Move; at-will)	
Blood Ooze shifts 4 squares as a move action	
Unstable Collapse ♦ while bloodied	
While bloodied Ooze starts to boil and mutate at an alarming rate, at the start of its turn roll a d6 on a 5 or 6 Ooze explodes is a shower of blood; burst 3; attack +7 vs. Reflex; 2d6+3 necrotic damage; on hit target contracts Unstable Blood disease (see notes)	
Alignment Unaligned	Languages
Skills Athletics +12, Endurance +11	
Str 18 (+7)	Dex 16 (+6)
Con 16 (+6)	Int 3 (-1)
	Wis 12 (+4)
	Cha 3 (-1)

Blood Oozes rise from the dead hulks of Unstable Blood Abominations. Instinctively knowing that their time is brief they fight fiercely trying to infect as many people as possible before their ultimate collapse.

Unstable Blood Disease (level 7 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

19 or less = worsen
 20 to 23 = maintain
 24 plus = improve

-2	Cured	
-1	Only feel pain in joints while bloodied	When bloodied infected takes a -1 penalty to all defences
Initial	Mild pain in joints that becomes worse while bloodied	Infected takes a -1 penalty to speed, while bloodied infected takes a -1 penalty to all defences
+1	Throbbing pain in joints, when bloodied you can feel the blood pounding in your body, trying to get free	Infected takes a -2 penalty to speed, while bloodied infected takes a -1 penalty to all defences and takes 2 ongoing bleeding damage (while bloodied)
+2	The pain goes away, as your nerve ending die and your flesh starts to necrotise. While bloodied your unstable blood fights to break free	Infected takes a -2 penalty to speed, and gains resistance 5 necrotic; while bloodied infected rolls a d6 at the start of their turn, on a 1 they take 10 bleeding damage and make the following immediate attack; close blast 3 (random direction, use d8); ½ level + Str or Dex vs. Reflex; 2d6+Con necrotic damage; on hit target contracts Unstable Blood disease

Dragonborn Undead Legion

The last surviving remnants from a time when the Dragonborn Nation was strong enough to defend its borders from the Tiefling Empire, one Lich and his sacred army live on to defend what is left of their homeland and strike out at their eternal enemy.

Thousands of years ago a single minded wizard refused to accept the fall of his once proud empire. He made a vow to defend his homeland and to destroy his peoples enemy, the Tieflings. Many years have passed, his undead creations constructed from the bones of great warriors have been destroyed and reanimated countless times, and the war rolls on. The Lich will never rest until his homeland is free of any Tiefling or Devil taint, when this has been accomplished he will then move out on a crusade to rid the world of his hated foe.

Broken Legionnaire (dragonborn skeleton)	Level 7 Soldier
Medium Natural animate (undead)	XP 300
Initiative +7 Senses Perception +4, darkvision	
HP 80; Bloodied 40; see Bloodied Resolve	
AC 23; Fortitude 20, Reflex 18, Will 17	
Immune disease, poison;	
Resist 10 necrotic; Vulnerable 5 radiant	
Speed 5	
⊕ Longsword Strike (Standard; at-will)	
Attack +14 vs. AC; 1d8+4 damage; on hit target is marked until start of Legionnaires next turn	
‡ Carve Opening (Standard; recharge ⓂⓂ)	
Attack +16 vs. AC; 1d8+4 damage; on hit 1 ally adjacent to target may shift 2 squares	
↖ Necrotic Breath (Minor; encounter) ♦ necrotic	
Close blast 3; attack +11 vs. Reflex; 1d6+3 necrotic damage; on hit target is slowed (save ends)	
Lightning Reflexes	
Legionnaire gains a +4 bonus to hit when making opportunity attacks	
Bloodied Resolve (Immediate Reaction; encounter) ♦ when bloodied	
When first bloodied Legionnaire may make a free Longsword Strike as an immediate reaction	
Alignment Unaligned	Languages
Skills Athletics +12, Endurance +11	
Str 18 (+7)	Dex 14 (+5)
Con 16 (+6)	Int 4 (+0)
	Wis 12 (+4)
	Cha 10 (+3)
Equipment heavy armour, longsword, shield	

Broken Legionnaires are the reanimated remains of the brave soldiers of the Dragonborn Empire. Their bones may be old and cracked but they seem to have developed a determined and regimented efficiency due to the process of continual reanimation over such a long span of time.

Dragon Brother Soulless	Level 7 Skirmisher
Medium Natural Humanoid (undead)	XP 300
Initiative +10	Senses Perception +9, darkvision
HP 79; Bloodied 39; see Bloodied Fury	
AC 21; Fortitude 19, Reflex 21, Will 19	
Immune disease, poison;	
Resist 5 necrotic	
Speed 6	
⊕ Short Spear Jab (Standard; at-will)	
Attack +12 vs. AC; 1d8+5 damage	
⊗ Short Spear Throw (Standard; at-will)	
Range 10/20; attack +12 vs. AC; 1d8+5 damage; if the Soulless has moved at least 4 squares this turn before making this attack it deals an additional 1d8 damage	
↓ Herding Jab (Standard; at-will)	
Attack +10 vs. Reflex; 1d6+5 damage; on hit target is pushed 2 squares	
↓ Rapid Strike (Standard; at-will) ♦ requires combat advantage	
Soulless may make 2 Short Spear Jab attacks against the same target that is granting combat advantage	
↔ Poison Breath (Minor; encounter) ♦ poison	
Close blast 3; attack +10 vs. Reflex; 1d6+3 poison damage	
Bloodied Fury ♦ when bloodied	
When bloodied Soulless gains a +1 bonus to attack rolls	
Alignment Unaligned	Languages common
Skills Athletics +11, Stealth +13	
Str 16 (+6)	Dex 20 (+8)
Con 15 (+5)	Int 12 (+4)
	Wis 12 (+4)
	Cha 16 (+6)
Equipment 5x short spear, light armour	

A few centuries ago a freak occurrence during a mass reanimation changed a group of old Dragonborn scouts in an unexpected way. Their bones darkened and fragments of old memories came back to them along with a new found intelligence. They regained their ability to communicate and grasp complex instructions, though they lacked any form of emotion which allowed them to fight fiercely but gave them an odd detachment from the Lich's ultimate and noble goal. Another strange side effect was that they somehow lost their vulnerability to radiant damage, though their innate resistance to necrotic damage was weakened.

Very quickly they established a new identity calling themselves the Soulless Brothers, and for a brief period were the dominant section of the Lich's forces. Over time however many of the original creations have been destroyed and upon reanimation the majority revert back to standard skeletons, the Lich has spent many years trying to understand why, so far to no avail. Those that remain are valuable troops for the Lich to use to reach his goals and being a restricted resource he is more careful in how he uses them.

