

HOBGOBLIN SOLDIER

MEDIUM NATURAL HUMANOID

LEVEL 3 SOLDIER

INIT +7

SPD 5

PER +5

low-light vision

AC 20

⚔ **Flail** (standard; at-will) +7 v. AC; 1d10+4 damage, target is marked and slowed till the end of the hobgoblin soldier's next turn.

⚔ **Formation Strike** (standard; at-will) Requires flail; +7 v. AC, 1d10+4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.

**Hobgoblin Resilience** (immediate reaction, when the hobgoblin soldier suffers from an effect a save can end; encounter) The hobgoblin soldier rolls a saving throw against the effect.

**Phalanx Soldier** The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

STR 19

CON 15

DEX 14

INT 11

WIS 14

CHA 10

D&D ROLEPLAYING STATS

scale armor, heavy shield, flail

HOBGOBLIN WARCASTER

MEDIUM NATURAL HUMANOID

LEVEL 3 CONTROLLER (LEADER)

INIT +5

SPD

PER +4

low-light vision

AC 17

⚔ **Quarterstaff** (standard; at-will) +8 vs. AC; 1d8+1 damage.

⚔ **Shock Staff** (standard; recharge 4 5 6) **Lightning**: Requires quarterstaff; +8 vs. AC; 2d10+4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.

⚔ **Force Lure** (standard; recharge 5 6) **Force**: Ranged 5; +7 vs. Fort; 2d6+4 force damage and the target slides 3 squares.

⚔ **Force Pulse** (standard; recharge 6) **Force**: Close blast 5; +7 vs. Ref; 2d8+4 force damage and the target is pushed 1 square and knocked prone. **Miss**: Half damage and the target is neither pushed nor knocked prone.

**Hobgoblin Resilience** (immediate reaction, when the hobgoblin warcaster suffers from an effect that a save can end) The hobgoblin warcaster rolls a saving throw against the effect.

STR 13

CON 14

DEX 14

INT 19

WIS 16

CHA 13

D&D ROLEPLAYING STATS

robes, quarterstaff

BRUGG

LARGE NATURAL HUMANOID (OGRE)

LEVEL 8 BRUTE

INIT +4

SPD 8

PER +4

AC 19

⚔ **Greatclub** (standard; at-will) Reach 2; +11 vs. AC; 1d10+5 damage.

⚔ **Angry Smash** (standard, recharge 6) Brugg makes a *Greatclub* attack, but gets 2 rolls and takes the better result.

STR 21

CON 21

DEX 11

INT 11

WIS 11

CHA 14

D&D ROLEPLAYING STATS

Hide armor, greatclub

HUMAN MAGE OF SARUUN

MEDIUM NATURAL HUMANOID

LEVEL 12 CONTROLLER

INIT +6

SPD 6

PER +5

AC 26

⚔ **Firestaff** (standard; at-will) **Fire**; +17 vs. AC; 1d8+3 fire damage, and ongoing 5 fire damage (save ends).

⚔ **Magic Missile** (standard; at-will) **Force**; Ranged 20 +16 vs. Ref; 2d4+6 force damage.

⚔ **Noxious Shroud** (standard; encounter) **Poison**: Burst 3; +16 vs. Fort; 1d8+6 poison damage, and 5 ongoing poison damage (save ends).

⚔ **Fire Burst** (standard; encounter) **Fire**; Burst 2 within 20 Squares; +16 vs. Ref; 3d6+6 fire damage.

⚔ **Ice Serpent** (standard; recharge 6) **Cold**; Ranged 10; +16 vs. Ref; 2d12+6 cold damage, and the target is slowed (save ends).

STR 10

CON 12

DEX 14

INT 22

WIS 17

CHA 12

D&D ROLEPLAYING STATS

robes, firestaff +3, wand

SURINA

MEDIUM NATURAL HUMANOID (DRAGONBORN)

LEVEL 5 SKIRMISHER

INIT +5

SPD 6

PER +3

AC 19

⚔ **Dagger** (standard; at-will) +10 vs. AC; 1d4+3 damage.

⚔ **Dragon Breath** (minor; encounter) **Fire**; Close blast 3; +7 vs. Ref; 1d6+3 fire damage.

**Dragonborn Fury** (only when bloodied) Surina gains a +1 racial bonus to attack rolls.

⚔ **Eldritch Blast** (standard; at-will) **Arcane**; Ranged 10; +8 vs. Ref; 1d10+3 damage.

⚔ **Firey Bolt** (standard; recharge 6) **Fire**; Ranged 10; +8 vs. Ref; 3d6+3 fire damage, and creatures adjacent to the target take 1d6+3 fire damage.