Dragonborn Zombie General	Level 9 Elite Soldier (Leader)
Medium Natural Humanoid (undead)	XP 800
Initiative +8	Senses Perception +7, darkvision
Unyielding Death (necrotic) aura 5; While inside aura non minion undead allies remain active until they reach -20 HPs, if an undead ally on less than 1 HP starts its turn outside the aura it is destroyed	
HP 194; Bloodied 97	
AC 27; Fortitude 24, Reflex 20, Will 23	
Resist 10 necrotic, 5 fire; Vulnerable 5 radiant	
Saving Throws +2	
Speed 5	
Action Points 1	
⊕ Aggressive Slash (Standard; at-will)	
Attack +16 vs. AC; 1d8+5 damage; on hit target is marked until the start of Generals next turn	
↓ Double Slash (Standard; at-will)	
General makes 2 Aggressive Slash attacks	
↓ Hack and Bite (Standard; at-will) ♦ necrotic	
Attack +16 vs. AC; 1d8+5 damage; on hit secondary attack against the same target; attack +14 vs. Fortitude; 2d8+5 necrotic damage	
↓ Shield Bash (Minor; recharge ☹️☹️☹️)	
Attack +14 vs. Fortitude; 1d4+2 damage; on hit slide target 1 square, General may shift into the vacated square	
↓ Terrifying Assault (Standard; encounter) ♦ fear	
3 attacks against the same target; attack +16 vs. AC; 1d8+2 damage; the target takes a penalty to all attacks equal to the number of hits received from this attack (save ends, each successful save reduces the penalty by 1)	
↩️ Fire Breath (Minor; encounter) ♦ fire	
Close Blast 5; attack +14 vs. Reflex; 1d6+3 fire damage	
↩️ Necrotic Breath (Standard; recharge ☹️☹️☹️) ♦ necrotic	
Close Blast 3; attack +14 vs. Reflex; 1d10+3 necrotic damage; on hit target takes 5 ongoing necrotic damage (save ends)	
↩️ Rally the Troops (Move; encounter)	
Burst 10; all undead allies inside burst may shift 3 squares as an immediate free action	
Alignment Unaligned	Languages common
Skills Athletics +14, Endurance +12, History +7, Intimidate +13	
Str 20 (+9)	Dex 14 (+6)
Con 17 (+7)	Cha 18 (+8)
Int 6 (+2)	Wis 12 (+5)
Equipment heavy armour, longsword, shield	

In life this Dragonborn was a remarkable and renowned general in the noble Dragonborn army. The Lich spent many years tracking down his resting place so that he could rise again to lead an army once more and bring eventual victory in the war.

The General is the Lich's most prized servant and believing that he is pivotal to achieving victory the Lich will go to any length to recover its remains for reanimation if it is defeated in battle. The process of continual reanimation has bolstered the Generals abilities and powers, his will has grown so strong that he is able to keep undead in his immediate area functioning during battle when otherwise they would be just piles of dust and bone.

Dragonborn Legion Master (lich) Level 11 Elite Controller (Leader)

Medium Natural Humanoid (undead)

XP 1,200

Initiative +7 **Senses** Perception +13, darkvision**Necrotic Aura (necrotic)** aura 5; All living creatures entering or starting their turn inside aura take 5 necrotic damage**HP** 224; **Bloodied** 112; see Indestructible**Regeneration** 10 if Lich takes radiant damage it's regeneration doesn't function on its next turn**AC** 27; **Fortitude** 22, **Reflex** 25, **Will** 26**Immune** disease, poison; **Resist** 15 necrotic**Saving Throws** +2**Speed** 6**Action Points** 1⊕ **Bone Staff (life tap)** (Standard; at-will) ♦ **necrotic**

Attack +16 vs. AC; 1d10+2 necrotic damage; on hit Lich heals 10 HPs

✧ **Shadow Rays** (Standard; at-will) ♦ **necrotic**

2 attacks; range 20; attack +15 vs. Reflex; 1d10+5 necrotic damage

✧ **Spectral Bite** (Standard; recharge ☹️☹️) ♦ **necrotic, fear**

Range 10; attack +15 vs. Fortitude; 3d6+5 necrotic damage; on hit target is weakened (save ends)

✧ **Wall of Death** (Standard; encounter) ♦ **necrotic, wall, sustain minor**

Range 10; creates a wall of pulsing necrotic energy 4 squares high and 8 contiguous squares long; the wall blocks line of sight; the area covered by the wall is passable but counts as difficult terrain; any living creatures starting their turn adjacent to the wall takes 1d6+3 necrotic damage; if a living creature enters the wall or starts its turn inside the wall it takes 2d6+3 necrotic damage and is blinded (save ends)

↩️ **Freezing Death Breath** (Standard; recharge ☹️☹️) ♦ **cold, necrotic**

Close blast 5; attack +15 vs. Reflex; 2d6+5 cold & necrotic damage; on hit target is slowed (save ends)

✧ **Bolster Undead** (Standard; encounter) ♦ **necrotic, zone, sustain minor**

Area burst 2 within 15; living creatures only; attack +15 vs. Fortitude; 1d8+5 necrotic damage; creates a zone; all undead inside zone (excluding the Lich) lose their vulnerability to radiant damage; sustain minor

Robe of Escape (Immediate Reaction; encounter) ♦ **teleport**

When hit by an attack that confers status effect(s) Lich may make a immediate saving throw against any effects gained from the attack (even if the effect does not normally allow a saving throw); Lich then teleports up to 5 squares

Indestructible

When Lich is reduced to 0 HPs it's body and possessions crumble into dust but it is not destroyed. It reappears along with its possessions in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed

Alignment Evil **Languages** common, draconic**Skills** Arcana +13, History +13, Intimidate +15**Str** 14 (+7)**Dex** 15 (+7)**Wis** 16 (+8)**Con** 16 (+8)**Int** 17 (+8)**Cha** 21 (+10)**Equipment** bone staff, robe of escape

The Legion Master is seemingly as old as the mountain range he calls his home. He is the master of a forbidding barren stretch of rocky peaks and valleys that house several interesting archaeological sites from the ancient Dragonborn Empire. He has spent many years studying and rediscovering these sites and has mapped and collected a vast amount of information on the locations of ancient graveyards and tombs amongst many other things.

Now that his knowledge and understanding of the area he calls his homeland is complete he is looking to move out to start his extermination of all the descendants of the Tiefling Empire. He will start with the local area and progress outward, planning to create any additional forces he requires along the way. He understands that he lacks the knowledge or ability to gather information in the modern civilised lands, and is hatching a plan to make contact with any living Dragonborn in the area to recruit to his noble cause.

His centuries of isolation coupled with his egotistical and impossible goal have driven him long past the extremes of sanity and in his madness he cannot see the evil in his megalomaniacal scheme of war and genocide. In his mind he is merely finishing the good work his ancestors started all those years ago.

A Flesh Prince of Orcus and his Secret Laboratory

The Following is a complete side quest for a party of 6 level 9 characters. This was taken from my ongoing campaign. Please note that this was designed very much with my PCs in mind.

I will keep the plot to a minimum as anyone interested in using this would probably change things to fit their own needs.

Set up

Deep in a large unforgiving swamp is a small rocky island, just beyond the shoreline a rough stone wall rings a single storey forbidding stone building. A simple heavy wooden double gate is visible built into the wall, on the outside a small iron bell hangs from a bracket. This is the private sanctum of a Flesh Prince of Orcus.

Local knowledge and rumour from those living in or near the swamp says that the Prince pays well for corpses delivered to his lair. All you need do is place a corpse by the gates, ring the bell and leave. When you go back the next day the creatures worth will be waiting in gems. The larger or more unusual the creature, the better the payment. Some say he is doing no harm isolated in the swamp and it is best to leave him be, others say he is creating an army for his dark master, others simply deny his existence.

Players may even be able to find someone who has acquired gems this way. They may even be shown a Shadowfell Diamond that was given in payment for something "useful". Shadowfell diamonds have the property that they are an equivalent to residuum, converting on a 1:1 with gp value. They are also more attuned to being used for items with necrotic or shadow properties, and may reduce the cost of creating these items or boost their effectiveness.

If the players decide to investigate the Flesh Prince, they are in for a rough ride.

Encounter 0

The island is surrounded on all sides by marsh and swamp, a stone beach about 20ft wide extends all around before the rough stone wall and gates. The wall is roughly made (very easy to climb) and about 10ft deep by 15ft high, a pair of heavy wooden gates each 5 foot wide and 15ft tall stand closed next to a simple iron bell hung from a rusting iron bracket.

Use of the Arcana skill may inform the players that the whole island pervades with necrotic and divination magics. It is quite possible that the Prince is already aware of their presence.

If they ring the bell nothing happens.

The gates have no lock and open easily with an ominous creak. Inside they can see a wide courtyard literally carpeted in bones, ahead of them on either side they can see two very large piles of bones easily 30ft in diameter and 15ft tall. Beyond and ahead of them is the black stone squat bunker-like building whose only means of entry/exit is a set of black doors.

Encounter 1

When the PCs enter the courtyard strange zombie like creatures come rushing out of the bone piles, and the doors of the bunker slam open and a zombie with a strangely large head steps out.

Combat Encounter; 3005 xp

2x Coldborn Zombie Mutant – level 10 brute
15x Coldborn Zombie Failure – level 8 minion
1x Coldborn Zombie Brainiac – level 8 elite controller

Encounter 2

The PCs enter the building into a wide corridor sloping down, about 30ft wide by 40ft long, ending in a rough wall, the only thing visible in the room is the fleshy remains of a large beholder spread out and pinned to the sloping ceiling, with its giant eye staring at them and its eye stalks hanging limply down. The wall opposite the entrance seems to have some strange marks on it that the PCs cannot make out from the entrance.

At this point attack each PC with the following fear effect from viewing the beholder corpse +10 vs. Will; on hit target takes a -1 penalty to all rolls (save ends) – don't start making saves till dramatically appropriate, i.e. the start on the next encounter.

PCs examining the open doorway to the building can make a DC30 perception check to spot slight markings that could indicate a trap of some sort. Following a DC25 thievery or arcane check they can spot a magical portcullis trap that will shut when they are inside. DC30 thievery check to disarm; if they fail the check they think it is disarmed when it isn't.

When the PCs enter the room the portcullis trap activates (if still active) blocking them in, and the wall opposite them disappears (illusionary wall) revealing that the corridor extends a further 30ft with three 5ft alcoves on each side, the corridor ends in a large set of heavy wooden doors.

The biggest surprise however is the huge undead Hydra that was standing guard just on the other side of the illusionary wall.

When the hydra is defeated there is a roll of thunder from four of the alcoves and strange zombies appear with long iron clawed fingers, only when these creatures are dead is the encounter actually over.

Combat Encounter; 2800 xp

Stage 1: 1x Zombie Hydra Experiment 4 – level 12 elite brute

Stage 2: 4x Zombie Thunder Shredder – level 8 skirmisher

Encounter 3

When the large wooden doors are opened the portcullis in the entranceway behind the PCs disengages. The door opens up into another corridor forming a T with the one they are in. It is about 20ft wide and about 100ft in length (total). On the opposite wall at each end there is a pair of double wooden doors. (note: both of these doors lead into the same giant boss encounter room).

There are more guards created by the Flesh Prince waiting for them.

Combat Encounter; 2400 xp

8x Tortured Soul – level 10 minion

2x Firebrand Ghoul Impaler – level 10 soldier

1x Zombie Fire Rod Experiment – level 9 artillery

The Tortured souls are on one side a little back, and the Ghouls are in front of the Zombie on the other side.

Encounter 4 – Final Showdown

Both sets of doors from the corridor lead directly into the final large room, easily 100ft wide by 75ft deep. The main features of the room are:

- A large low raised “work area”, covered in remains, splatters of gore and blood, probably about 50ft square.
- Four large electrical conductors, 5ft metal columns with thick glass disks extending out at further 5ft. Periodically lightning can be seen discharging from them. (any creature touching them takes 3d6+6 lightning damage)
- A metal gantry style 5ft wide walkway attached to the walls about 15 foot up running around the two sides and far wall of the room. No stairs or ladders lead to this. A DC15 athletics or acrobatics roll will get you up at a double movement cost. Creatures on the gantry gain a +2 concealment bonus vs. attacks from the ground.
- Lots of metal chains hang down from the murky ceiling, these stop about 10ft from the ground. Other objects hang from the ceiling, metal ‘bed’ frames, hooks, corpses etc. The chains are about 10ft apart and cover most of the room.
- Metal cased arcane apparatus, mainly in a ring on the far wall. DC25 arcana to realise it is some sort of teleport circle or portal.
- The “work area” has 4 concealed compartments that contain any treasure you want to hand out for this adventure. DC25 perception to spot them, DC20 thievery or DC30 athletics to open.

In the room the Flesh Prince of Orcus is waiting for the PCs, he has been aware of their progress and is impressed (and annoyed) by their success in defeating his creations. “Skumling” his undead Eladrin servant is hiding up on the gantry waiting for his master to sound the attack.

Combat Encounter; 3600 xp

1x Flesh Prince of Orcus - level 11 solo soldier

1x Skumling – level 11 soldier

Tactics/Notes:**Skumling –**

- 1: Will try to stay at range and hinder the PCs with bowfire.
- 2: Can swing across the hanging chains with a DC20 acrobatics check, at full movement. (remember the +2 concealment bonus to defences).
- 3: Can hang upside down from chains and use a bow normally (he is very acrobatic)
- 4: Can touch the wall as a minor action once a round to activate any one of the four Lightning conductors, these attack as a burst 1,2 or 3 (dramatic decision); attack +12 vs. Reflex 3d6+6 lightning damage.

Flesh Prince –

- 1: He is a two stage Boss, when bloodied he transforms and gains *extra* powers and abilities. A large scorpion like tails erupts from the base of his spine and two large arms with vicious pincers erupt from his shoulders, he also gains a nasty necrotic aura that eventually drains living creatures into unconsciousness.
- 2: He will try and stay in the Work area
- 3: He is not afraid of provoking opportunity attacks while he isn't bloodied.
- 4: He can touch a wall to activate the lightning conductors (see Skumling note 4), and can open a portal to the Shadowfell on the far wall. He will try to escape if he is bloodied and he can see that he is in trouble.
- 5: He will try and use Mark of Orcus on the biggest melee threat, paladins first.

Encounter 5 – Escape

When I ran this the Flesh Prince ordered Skumling to overload the lightning conductors and bring the whole place down in a final bid to destroy the PCs and stop anyone else profiting from his laboratory and portal to the Shadowfell.

Non Combat Encounter; 600 xp

When the PCs defeated the Prince the place started to blow and they only had a short while to find the loot in the locked secret compartments and get out. I stayed in initiative and had the 4 conductors generate a field that got bigger each turn:

The zone around each conductor; starts at 1 square, then expanded to 2 squares then 3 squares etc. in subsequent rounds. Creatures entering or starting their turn inside zone take 3d6+6 lightning damage.

I also had other another section of the complex discharge necrotic energy as the building started to collapse:

A zone of flowing necrotic energy flowing across the corridor from the alcoves that the Thunder Shredders emerged from in Encounter 2. This activated on round 5 of the escape encounter.

Zone; any creature entering or starting their turn inside zone takes 3d8+6 necrotic damage

In the end miraculously my greedy PCs got out alive with all the loot, though the warlord would have died if the paladin hadn't laid on hands as he sprinted past him to the exit.

They piled back into their canoes and started paddling as the Flesh Prince's complex exploded in a burst of lightning and necrotic energy that tore the island apart.

Coldborn Zombie Mutant		Level 10 Brute
Medium Natural Humanoid (undead)		XP 500
Initiative +8	Senses Perception +7, darkvision	
Aura of Cold Death (cold) aura 1; all creatures entering or starting their turn inside aura take 5 cold damage		
HP 130; Bloodied 65		
AC 22; Fortitude 24, Reflex 21, Will 20		
Immune disease, poison;		
Resist 15 cold, 10 necrotic; Vulnerable 5 fire, 5 radiant		
Speed 4 (ice walk)		
⬇ Cold Punch (Standard; at-will) ♦ cold		
Attack +13 vs. AC; 3d6+6 cold damage		
⬇ Freezing Fist (Standard; at-will) ♦ cold		
Attack +13 vs. AC; 3d6+6 cold damage; on hit target is slowed (save ends)		
↩ Icy Trip (Minor; recharge ⌘:⌘:⌘:⌘:) ♦ cold		
Burst 1; enemies only; attack +10 vs. Reflex; on hit target is knocked prone		
↩ Freezing Blast (Standard; encounter) ♦ cold		
Close Blast 3; attack +10 vs. Fortitude; 2d10+5 cold damage; Zombie Mutant heals 30 HPs		
Alignment Unaligned		Languages common
Skills Endurance +15		
Str 22 (+11)	Dex 16 (+8)	Wis 14 (+7)
Con 20 (+10)	Int 8 (+4)	Cha 3 (+1)

Coldborn Zombie Mutants are the successful results of experiments designed to enhance standard zombies with a potent quantity of elemental energy. The majority of the experiments failed abysmally but the few who survived the process emerged much stronger.