⚔ **Avernian Eruption** (standard; encounter) **Fire**; Burst 1 within 10 squares; +8 vs. Ref; 2d10+3 fire damage, and ongoing 5 fire damage (save ends).

**Ethereal Stride** (move; encounter) Surina teleports 3 squares and gains a +2 power bonus to all defenses until the end of her next turn.

STR 13

CON 17

DEX 12

INT 14

WIS 10

CHA 16

D&D ROLEPLAYING STATS

leather armor, dagger

DUERGAR GAURD

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 4 SOLDIER

INIT +5

SPD 5

PER +4

darkvision

AC 21

**IMMUNE** illusion **RESIST** 10 fire, 10 poison

⚔ **Warhammer** (standard; at-will) +11 vs. AC; 1d10+3 damage.

⚔ **Beard of Quills** (minor; encounter) **Poison**; Ranged 3; +11 vs. AC; 1d8+3 damage, and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).

**Infernal Avenger** (minor; recharge 5 6) **Fire**: Until the start of the duergar gaurd's next turn, it deals an extra 4 fire damage when its melee attacks hit. If an adjacent enemy moves or shifts during this period, the duergar gaurd can shift 1 square as an immediate reaction.

STR 17

CON 20

DEX 13

INT 10

WIS 14

CHA 7

D&D ROLEPLAYING STATS

chainmail, warhammer

DUERGAR SCOUT

MEDIUM NATURAL HUANOID, DWARF (DEVIL)

LEVEL 4 LURKER

INIT +9

SPD 5

PER +9

darkvision

AC 19

**IMMUNE** illusion **RESIST** 10 fire, 10 poison

⚔ **Warhammer** (standard; at-will) +8 vs. AC; 1d10+2 damage.

⚔ **Crossbow** (standard; at-will) +9 vs. AC; 1d8+3 damage.

⚔ **Beard Quills** (minor; encounter) **Poison**; Ranged 3; +9 vs. AC; 1d8+3 damage and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).

**Combat Advantage** When the duergar scout has combat advantage, its melee and ranged attacks deal an extra 2d6 damage on a hit.

**Invisibility** (minor; recharg 4 5 6) The duergar scout can turn invisible until the end of its next turn. It becomes visible it takes a standard action.

**SKILLS**: Dungeoneering +11 Stealth +10

STR 15

CON 18

DEX 17

INT 10

WIS 14

CHA 7

D&D ROLEPLAYING STATS

chainmail, warhammer, crossbow, 10 bolts

DUERGAR SHOCK TROOPER

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 6 BRUTE

INIT +3

SPD 5

PER +5

darkvision

AC 19

**IMMUNE** illusion **RESIST** 10 fire, 10 poison

⚔ **Warhammer** (standard; at-will) +9 vs. AC; 1d10+4 damage.

⚔ **Beard Quills** (minor; encounter) **Poison**; Ranged 3; +9 vs. AC; 1d8+3 damage and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).

**Expand** (when first bloodied; encounter) **Polymorph**: The duergar shock trooper becomes Large, occupying 4 squares instead of 1. Any creature in the squares that the shock trooper comes to occupy are pushed 1 square. The shock trooper also gains reach 2 and +5 power bonus to its melee damage rolls. The shock trooper remains large until the end of the encounter.

STR 19

CON 20

DEX 11

INT 10

WIS 14

CHA 7

D&D ROLEPLAYING STATS

chainmail, warhammer

DUERGAR THEURGE

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 5 CONTROLLER

INIT +4

SPD 5

PER +4

darkvision

AC 20

**IMMUNE** illusion **RESIST** 10 fire, 10 poison

⚔ **Warhammer** (standard; at-will) +10 vs. AC; 1d10+1 damage.

⚔ **Firebolt** (standard; at-will) **Fire**; Ranged 10; +9 vs. Ref; 1d10+4 fire damage.

⚔ **Brimstone Hail** (standard; recharge 5 6) **Fire**: Area burst 2 within 15; +9 vs Ref; 1d8+4 fire damage and the target is knocked prone.

⚔ **Vile Fumes** (standard; recharge 5 6) **Poison**: Area burst 2 within 15; +9 vs. Fort; 1d8 poison damage and the target is blinded until the end of the duergar theurge's next turn.

⚔ **Wave of Despair** (standard; encounter) **Psychic**; Close blast 5; +9 vs. Will; 1d8+4 psychic damage, and the target is slowed and dazed (save ends both).