Coldborn Zombie Failure		Level 8 Minion
Medium Natural Animate (undead)		XP 87
Initiative +6	Senses Perception +3, darkvision	
HP 1; a missed attack never damages a minion.		
AC 22; Fortitude 21, Reflex 19, Will 16		
Immune disease, poison;		
Resist 15 cold, 10 necrotic; Vulnerable 5 fire, 5 radiant		
Speed 5		
⬇ Cold Punch (Standard; at-will) ♦ cold		
Attack +13 vs. AC; 6 cold damage		
⬇ Overpower (Standard; at-will)		
Attack +11 vs. Fortitude; 4 damage and target is knocked prone; Zombie gains a +1 bonus to attack for each Zombie Failure adjacent to target		
Zombie Instinct (Immediate Reaction)		
When missed by a melee attack all Zombie Failures within 2 squares may shift 2 squares as a free action, original missed zombie may then make a free Overpower attack against aggressor		
Alignment Unaligned		Languages
Str 20 (+9)	Dex 14 (+6)	Wis 8 (+3)
Con 16 (+7)	Int 5 (+1)	Cha 3 (+0)

Even some of the failed experiments gained interesting abilities that saved them from immediate destruction.

Coldborn Zombie Brainiac			Level 8 Elite Controller (Leader)		
Medium Natural Animate (undead)			XP 700		
Initiative +7			Senses Perception +11, darkvision		
HP 180; Bloodied 90; see Mental Explosion					
AC 24; Fortitude 22, Reflex 23, Will 19					
Immune charm, disease, poison;					
Resist 15 cold, 10 necrotic; Vulnerable 10 psychic, 5 fire, 5 radiant					
Saving Throws +2					
Speed 5 (ice walk)					
Action Points 1					
⚡ Psychic Punch (Standard; at-will) ♦ psychic					
Attack +12 vs. Will; 2d6+5 psychic damage					
⚡ Psychic Shard (Standard; at-will) ♦ psychic, cold					
Range 10/20; attack +13 vs. AC; 1d8+3 cold damage; on hit secondary attack +12 vs. Will; 1d10+5 psychic damage; if both attacks hit target is dazed (save ends)					
⚡ Brainwave Assault (Minor; recharge ⚡:⚡:⚡) ♦ psychic, charm					
Range 15; attack +12 vs. Will; 1d8+5 psychic damage; on hit target is dominated (save ends)					
⚡ Temporal Assault (Standard; recharge ⚡:⚡:⚡) ♦ psychic					
Area burst 2 within 15; living creatures only; attack +11 vs. Fortitude; on hit roll d6 for each target for the following effect:-					
1-2 = target takes 1d12+5 psychic damage					
2-4 = target is dazed (save ends)					
5 = slide target 6 squares and it is slowed (save ends)					
6 = target is stunned until the end of Brainiacs next turn					
⚡ Brainwave Puppet Master (Immediate Reaction) ♦ when damaged					
When damaged by an attack as an immediate reaction Brainiac may cause 1 dominated target to either make an immediate move action or basic attack; all enemies dominated by Brainiac take 3 psychic damage					
⚡ Mental Explosion (Immediate Reaction) ♦ psychic, on death					
Burst 3; living creatures only; attack +11 vs. Will; 1d10+5 psychic damage; on hit target is pushed 2 squares, knocked prone and dazed (save ends)					
Alignment Unaligned			Languages common		
Skills Endurance +13, Arcana +14					
Str 16 (+7)		Dex 16 (+7)		Wis 15 (+6)	
Con 18 (+8)		Int 20 (+9)		Cha 10 (+4)	
Equipment brain spike (embedded)					

The Coldborn Zombie Brainiac is the ultimate success of the Flesh Prince's series of cold based experiments. The addition of a psychic charged brain spike added a potent series of mental abilities to the creation, though it left it vulnerable to psychic attacks itself. When the Brainiac is destroyed the brain spike is released from the Brainiacs skull and it explodes in a bright burst of psychic energy.

Zombie Hydra Experiment 4		Level 12 Elite Brute
Huge Natural Animate (6 headed undead)		XP 1,400
Initiative +9	Senses Perception +9, darkvision	
HP 300; Bloodied 150		
Regeneration 20; if hydra takes radiant damage it's regeneration does not function on its next turn		
AC 26; Fortitude 27, Reflex 23, Will 25		
Immune charm, disease, poison;		
Resist 15 necrotic; Vulnerable 10 radiant		
Saving Throws +2		
Speed 4		
Action Points 1		
⬇ Bite (Standard; at-will)		
Reach 3; attack +15 vs. AC; 1d8+6 damage		
⬇ Hydra Fury (Standard; at-will)		
Hydra makes up to 4 Bite attacks		
↩ Hydra Venom Blast (Standard; recharge ☹☹☹) ♦ poison		
Close Blast 8; attack +13 vs. Fortitude; 3d6+5 poison damage; on hit target takes 10 ongoing poison damage (save ends)		
↩ Withering Blast (Standard; encounter) ♦ necrotic		
Close Blast 8; attack +13 vs. Reflex; 2d10+5 necrotic damage; on hit target loses 1 healing surge, and another at the beginning of each turn (save ends)		
Threatening Reach		
Hydra may take opportunity attacks with its Bite attack, reach 3 squares		
Alignment Unaligned	Languages	
Skills Endurance +16, Athletics +17		
Str 22 (+12)	Dex 16 (+9)	Wis 16 (+9)
Con 20 (+11)	Int 6 (+4)	Cha 3 (+2)

The first three experiments reanimating dead hydra were complete failures, the fourth though was a startling success. The focused necrotic energy unleashed in the Hydras Withering Blast attack coats its unfortunate victims with sticky strands of dark energy that can continue to drain their life force long after the initial attack, while the Hydras augmented poison glands enhance its breath attack.

The Flesh Prince was also pleased with the ability of his creation to regenerate though it did make it slightly more vulnerable to radiant energy. Currently the Flesh Prince is eagerly waiting for another dead large creature to be delivered so that he can try and replicate his earlier success.

Zombie Thunder Shredder		Level 8 Skirmisher
Medium Natural Animate (undead)		XP 350
Initiative +11	Senses Perception +5, darkvision	
HP 90; Bloodied 45; see Riding the Wind		
AC 22; Fortitude 20, Reflex 22, Will 18		
Immune disease, poison;		
Resist 10 necrotic, 10 thunder; Vulnerable 5 radiant		
Speed 8		
⬇ Iron Claw Rake (Standard; at-will)		
Attack +13 vs. AC; 2d6+5 damage		
⬇ Mobile Rake (Standard; at-will)		
Shredder may move up to 8 squares and make an Iron Claw Rake attack at any point, moving away from the target does not provoke attacks of opportunity		
⚡ Thunder Blast (Standard; recharge ☹️☹️) ♦ thunder		
Range 10; attack +11 vs. Reflex; 3d8+4 thunder damage; on hit target is knocked prone and takes 5 ongoing thunder damage (save ends)		
Thundering Advantage		
Shredder deals an additional 1d6 damage with melee attacks against creatures that grant it combat advantage		
🏃 Move like the Wind (Move; recharge ☹️☹️)		
Shredder may shift 4 squares as a move action		
Riding the Wind (Immediate Reaction)		
When Bloodied Move like the Wind automatically recharges and may be used immediately as a free action		
Alignment Unaligned		Languages whispered common
Skills Acrobatics +14		
Str 16 (+7)	Dex 20 (+9)	Wis 12 (+5)
Con 18 (+8)	Int 12 (+5)	Cha 3 (+0)

Zombie Thunder Shredders have been enhanced with thunder element energy which has had the effect of increasing their speed and dexterity. To fully maximise on these new qualities the Flesh Prince fused long iron claws onto the backs of the zombies hands and lower arms to give them brutal raking attacks. To his surprise the zombies quickly learned to channel thunder energy through these claws creating an impressive ranged attack.