STR 13

CON 16

DEX 15

INT 18

WIS 14

CHA 11

D&D ROLEPLAYING STATS

warhammer







GOBLIN SKULLCLEAVER  
SMALL NATURAL HUMANOID (GOBLIN)

LEVEL 3 BRUTE

INIT +3

SPD 6

PER +2

lowlight vision

AC 16

⚔ **Battleaxe** (standard; at-will) +6 vs. AC; 1d10 + 5 damage, or 2d10+5 while bloodied.

FORT 15

⚔ **Hand Crossbow** (standard; at-will) Ranged 10/20; +6 vs. AC; 1d6+2.

REF 14

**Bloodied Rage** (while bloodied) The goblin skullcleaver loses the ability to use *goblin tactics* and can do nothing but attack the nearest enemy, charging when possible.

WILL 12

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will) The goblin skullcleaver shifts 1 square.

HP/Bloodied 53 / 26

STR 18

CON 13

DEX 14

INT 8

WIS 13

CHA 8

Evil

D&D ROLEPLAYING STATS

SKILLS: Stealth +9 Thievery +9

BUGBEAR WARRIOR  
MEDIUM NATURAL HUMANOID

LEVEL 5 BRUTE

INIT +5

SPD 6

PER +2

lowlight vision

AC 18

⚔ **Morningstar** (standard; at-will) +7 vs. AC; 1d12+6

FORT 17

⚔ **Skullthumper** (standard; encounter) Requires morningstar and combat advantage: +5 vs Fort; 1d12+6 damage, and the target is knocked prone and is dazed (save ends).

REF 15

**Predatory Eye** (minor; encounter) The bugbear warrior deals an extra 1d6 points of damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.

WILL 14

**SKILLS:** Intimidate +9 Stealth +11

HP/Bloodied 76 / 38

STR 20

CON 16

DEX 16

INT 10

WIS 14

CHA 10

Evil

D&D ROLEPLAYING STATS

GOBLIN SHARPSHOOTER  
SMALL NATURAL HUMANOID

LEVEL 2 ARTILLERY

INIT +5

SPD 6

PER +2

lowlight vision

AC 16

⚔ **Short Sword** (standard; at-will) +6 vs. AC: 1d6+2

FORT 12

⚔ **Hand Crossbow** (standard; at-will) Ranged 10/20; +9 vs. AC; 1d6+4 damage.

REF 14

**Sniper** When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered hiding.

WILL 11

**Combat Advantage** The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.

**Goblin Tactics** (immediate reaction; when missed by a melee attack; at-will) The goblin sharpshooter shifts 1 square.

HP/Bloodied 31 / 15

STR 14

CON 13

DEX 18

INT 8

WIS 13

CHA 8

Evil

D&D ROLEPLAYING STATS

SKILLS: Stealth +12 Thievery +12

HUMAN BANDIT  
MEDIUM NATURAL HUMANOID

LEVEL 2 SKIRMISHER

INIT +6

SPD 6

PER +1

AC 16

⚔ **Mace** (standard; at-will) +4 vs. AC; 1d8+1 damage and the human bandit shifts 1 square.

FORT 12

⚔ **Dagger** (standard; at-will) Ranged 5/10; +6 vs. AC; 1d4+3 damage.

REF 14

⚔ **Dazing Strike** (standard; encounter) Requires mace; +4 vs. AC; 1d8+1 damage and the target is dazed until the end of the human bandit's next turn. The human bandit then shifts 1 square.

WILL 12

**Combat Advantage** The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

HP/Bloodied 37 / 18

STR 12

CON 13

DEX 17

INT 10

WIS 11

CHA 12

Any

D&D ROLEPLAYING STATS

SKILLS: Stealth +9 Streetwise +7 Thievery +9

HOBGOBLIN ARCHER  
MEDIUM NATURAL HUMANOID

LEVEL 3 ARTILLERY

INIT +7

SPD 6

PER +8

AC 17

⚔ **Longsword** (standard; at-will) +6 vs. AC; 1d8+2

FORT 13

⚔ **Longbow** (standard; at-will) Ranged 20/40; +9 vs. AC; 1d10+4 damage and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next attack roll against the same target.

REF 15

**Hobgoblin Resilience** (immediate reaction, when the hobgoblin archer suffers from an effect a save can end; encounter) The hobgoblin soldier rolls a saving throw against the effect.

WILL 13

**SKILLS:** Athletics +5 History +6

HP/Bloodied 39 / 19

STR 14

CON 15

DEX 19

INT 11

WIS 14

CHA 10

Evil

D&D ROLEPLAYING STATS

KEDHIRA, DUERGAR THEURGE  
MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 5 CONTROLLER

INIT +4

SPD 5

PER +4

darkvision

AC 20

IMMUNE illusion **RESIST** 10 fire, 10 poison

FORT 17

⚔ **Warhammer** (standard; at-will) +10 vs. AC; 1d10+1 damage.