Tortured Soul (spirit)		Level 10 Minion
Small Shadow Humanoid (undead)		XP 125
Initiative +10	Senses Perception +12, darkvision	
HP 1; a missed attack never damages a minion.		
AC 24; Fortitude 20, Reflex 23, Will 23		
Immune disease, poison;		
Resist 10 radiant, 10 fire; Vulnerable 5 necrotic		
Speed 6		
⚡ Searing Pain (Standard; at-will) ♦ radiant		
Attack + 15 vs. AC; 5 radiant damage		
☞ Tormented Beam (Standard; at-will) ♦ radiant		
Range 10; attack +13 vs. Reflex; 3 radiant damage; on hit secondary attack +10 vs. Will; on hit target is dazed (save ends)		
Flickering Form (Immediate Reaction)		
Whenever Tortured Soul is hit by an attack or effect roll a dice, on the result of an odd number the Tortured Soul evades the attack and it is counted as a miss		
Alignment Chaotic Evil		Languages
Skills Insight +12		
Str 14 (+7)	Dex 21 (+10)	Wis 14 (+7)
Con 12 (+6)	Int 12 (+6)	Cha 20 (+10)

These Tortured Souls are the bizarre results of necromantic experimentation on incorporeal undead. They are unusual by the fact that they are somehow resistant to radiant energy and vulnerable to necrotic energy, they also flicker in and out of existence making them annoyingly difficult to pin down.

Note: These may be a little unbalanced for standard minion XP. The Flickering Form power can have unpredictable results, when I used these as part of a standard encounter some of them actually outlived the standard creatures they were allied with.

Zombie Fire Rod Experiment		Level 9 Artillery
Medium Natural Animate (undead)		XP 400
Initiative +7	Senses Perception +7, darkvision	
HP 77; Bloodied 38		
Regeneration 5, only functions next turn if Zombie hits with a fire attack		
AC 21; Fortitude 21, Reflex 21, Will 21		
Immune disease, poison;		
Resist 10 necrotic, 10 fire; Vulnerable 5 radiant		
Speed 5		
⚔ Rod Stab (Standard; at-will) ♦ fire		
Attack +14 vs. AC; 1d8+2 fire damage		
⚡ Burning Beam (Standard; at-will) ♦ fire		
Range 10/20; attack +16 vs. AC; 2d6+5 fire damage; on hit target takes 5 ongoing fire damage (save ends)		
💣 Fire Ball (Standard; encounter) ♦ fire		
Area burst 2 within 20; 3d6+5 fire damage		
💣 Hellfire Sphere (Standard; encounter) ♦ fire, minor to sustain		
Creates a persistent ball of burning flame in any free square within 10 squares; initial effect area burst 2; attack +12 vs. Reflex; 1d10+5 fire damage; any creature starting its turn adjacent to sphere takes 10 fire damage, creatures 2 squares away from sphere take 5 fire damage; minor action to sustain sphere, move action to move the sphere up to 5 squares		
Alignment Evil		Languages common
Skills Endurance +14, Athletics +11		
Str 14 (+6)	Dex 20 (+9)	Wis 12 (+5)
Con 20 (+9)	Int 12 (+5)	Cha 3 (+0)

The Flesh Prince has had a hard time trying to combine Zombies with the element of fire, some fundamental law of magic seems to block him at every attempt. However his persistence has paid off once when he successfully created a ranged based fire zombie from the remains of a sorcerer.

The result of this experiment is one that the Prince dearly wishes to recreate, he replaced the creatures hands with brass rods connected with copper wires along the creatures arms to large nodes on the side of its head and in the centre of its chest. When it attacks fire flows out along these to the rods then shoots out towards the creature's target.

Note: This is very powerful for a standard creature. I wouldn't recommend using more than one of these in an encounter as multiple Fireballs and Hellfire Spheres would probably overpower your average adventuring group.

Firebrand Ghoul Impaler	Level 10 Soldier
Medium Natural Humanoid (undead)	XP 500
Initiative +9	Senses Perception +8, darkvision
Aura of Flame (fire) aura 1; all creatures entering or starting their turn inside aura take 5 fire damage	
HP 106; Bloodied 53	
AC 26; Fortitude 23, Reflex 22, Will 21	
Speed 6	
⊕ Fire Punch (Standard; at-will) ♦ fire	
Attack +17 vs. AC; 1d8+5 fire damage	
⊕ Burning Grab (Standard; at-will) ♦ fire	
Attack +15 vs. Reflex; 1d6+5 fire damage; on hit target is grabbed (escape ends), aftereffect target is immobilised (save ends)	
⊕ Grabbed by the Ghoulies (Standard; at-will) ♦ fire, grabbed or immobilised target only	
Attack +15 vs. Fortitude; 3d8+5 fire damage; on hit target is stunned until the end of Impalers next turn	
Supernatural Challenge (Minor; at-will) ♦ challenge, necrotic	
Impaler may challenge 1 creature within 5 squares as a minor action, challenged creature takes a -2 penalty to attack any other target, and takes 10 necrotic damage if it does not include the impaler in an attack; if impaler does not attack target or is not adjacent to target at the end of its turn the challenge is broken	
Alignment Unaligned	Languages common
Skills endurance, athletics	
Str 20 (+10)	Dex 18 (+9)
Con 18 (+9)	Int 14 (+7)
	Wis 16 (+8)
	Cha 6 (+3)

While Zombies proved difficult to enhance with fire, a pair of ghouls that the Flesh Prince created from a couple of dead paladins of Pelor turned out very well.

The addition of fire to a ghoul's already potent stunning ability makes the Ghoul Impaler a difficult foe. They delight in forcing a target to engage them, then immobilising them with a Burning Grab ready to pounce on them with a stunning attack making them an easy target for their allies. Everyone should be afraid of getting Grabbed by the Ghoulies!