REF 18

⚔ **Firebolt** (standard; at-will) **Fire**; Ranged 10; +9 vs. Ref; 1d10+4 fire damage.

WILL 17

⚔ **Brimstone Hail** (standard; recharge 5 6) **Fire**; Area burst 2 within 15; +9 vs Ref; 1d8+4 fire damage and the target is knocked prone.

⚔ **Vile Fumes** (standard; recharge 5 6) **Poison**; Area burst 2 within 15; +9 vs. Fort; 1d8 poison damage and the target is blinded until the end of the duergar theurge's next turn.

⚔ **Wave of Despair** (standard; encounter) **Psychic**; Close blast 5; +9 vs. Will; 1d8+4 psychic damage, and the target is slowed and dazed (save ends both).

HP/Bloodied 64 / 32

STR 13

CON 16

DEX 15

INT 18

WIS 14

CHA 11

Evil

D&D ROLEPLAYING STATS

SKILLS: Dungeoneering +11

warhammer

DIRE WOLF  
LARGE NATURAL BEAST (MOUNT)

LEVEL 5 SKIRMISHER

INIT +7

SPD 8

PER +9

lowlight vision

AC 19

⚔ **Bite** (standard; at-will) +10 vs. AC; 1d8+4 damage, or 2d8+4 damage against a prone target.

FORT 18

**Combat Advantage** The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.

REF 17

**Pack Hunter** (while mounted by a friendly rider of 5th level or higher) **Mount**; The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.

WILL 16

HP/Bloodied 67 / 33

STR 19

CON 19

DEX 16

INT 5

WIS 14

CHA 11

Unaligned

D&D ROLEPLAYING STATS

KRAND, HOBGOBLIN CHIEF  
MEDIUM NATURAL HUMANOID

LEVEL 5 SOLDIER

INIT +8

SPD 5

PER +5

lowlight vision

AC 21

⚔ **Spear** (standard; at-will) +12 vs. AC; 1d8+5 damage. If Krand hits with an opportunity attack, he shifts 1 square.

FORT 21

⚔ **Tactical Deployment** (minor; recharge 5 6) Close burst 5; Allies in the burst shift 3 squares.

REF 18

**Lead from the Front** When Krand's melee attack hits an enemy, allies gain a +2 bonus to its attack and damage rolls against that enemy until the end of Krand's next turn.

WILL 19

**Hobgoblin Resilience** (immediate reaction, when Krand suffers from an effect a save can end; encounter) Krand rolls a saving throw against the effect.

**Phalanx Soldier** Krand gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

HP/Bloodied 64 / 32

STR 20

CON 16

DEX 14

INT 12

WIS 16

CHA 10

Evil

D&D ROLEPLAYING STATS

SKILLS: Athletics +12 History +10 Intimidate +7

ORC BERSERKER  
MEDIUM NATURAL HUMANOID

LEVEL 4 BRUTE

INIT +3

SPD 6

PER +2

lowlight vision

AC 15

⚔ **Longspear** (standard; at-will) Reach 2; +8 vs. AC; 1d10+5 damage.

FORT 17

⚔ **Crossbow** (standard; at-will) Range 15/30; +8 vs. AC; 1d8+3 damage.

REF 13

⚔ **Warrior's Surge** (standard; useable only while bloodied; encounter) **Healing**; The orc berserker makes a basic melee attack and regains 16 hit points.

WILL 12

**SKILLS:** Endurance +10 Intimidate +6

HP/Bloodied 66 / 33

STR 20

CON 16

DEX 13

INT 8

WIS 10

CHA 9

Chaotic Evil

D&D ROLEPLAYING STATS



URWOL, MASTER SMITH

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 5 CONTROLLER

AC20

INIT +4

SPD 5

PER +4

darkvision

FORT 17

REF 18

WILL 17

HP/Bloodied64 / 32

STR 13

CON 16

DEX 15

INT 18

WIS 14

CHA 11

Evil

D&D ROLEPLAYING STATS

⚡ Warhammer (standard; at-will) +10 vs. AC; 1d10+1

🔥 Firebolt (standard; at-will) Fire; Ranged 10; +9 vs. Ref; 1d10+4 fire damage.

🔥 Fire the Forge (standard; encounter) Ranged 10; target up to 3 creatures within 5 squares of each other who are wielding melee weapons; +9 vs. Fort; 2d6+2 fire damage and the target takes 5 ongoing fire damage and a -2 penalty to melee attack rolls (save ends both).

🔥 Brimstone Hail (standard; recharge 5 6) Fire; Area burst 2 within 15; +9 vs. Ref; 1d8+4 fire damage and the target is knocked prone.

🔥 Vile Fumes (standard; recharge 5 6) Poison; Area burst 2 within 15; +9 vs. Fort; 1d8 poison damage and the target is blinded until the end of Urwol's next turn.

🔥 Iron Storm (standard; sustain standard; at-will) Area burst 1 within 10; +9 vs. AC; 1d10+3 damage and the target is dazed (save ends). When Urwol uses a standard action to sustain the zone, it repeats its attack as part of the standard action. As a move action, Urwol can move the zone to a new space within range.

SKILLS: Dungeoneering +11

RUNDARR, DUERGAR CHAMPION

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 6 ELITE BRUTE

AC19

INIT +3

SPD 5

AP 1

PER +5

darkvision

FORT 20

REF 16

WILL 18

HP/Bloodied180 / 90

STR 19

CON 20

DEX 11

INT 10

WIS 14

CHA 7

Evil

D&D ROLEPLAYING STATS

IMMUNE Illusion RESIST 10 fire, 10 poison

⚡ Warhammer (standard; at-will) +9 vs. AC; 1d10+4 damage.

⚡ Double Attack (standard; at-will) Rundarr makes two warhammer attacks.

🔥 Beard Quills (minor; encounter) Poison; Ranged 3; +9 vs. AC; 1d8+3 damage and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).

🔥 Dwarven Greaves (immediate interrupt; when subjected to a pull, push or slide effect; encounter) Rundarr negates the forced movement and is immobilized until the end of his next turn.

🔥 Expand (when first bloodied; encounter) Polymorph; Rundarr becomes Large, occupying 4 squares instead of 1. Any creature in the squares that Rundarr comes to occupy are pushed 1 square. Rundarr also gains reach 2 and +5 power bonus to its melee damage rolls. Rundarr remains large until the end of the encounter.

SKILLS: Dungeoneering +12

ARBALESTER

MEDIUM NATURAL ANIMATE (CONSTRUCT, HOMUNCULUS)

LEVEL 4 ARTILLERY

AC20

INIT +6

SPD 6

PER +8

darkvision

FORT 17

REF 18

WILL 17

HP/Bloodied64 / 32

STR 15

CON 13

DEX 18

INT 5

WIS 12

CHA 8

Unaligned

D&D ROLEPLAYING STATS

⚡ Slam (standard; at-will) +11 vs. AC; 1d4+2 damage.

🔥 Bolt (standard; at-will) Ranged 20/40; +11 vs. AC; 1d8+4 damage.

🔥 Double Shot (standard; recharge 4 5 6) The arbalester makes a bolt attack against two different enemies within 5 squares of each other.

🔥 Gaurd Area At the start of the arbalester's turn, if an enemy is in its gaurded area (see "Tactics" for details), the arbalester recharges its double shot power.

SKILLS: Dungeoneering +12

FRAMARTH, DUERGAR THEURGE

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 5 ELITE CONTROLLER

AC20

INIT +4

SPD 5

AP 1

PER +4

darkvision

FORT 17

REF 18

WILL 17

HP/Bloodied128 / 64

STR 13

CON 16

DEX 15

INT 18

WIS 14

CHA 11

Evil

D&D ROLEPLAYING STATS

IMMUNE Illusion RESIST 10 fire, 10 poison

⚡ Warhammer (standard; at-will) +10 vs. AC; 1d10+1 damage.

🔥 Firebolt (standard; at-will) Fire; Ranged 10; +9 vs. Ref; 1d10+4 fire damage.

🔥 Brimstone Hail (standard; recharge 5 6) Fire; Area burst 2 within 15; +9 vs. Ref; 1d8+4 fire damage and the target is knocked prone.

🔥 Vile Fumes (standard; recharge 5 6) Poison; Area burst 2 within 15; +9 vs. Fort; 1d8 poison damage and the target is blinded until the end of Framarth's next turn.

🔥 Wave of Despair (standard; encounter) Psychic; Close blast 5; +9 vs. Will; 1d8+4 psychic damage, and the target is slowed and dazed (save ends both).