Flesh Prince of Orcus	Level 11 Solo Brute
Medium Natural Humanoid (undead)	XP 3,000
Initiative +8	Senses Perception +9, darkvision
Black Aura (necrotic, when bloodied) aura 5; All creatures entering or starting their turn inside the aura take 5 necrotic damage and take a -2 penalty to their will defence. (cumulative until they take an extended rest. If Will drops to zero then the creature falls unconscious until after an extended rest)	
HP 570; Bloodied 285; when bloodied transforms and gains: Black Aura; Black Pincers; Black Sting	
AC 25; Fortitude 25, Reflex 26, Will 25	
Immune charm, disease, poison;	
Resist 20 necrotic; Vulnerable 10 radiant	
Saving Throws +5	
Speed 6	
Action Points 2	
⚡ Jagged Sword Hack (Standard; at-will)	
Attack +14 vs. AC; 3d6+6 damage, critical 19/20; 24 damage and 10 ongoing bleeding damage (save ends)	
⚡ Black Sting of the Flesh Prince (Standard; at-will) ♦ when bloodied, necrotic, poison, threatening reach 2	
Reach 2; attack +12 vs. Reflex; 2d6+6 necrotic damage; on hit secondary attack +10 vs. Fortitude; on hit target takes 10 ongoing poison damage and is weakened (save ends both)	
⚡ Double Hack (Standard; at-will)	
Flesh Prince makes 2 Jagged Sword Hacks	
⚡ Black Pincers of Flesh Prince (Standard; at-will) ♦ when bloodied	
Attack +14 vs. AC; 3d8+6 necrotic damage; on hit target is grabbed and takes 5 ongoing necrotic damage (save ends)	
⚡ Crush Armour (Minor; at-will) ♦ when bloodied; 1/round	
Grabbed target only; attack +12 vs. Fortitude; 1d8+6 damage; on hit target takes a -2 penalty to AC (this can only be repaired during an extended rest)	
⚡ Symbol of Orcus (Standard; encounter) ♦ reliable	
Range 15; attack +12 vs. Will; 3d8+5 necrotic damage; on hit target gains glowing Symbol of Orcus (see notes)	
⚡ Necrotic Purge (Standard; recharge ⌚:⌚:⌚:⌚) ♦ necrotic	
Close Blast 5; attack +12 vs. Fortitude; 2d10+5 necrotic damage; on hit target takes 5 ongoing necrotic damage (save ends)	
Goggles of Clear Sight (Immediate Reaction; encounter)	
If blinded Flesh Prince may make an immediate saving throw as a free action to end the effect even if the effect does not normally allow a save	
Alignment Evil	Languages common, elven, goblin, abyssal
Skills Endurance +14, Athletics +16, Arcana +15, Religion +15, Heal +14	
Str 22 (+11)	Dex 16 (+8)
Con 18 (+9)	Int 20 (+10)
	Cha 18 (+9)
Equipment jagged longsword +3, goggles of clear sight	

The Flesh Prince is a large heavily muscled creature, more resembling an oversized dwarf than a human. He wears an elaborate set of black of hide armour constructed from embalmed layers of flesh from countless victims, over the front of this he wears a heavy blood splattered apron with various wicked looking tools hanging from it.

When bloodied he transforms into his natural full state with a long scorpion like tail extending from the base of his spine and curling over his head, he also sprouts a pair of evil black pincers from his shoulders. As he transforms a dark necrotic cloud hisses out from between the plates in his armour creating an damaging aura that also saps the will of anyone daring to face him.

The Flesh Prince is a dangerous and ruthless opponent, he views anyone and everyone as raw materials for the next round of his horrendous experiments in Orcus's name.

Symbol of Orcus (power)

The affected target gains a red glowing symbol on their chest. Every time they make an attack that targets the caster they take necrotic feedback damage, see below. At the end of their turn they can make a save to try and resist the symbol. Each success reduces the effect until either caster dies or the encounter ends.

In total 6 saves are needed, see following tracking list for diminishing damage:-

Target:

d20	[]
d12	[]
d10	[]
d8	[]
d6	[]
d4	[]

Flesh Prince's Equipment

Jagged Longsword (level 12 weapon) (AV p71)

Goggles of Clear Sight (level 12 head slot)

Properties:

+2 bonus to perception; +2 bonus to Defence vs. Gaze attacks

Encounter Power:

Clear View (encounter; minor)

Ignore negative modifiers for cover or concealment for your next attack, this does not include total cover or concealment.

Daily power:

Eye Wipe (daily; immediate reaction)

When blinded gain an immediate free save to end the effect even if the effect does not normally allow a save.

Skumling (eladrin servant)	Level 11 Soldier	
Medium Fey Humanoid (undead)	XP 600	
Initiative +11	Senses Perception +15, darkvision	
HP 114; Bloodied 57		
AC 27; Fortitude 23, Reflex 25, Will 24		
Immune charm, disease, poison;		
Resist 15 necrotic; Vulnerable 5 radiant		
Speed 6		
Ⓣ Longsword Slash (Standard; at-will)		
Attack +16 vs. AC; 1d10+3 damage on hit target takes 5 ongoing necrotic damage (save ends)		
⚔ Distracting Shot (Standard; at-will)		
Range 20/40; attack +18 vs. AC; 3d6+6 damage; on hit target takes a -2 penalty to all attacks until the end of its next turn		
⚔ Lightning Arrow (Standard; encounter) ♦ lightning		
Range 20/40; attack +18 vs. AC; 2d6+6 +2d6 lightning damage; on hit target takes 5 ongoing lightning damage (save ends)		
⚔ Acid Arrow (Standard; encounter) ♦ acid		
Range 20/40; attack +18 vs. AC; 2d6+6 +2d6 acid damage; on hit target takes 5 ongoing acid damage (save ends)		
Fey Step (Move; recharge Ⓜ:Ⓜ:Ⓜ:Ⓜ:) ♦ teleport		
Skumling may teleport up to 6 squares as a move action		
Rise Again (Immediate Reaction; encounter) ♦ on death		
On the next turn after Skumling is first killed he comes back to life at bloodied HPs, he acts on the same initiative		
Alignment Evil Languages common, elven, goblin, abyssal		
Skills Acrobatics +16, Insight +15, Arcana +12, Religion +12		
Str 16 (+8)	Dex 22 (+11)	Wis 20 (+10)
Con 18 (+9)	Int 14 (+7)	Cha 16 (+8)

Skumling is a tall and emaciated Eladrin, cursed with undeath by a Death Priest of Orcus and given as a gift to the Flesh Prince for years of excellent service. He is vicious and callous and has learned to stay clear of his master.

In combat Skumling will try and harass any lone or easy targets, and is particularly fond of singling out arcane casters. He is highly acrobatic and relishes the chance to show off his prowess while mocking his opponents and goading them to try and catch him.

Ram'Kal'Ram'Raa and his undead guards

Somewhere an ancient tomb lies undisturbed, deep in a rocky gorge waiting silently to be discovered. This is perhaps the last surviving evidence of a race of man from thousands of years before, whose history and culture have long been forgotten. The tomb contains only a small portion of the accumulated wealth and possessions of the God King that is interred within, but even that is a prize worth risking your life for.

Zombie Slave Driver	Level 10 Elite Controller (Leader)	
Medium Natural Humanoid (undead)	XP 1,000	
Initiative +8	Senses Perception +13, darkvision	
Aura of Obedience (necrotic) aura 10; All undead allies within the aura gain +2 to all defences		
HP 212; Bloodied 106		
AC 26; Fortitude 22, Reflex 25, Will 23		
Immune disease, charm, sleep, poison;		
Resist 15 necrotic; Vulnerable 5 radiant		
Saving Throws +2		
Speed 6		
Action Points 1		
⬇ Paralysing Slam (Standard; at-will) ♦ necrotic		
Attack +15 vs. AC; 1d8+3 necrotic damage; on hit secondary attack +13 vs. Fortitude; on hit target is stunned until the end of Slave Drivers next turn		
✈ Divine Missile (Standard; at-will) ♦ radiant		
2 attacks; Range 10/20; +14 vs. Reflex; 1d8+5 radiant damage; on hit target takes 5 ongoing radiant damage (save ends)		
✈ Rod of the Goat (Standard; daily) ♦ necrotic		
Range 20; attack +14 vs. Will; 4d8+5 necrotic damage; on hit target is pushed 4 squares and immobilised (save ends)		
✳ Divine Waterfall (Standard; recharge ⌘:⌘:⌘) ♦ radiant		
Area burst 2 within 15; enemies only; attack +12 vs. Fortitude; 2d8+5 radiant damage; on hit target is immobilised (save ends)		
Divine Barrier		
Zombie Slave Driver gains +4 to all defences against ranged attacks		
Alignment Evil	Languages ancient common	
Skills Athletics +13, Intimidate +12		
Str 16 (+8)	Dex 16 (+8)	Wis 16 (+8)
Con 18 (+9)	Int 21 (+10)	Cha 14 (+7)
Equipment Rod of the Goat		

A Zombie Slave Driver continues his responsibility for herding and motivating the slaves under his charge even beyond death. He will usually have a team of between twenty and thirty Zombie Slaves who he pushes forwards to swarm intruders while he follows closely behind supporting them with his God granted powers.