SKILLS: Dungeoneering +11

OGRE SAVAGE

LARGE NATURAL HUMANOID (OGRE)

LEVEL 8 BRUTE

AC19

INIT +4

SPD 8

PER +4

FORT 21

REF 16

WILL 16

HP/Bloodied111 / 55

STR 21

CON 21

DEX 11

INT 4

WIS 11

CHA 6

Chaotic Evil

D&D ROLEPLAYING STATS

🔥 Greatclub (standard; at-will) Reach 2; +11 vs. AC; 1d10+5 damage.

🔥 Angry Smash (standard, recharge 6) The ogre savage makes a Greatclub attack, but gets 2 rolls and takes the better result.

SKILLS: Dungeoneering +12

ORC RAIDER

MEDIUM NATURAL HUMANOID

LEVEL 3 SKIRMISHER

AC17

INIT +5

SPD 6

PER +1

lowlight vision

FORT 15

REF 14

WILL 12

HP/Bloodied46 / 23

STR 17

CON 14

DEX 15

INT 8

WIS 10

CHA 9

Chaotic Evil

D&D ROLEPLAYING STATS

⚡ Greataxe (standard; at-will) +8 vs. AC; 1d12+3 damage (crit 1d12+15).

🔥 Handaxe (standard; at-will) Ranged 5/10; +7 vs. AC; 1d6+3 damage.

🔥 Warrior's Surge (standard; useable only while bloodied; encounter) Healing; The orc raider makes a basic melee attack and regains 11 hit points.

🔥 Killer's Eye When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares.

SKILLS: Endurance +8 Intimidate +5

WIGHT

MEDIUM NATURAL HUMANOID (UNDEAD)

LEVEL 5 SKIRMISHER

AC19

INIT +7

SPD 7

PER +0

darkvision

FORT 18

REF 17

WILL 16

HP/Bloodied62 / 31

STR 18

CON 14

DEX 16

INT 10

WIS 6

CHA 15

Evil

D&D ROLEPLAYING STATS

IMMUNE: disease, poison RESIST: 10 necrotic VULNERABLE: 5 radiant

⚡ Claw (standard; at-will) +10 vs. AC; 1d6+4 necrotic damage, the target loses 1 healing surge, and the wight shifts 3 squares.

SKILLS: Stealth +10

SPINED DEVIL

MEDIUM IMMORTAL HUMANOID (DEVIL)

LEVEL 6 SKIRMISHER

AC20

INIT +7

SPD 5

FLY 7 hover

PER +10

darkvision

FORT 18

REF 16

WILL 16

HP/Bloodied70 / 35

STR 18

CON 14

DEX 15

INT 10

WIS 14

CHA11

Evil

D&D ROLEPLAYING STATS

⚡ Claws (standard; at-will) +11 vs. AC; 2d6+4 damage.

🔥 Rain of Spines (standard; at-will) Fire, Poison; The spined devil flings spines that ignite as they fly through the air. Ranged 10; +9 vs. Ref; 1d10 damage plus 1d6 fire damage, and the spined devil makes a secondary attack against the same target. Secondary Attack: +9 vs. Fort; the target takes ongoing 5 poison damage and is slowed (save ends both).

SKILLS: Dungeoneering +12

MURKELMOR

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 7 ELITE SOLDIER

AC23

INIT +6

SPD 5

AP 1

PER +6

darkvision

FORT 23

REF 20

WILL 21

HP/Bloodied168 / 84

STR 19

CON 20

DEX 13

INT 15

WIS 17

CHA 13

Evil

D&D ROLEPLAYING STATS

IMMUNE: Illusion RESIST: 10 fire 10 poison Saving Throw +2 Duergar's Demand: aura 5; allies in the area get +2 to damage rolls.

⚡ Maul (standard; at-will) +14 vs. AC; 2d6+6 fire damage.

🔥 Fearsome Smite (standard; at-will) +14 vs. AC; 2d6+6 fire damage and the target is pushed 2 squares. Murelmor can then shift 2 squares to end adjacent to the target.

🔥 Fiery Smite (standard; recharge 5 6) +12 vs. Fort; 2d6+6 fire damage and ongoing 5 fire damage (save ends). The target is knocked prone.

🔥 Beard Quills (minor; encounter) Poison; Ranged 3; +12 vs. AC; 1d8+3 damage and ongoing 2 poison damage and -2 penalty to attack rolls (save ends both).

🔥 Heal with Fire (minor; recharge 6) Fire, Healing; Murkelmor or an adjacent ally regains 25 hit points. Until the end of that creature's next turn, anyone attacking it takes 5 fire damage.

SKILLS: Dungeoneering +13 Religion +11



TIEFLING HERETIC

MEDIUM NATURAL HUMANOID

LEVEL 6 ARTILLERY

AC

20

INIT +8

SPD 6

PER +6

lowlight vision

FORT

17

RESIST: 11 Fire

REF

18

① **Dagger** (standard; at-will) +10 vs. AC; 1d4+2 damage.