Rod of the Goat (level 10 rod)

Enhancement bonus: +2 to attack rolls and damage rolls

Critical: +1d6 per plus

Property: While wielding the rod you gain resist 5 necrotic

Power: Daily: Attack; Range 20; INT or CHA + ½ Level vs. Will; 3d8+INT or CHA necrotic damage; on hit push target INT or CHA squares

Zombie Slave Guard		Level 10 Minion
Medium Natural Humanoid (undead)		XP 125
Initiative +8	Senses Perception +4, darkvision	
HP 1; a missed attack never damages a minion.		
AC 24; Fortitude 23, Reflex 21, Will 17		
Immune disease, charm, sleep, poison;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
⊕ Zombie Slam (Standard; at-will)		
Attack +15 vs. AC; 6 damage		
Mob Tactics		
Zombie Slave Guard gains +1 to hit for each ally adjacent to the target		
Alignment Unaligned		Languages
Str 21 (+10)	Dex 16 (+8)	Wis 8 (+4)
Con 16 (+8)	Int 3 (+1)	Cha 3 (+1)

Zombie Slave Guards continue their servitude to their God King eternally, they are usually the first line of defence against intruders, and are always supported by their slave master.

As slaves they have learned to support each other in any task and though individually weak they can quickly become a serious threat when they surround a foe.

Goathead Guard		Level 10 Soldier
Medium Natural Humanoid (undead)		XP 500
Initiative +8	Senses Perception +7, darkvision	
HP 110; Bloodied 55		
AC 27; Fortitude 24, Reflex 21, Will 20		
Immune disease, poison, charm, sleep;		
Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
⊕ Sickle Swipe (Standard; at-will) ♦ necrotic		
Attack +17 vs. AC; 1d8+4 +1d6 necrotic damage		
⊕ Reaping Strike (Standard; at-will)		
Attack +17 vs. AC; 1d8+4 +1d10 necrotic damage; on hit target is marked until the end of Goathead Guards next turn		
⊕ Deep Cut (Standard; encounter) ♦ Requires Combat Advantage		
Attack +15 vs. Reflex; 2d8+4 +2d6 necrotic damage; on hit target is slowed and takes 5 ongoing necrotic damage (save ends both)		
Alignment Unaligned		Languages
Skills Endurance +16, Athletics +14		
Str 18 (+9)	Dex 16 (+8)	Wis 14 (+7)
Con 22 (+11)	Int 14 (+7)	Cha 3 (+1)
Equipment obsidian sickle, shield		

In life Goathead Guards were either loyal soldiers or important clergy during the reign of their ancient God King. Now they perform the solemn duty of watching over their master as he lies in eternal slumber.

Standing around six foot tall these guards look like skeletons in ancient chain armour, strangely though they have the skeletal skulls of goats complete with varying sized horns, some short and sharp, some large are curved like rams.

Raa'Kal'Ram'Raa		Level 12 Solo Soldier
Medium Natural Humanoid (undead, mummy)		XP 3,500
Initiative +13	Senses Perception +10, darkvision	
Raa's Embrace (necrotic) aura 1; Enemies inside aura only gain half benefit from healing powers and take a -2 penalty to all saves		
HP 610; Bloodied 305; see Dark Rejuvenation, Mummies Curse		
Regeneration 10, if Mummy takes radiant damage it's regeneration does not function next turn		
AC 30; Fortitude 28, Reflex 24, Will 26		
Immune disease, poison, sleep;		
Resist 10 necrotic		
Saving Throws +5		
Speed 6		
Action Points 2		
Ⓣ Mummified Fist (Standard; at-will) ♦ necrotic		
Attack +19 vs. AC; 1d8+7 necrotic damage; on hit target contracts Mummy Rot (level 11 disease, DMG p49)		
Ⓣ Violent Thrust (Standard; at-will) ♦ weapon		
Reach 2; attack +19 vs. AC; 3d6+7 damage; Mummy can shift 1 square before or after making this attack		
Ⓣ Flurry of Stabbing (Standard; recharge Ⓜ:Ⓜ:Ⓜ:Ⓜ:) ♦ weapon		
3 attacks; reach 2; attack +17 vs. AC; 1d6+7 damage		
Ⓣ Retribution of Raa (Standard; recharge Ⓜ:Ⓜ:) ♦ weapon, necrotic		
Reach 2; attack +19 vs. AC; 4d8+7 necrotic damage; on hit target is weakened (save ends)		
↩ Voice of Raa (Standard; encounter) ♦ thunder, fear		
Close blast 5; attack +15 vs. Fortitude; 3d8+5 thunder damage; on hit target is immobilised (save ends)		
↩ Mummies Curse (Immediate Reaction) ♦ disease, on death		
Burst 10; attack +15 vs. Fortitude; 1d10+4 necrotic damage; on hit target contracts Mummy Rot (level 11 disease, DMG p49)		
✱ Death Blast of Raa (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ weapon, necrotic		
Area burst 1 within 10; attack +15 vs. Reflex; 2d6+5 necrotic damage; on hit target loses a healing surge and secondary attack +17 vs. Fortitude; on hit target cannot use healing surges (save ends)		
Dark Rejuvenation (Immediate Reaction) ♦ when first bloodied		
Flurry of Stabbing, Retribution of Raa and Death Blast of Raa powers all refresh		
Alignment Unaligned		Languages common
Skills Athletics +18, Endurance +15, History +15, Intimidate +14, Religion +15		
Str 24 (+13)	Dex 20 (+11)	Wis 18 (+10)
Con 18 (+10)	Int 18 (+10)	Cha 16 (+9)
Equipment head-dress of Raa, spear of retribution		

The God King is a truly fearsome opponent, though he has slumbered for countless centuries he has lost none of his power. The thick wrappings around his mummified flesh are like the finest plate armour, he wears a beautiful Egyptian style headdress in blue and gold with large golden ram horns on each side. His obsidian and ivory long spear crackles with potent magical energy and seems to cut the air with its power.

Head-Dress of Raa (level 13 head slot)

'Egyptian' style head piece with gold and blue sashes, a goat head motif crown section and curved goat horns.

Property: Inspire Courage; you and all allies within 10 squares receive a +2 bonus to saving throws vs. fear effects

Property: Commanders Presence; Warlords who wear this are considered to have +1 bonus to INT based warlord powers and +2 bonus to CHA based warlord powers

Power: Thunderous Voice; Daily; Standard; Close blast 3; CON or CHA + ½ level vs. Fortitude; 3d8 + CON or CHA Thunder damage; on hit target is immobilised (save ends)

Spear of Retribution (level 14 weapon)

Longspear made of finely carved darkwood, obsidian, ivory and jade.