② **Balefire** (standard; at-will) **Fire**; Ranged 10; +9 vs Ref; 1d8+5 fire damage, and ongoing 5 fire damage (save ends).

⌘ **Serpant Curse** (standard; encounter) **Illusion, Psychic**; Ranged 10; illusory snakes appear and attack the target: +9 vs. Will; 1d6+5 psychic damage and ongoing 5 psychic damage (save ends).

**Cloak of Escape** (immediate reaction; when the tiefling heretic is hit by a melee attack; at-will) **Teleportation**; The tiefling heretic teleports 5 squares.

**Infernal Wrath** (minor; encounter) The tiefling heretic gains a +1 power bonu to its next attack against an enemy that hit it since the heretic's last turn. If the attack hits and deals damage, the attack deals an extra 5 damage.

**Bloodhunt** The tiefling heretic has a +1 racial bonus to attack rolls against a bloodied target.

WILL

18

SKILLS: Bluff +15 Insight +11 Stealth +15

HP/Bloodied

60 / 30

STR 15

CON 18

DEX 20

INT 13

WIS 16

CHA 20

Any

D&D ROLEPLAYING STATS

BARLGURA

LARGE ELEMENTAL BEAST (DEMON)

LEVEL 8 BRUTE

AC

19

INIT +7

SPD 8

CLIMB 8

PER +12

lowlight vision

FORT

20

RESIST: 10 variable (1/encounter pg 282 MM)

REF

17

① **Slam** (standard; at-will) Reach 2; +10 vs. AC; 1d8+6 damage, or 2d8+6 damage if the bargura is bloodied.

↓ **Double Attack** (standard; at-will) The bargura makes to slam attacks.

**Savage Howl** (free, when first bloodied; encounter) The bargura and all allies within 5 squares of the bargura gain a +2 to attack rolls until the end of the bargura's next turn.

WILL

17

SKILLS: Athletics +15

HP/Bloodied

108 / 54

STR 22

CON 18

DEX 16

INT 6

WIS 16

CHA 12

Chaotic evil

D&D ROLEPLAYING STATS

CAVERN CHOKER

SMALL NATURAL HUMANOID

LEVEL 4 LURKER

AC

17

INIT +9

SPD 6

CLIMB 6

PER +3

darkvision

FORT

15

① **Tentacle Claw** (standard; at-will); Reach 2; +9 vs. AC; 1d8+3 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check.

↓ **Choke** (standard; at-will) Grabbed target only: +9 vs. Fort; 1d8+3 damage.

**Body Shield** (immediate interrupt, when target by a melee or ranged attack against Ref or AC; recharges when the choker makes a successful *tentacle claw* or *choke attack*) The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks make by a creature it is currently grabbing.

**Chameleon Hide** (minor; at-will) The cavern choker gains concealment until the start of its next turn. It can't use this power while grabbing or while grabbed.

REF

15

SKILLS: Stealth +10

WILL

13

SKILLS: Stealth +10

HP/Bloodied

42 / 21

STR 17

CON 12

DEX 17

INT 6

WIS 13

CHA 6

Unaligned

D&D ROLEPLAYING STATS

GHOUL

MEDIUM NATURAL HUMANOID (UNDEAD)

LEVEL 5 SOLDIER

AC

21

INIT +8

SPD 8

CLIMB 4

PER +2

darkvision

FORT

18

IMMUNE: disease, poison RESIST: 10 necrotic VULNERABLE: 5 radiant

REF

20

① **Claws** (standard; at-will) +12 vs. AC; 1d6+4 damage and the target is immobilized (save ends).

↓ **Ghoulish Bite** (standard; at-will) Target must be immobilized, stunned, or unconscious: +10 vs. AC; 3d6+4 damage and the target is stunned (save ends).

WILL

17

SKILLS: Stealth +11

HP/Bloodied

63 / 31

STR 14

CON 15

DEX 19

INT 10

WIS 11

CHA 12

Evil

D&D ROLEPLAYING STATS

HYENA

MEDIUM NATURAL BEAST

LEVEL 2 SKIRMISHER

AC

16

INIT +5

SPD 8

PER +7

lowlight vision

FORT

14

① **Bite** (standard; at-will) +7 vs. AC; 1d6+3 damage.