Enhancement Bonus: +3 to attack rolls and damage rolls

Critical: +1d8 per plus

Power: Retributive Strike; Daily; immediate reaction when hit by melee attack; Make a basic attack with the Spear as a free action, on hit target is also weakened (save ends, target cannot make a save against this effect during the first turn it acquires it)

Corpse-cradle Abomination and Necronode Loner

Corpse-cradle Abomination		Level 10 Solo Lurker
Large Natural Animate (undead)		XP 2,500
Initiative +9	Senses Perception +13, darkvision	
HP 432; Bloodied 216; see Construct Collapse		
AC 26; Fortitude 25, Reflex 24, Will 21		
Immune charm, disease, poison;		
Resist 20 necrotic; Vulnerable 10 radiant, also see Abominable Weakness		
Saving Throws +5		
Speed 4, 6 swim		
Action Points 2		
⊕ Heavy Slam (Standard; at-will)		
Reach 2; attack +15 vs. AC; 2d8+5 damage; on hit target takes 5 ongoing necrotic damage (save ends)		
‡ Double Slam (Standard; at-will)		
Abomination makes 2 Heavy Slam attacks; if both attacks hit the same target it is also pushed 2 squares, knocked prone and dazed (save ends)		
‡ Grab and Pull (Standard; at-will)		
Reach 5; attack +13 vs. Reflex; 1d10+5 damage; on hit target is grabbed and pulled up to 4 squares		
‡ Choke Hold (Move; at-will) ♦ 1/round		
Target must be grabbed at start of Abominations turn; attack +13 vs. Fortitude; 3d8+5 damage; on miss target takes half damage		
‡ Unexpected Bite (Standard; recharge ☹️☹️)		
Attack +13 vs. Will; 2d6+5 +2d10 necrotic damage; on hit target is weakened and takes 5 ongoing necrotic damage (save ends both)		
↩️ Pummeling Limbs (Standard; recharge ☹️☹️)		
Burst 2; Attack +13 vs. AC; 2d6+5 damage; on hit target is knocked prone		
Grabbing Instinct (Immediate Reaction; at-will)		
When hit by an attack from a non adjacent enemy within 5 squares Abomination may make an immediate Grab and Pull attack against the target		
Abominable Construction		
Abomination cannot be knocked prone, any action that would push, pull or slide abomination is reduced by 2 squares		
Abominable Weakness		
Any critical hit against the Abomination deals an addition 20 damage		
Construct Collapse (Immediate Reaction) ♦ on death		
On death the Corpse Cradle Abomination collapses in a heap of its component corpses. This reveals the Necronode Loner within (see creature stats). Necronode Loner acts the following turn on the same initiative.		
Alignment Evil	Languages	
Skills Endurance +15, Stealth +14		
Str 20 (+10)	Dex 18 (+9)	Wis 16 (+8)
Con 20 (+10)	Int 16 (+8)	Cha 10 (+5)

Corpse-cradle Abominations are actually a large animated shell made up of many corpses and body parts lashed together by the leathery red tendrils of the Neconode at their core. The Corpse-cradle is a mass of flesh with arms and legs sticking out of

every side, this has the effect of making the creature able to operate anyway up. The Abomination is also able to periodically open a large section of itself like a large bone filled mouth to make a powerful bite attack.

When destroyed the leathery tendrils retract and the corpses fall away to reveal the Necronode inside.

Necronode Loner	Level 10 Lurker
Small Shadow Magical Beast (undead)	XP 500
Initiative +12	Senses Perception +13, darkvision
HP 82; Bloodied 41	
AC 24; Fortitude 21, Reflex 25, Will 21	
Immune charm, disease, poison;	
Resist 20 necrotic; Vulnerable 10 radiant	
Speed 5, fly 2 (hover)	
⊕ Necrotic Tendril (Standard; at-will) ♦ necrotic	
Attack +15 vs. AC; 1d8+3 necrotic damage; on hit target is weakened (save ends); also see Surprise Attack	
⌘ Necrotic Blast (Standard; recharge Ⓜ:Ⓜ:Ⓜ:) ♦ necrotic	
Attack +13 vs. Reflex; 3d6+7 necrotic damage; on hit secondary attack +10 vs. Fortitude; on hit target is immobilised (save ends)	
Retreat into Shadow (Standard; recharge Ⓜ:Ⓜ:Ⓜ:)	
Necronode becomes invisible until it is damaged or makes an attack	
Surprise Attack	
If the Necronode has combat advantage it deals an additional 2d6 necrotic damage with its Necrotic Tendril attack	
Alignment Evil	Languages
Skills Endurance +13, Stealth +17	
Str 16 (+8)	Dex 24 (+12)
Con 16 (+8)	Int 16 (+8)
	Wis 16 (+8)
	Cha 12 (+6)

Necronodes are a strange breed of undead from the shadowfell. They are unusual in the way they wrap themselves in dead body parts and animate them as an armoured shell.

Necronode Loners are secretive, careful creatures who generally lurk in dark pits, water (especially sewer systems) or ancient crypts. They patiently wait for fresh meat to consume and add to their shells. When their protective shell is destroyed Loners will generally try and escape, relying on the surprise they gain from appearing after the Corpse-cradle is destroyed to give them a chance to become invisible and flee. Necronodes however are creatures of habit and will usually return to their old haunt some days/weeks later once they have reformed their armour.

Section 3: Undead by Level

Name	Level	Type	XP	Page
Giant Bat Wight	2	skirmisher	125	33
Heavy Skeleton	3	brute	150	13
Hungry Tatters	3	minion	37	35
Giant Bat Wight Swarm	3	skirmisher	150	33
Restless Spirit	3	skirmisher	150	19
Slaughterborn Spirit	3	skirmisher	150	36
Clutching Zombie	4	brute	175	6
Bat Master (elite)	4	controller	350	32
Zombie Alchemist (elite)	4	controller	350	27
Crawling Hand	4	minion	43	8
Boneblade Skeleton	4	skirmisher	175	5
Tattered Champion (elite)	4	soldier	350	34
Battlefield Ghost Archer	5	artillery	200	38
Unstable Blood Zombie	5	brute	200	39
Flowing Death (elite)	5	brute	400	12
Bloated Zombie	5	controller	200	4
Slaughterborn Sprit Gatherer (elite)	5	controller	400	37
Shadow Creeper Zombie	5	lurker	200	20
Battlefield Ghost	5	soldier	200	38
Unstable Eruption Zombie	6	artillery	250	40
Zombie Ripper	6	brute	250	29
Zombie Swarm	6	brute	250	30
Fey Spirit	6	controller	250	10
Fidget Tick	6	lurker	250	11
Zombie Needle Horror	6	skirmisher	250	28
Blood Ooze	7	brute	300	42
Unstable Blood Abomination (solo)	7	brute	1500	41
Festering Corpse	7	controller	300	9
Spectral Strangler	7	lurker	300	23
Dragon Brother Soulless	7	skirmisher	300	44
Broken Legionnaire (dragonborn skeleton)	7	soldier	300	43
Corpse Catapult (elite)	8	artillery	700	7
Unholy Golem (elite)	8	brute	350	26
Coldborn Zombie Brainiac (elite)	8	controller	700	53
Coldborn Zombie Failure	8	minion	87	52
Skeletal Spear Guard	8	skirmisher	350	21
Zombie Thunder Shredder	8	skirmisher	350	55
Skeletal Tomb Guardian (elite)	8	soldier	700	22
Zombie Fire Rod Experiment	9	artillery	400	57
Rage Zombie	9	brute	400	17
Pit Horror	9	lurker	400	15
Razor Wraith	9	skirmisher	400	18
Dragonborn Zombie General (elite)	9	soldier	800	45
Coldborn Zombie Mutant	10	brute	500	52
Wraithkind Memotic (elite)	10	controller	1000	14
Thrice Cursed Crone (elite)	10	controller	1000	24
Zombie Slave Driver (elite)	10	controller	1000	62
Necronode Loner	10	lurker	500	67
Corpse Cradle Abomination (solo)	10	lurker	2500	66
Tortured Soul (spirit)	10	minion	125	56
Zombie Slave Guard	10	minion	125	63
Firebrand Ghoul Impaler	10	soldier	500	58
Goathead Guard	10	soldier	500	63
Flesh Prince of Orcus (solo)	11	brute	3000	59
Dragonborn Legion Master (lich) (elite)	11	controller	1200	46
Skumling (eladrin undead servant)	11	soldier	600	61
Poisonbound Skeleton (elite)	12	brute	1400	16
Zombie Hydra Experiment 4 (elite)	12	brute	1400	54
Ram'Kal'Ram'Raa (solo)	12	soldier	3500	64

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>

Feedback & Requests

I can be contacted either through the boards at Enworld or by Email at:
meshhong@hotmail.com