**Pack Attack** A hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the hyena's allies.

**Harrier** If the hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.

REF

13

SKILLS: Stealth +11

WILL

12

SKILLS: Stealth +11

HP/Bloodied

37 / 18

STR 16

CON 13

DEX 15

INT 2

WIS 12

CHA 5

Unaligned

D&D ROLEPLAYING STATS

GNOLL HUNTMASTER

MEDIUM NATURAL HUMANOID

LEVEL 5 ARTILLERY

AC

19

INIT +6

SPD 7

PER +11

lowlight vision

FORT

16

① **Handaxe** (standard; at-will) +9 vs. AC; 1d6+3 damage or 1d6+5 damage while bloodied.

⌘ **Longbow** (standard; at-will) Ranged 20/40; +10 vs. AC; 1d10+4 damage or 1d10+6 damage while bloodied.

**Pack Attack** The gnoll huntmaster deals an extra 5 damage on melee and ranged attacks against an enemy that has two or more of the huntmaster's allies adjacent to it.

REF

17

SKILLS: Intimidate +7 Stealth +11

WILL

14

SKILLS: Intimidate +7 Stealth +11

HP/Bloodied

50 / 25

STR 16

CON 14

DEX 19

INT 8

WIS 14

CHA 7

Chatoic Evil

D&D ROLEPLAYING STATS

GNOLL MARAUDER

MEDIUM NATURAL HUMANOID

LEVEL 6 BRUTE

AC

18

INIT +5

SPD 7

PER +7

lowlight vision

FORT

18

① **Spear** (standard; at-will) +10 vs. AC; 1d8+6 damage or 1d8+8 damage while bloodied.

↓ **Quick Bite** (free, when the gnoll marauder hits a bloodied enemy with a melee attack; at-will) The gnoll marauder makes a bite attack against the same target: +7 vs AC; 1d6+2 damage or 1d6+4 damage while bloodied.

**Pack Attack** The gnoll marauder deals an extra 5 damage on melee and ranged attacks against an enemy that has two or more of the marauder's allies adjacent to it.

REF

15

SKILLS: Intimidate +8 Stealth +10

WILL

15

SKILLS: Intimidate +8 Stealth +10

HP/Bloodied

84 / 42

STR 20

CON 14

DEX 14

INT 9

WIS 14

CHA 7

Chaotic Evil

D&D ROLEPLAYING STATS

DIRE BOAR

LARGE NATURAL BEAST (MOUNT)

LEVEL 6 BRUTE

AC

17

INIT +3

SPD 8

PER +2

FORT

21

① **Gore** (standard; at-will) +9 vs. AC; 1d10+4 damage or 1d10+9 damage against a prone target.

↓ **Death Strike** (when reduced to 0 hit points) The dire boar makes a gore attack.

↓ **Rabid Charger** (while mounted by a friendly rider of 6th level or higher; at-will) When it charges, the dire boar makes a gore attack in addition to its rider's charge attack.

**Furious Charge** When a dire boar charges, its gore deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone.

REF

17

SKILLS: Intimidate +8 Stealth +10

WILL

16

SKILLS: Intimidate +8 Stealth +10

HP/Bloodied

85 / 42

STR 19

CON 15

DEX 10

INT 2

WIS 9

CHA 8

Unaligned

D&D ROLEPLAYING STATS

GNOLL DEMONIC SCOURGE

MEDIUM NATURAL HUMANOID

LEVEL 8 BRUTE (LEADER)

AC

20

INIT +6

SPD 5

PER +7

lowlight vision

FORT

21

**Leader of the Pack** aura 5; allies in the aura gain a +1 bonus to attack rolls. While this creature is bloodied, the bonus increases to +2.

① **Heavy Flail** (standard; at-will) +13 vs. AC; 2d6+5 damage or 2d6+7 damage while bloodied. This attack also knocks the target prone.

**Bloodthirst** If the demonic scourge bloodies an enemy with a melee attack, an ally adjacent to the enemy can make a melee attack against the enemy as an immediate reaction.

**Overwhelming Attack** (free; encounter) The demonic scourge applies its *bloodthirst* power on two allies instead of one.

**Pack Attack** The demonic scourge deals an extra 5 damage on melee attacks against an enemy that has two or more of the demoinc scourge's allies adjacent to it.

REF

18

SKILLS: Insight +10 Intimidate +13 Religion +10

WILL

18

SKILLS: Insight +10 Intimidate +13 Religion +10

HP/Bloodied

106 / 53

STR 20

CON 16

DEX 14

INT 13

WIS 12

CHA 15

Chatoic Evil

D&D ROLEPLAYING STATS



TIEFLING DARKBLADE

MEDIUM NATURAL HUMANOID

LEVEL 7 LURKER

AC20

RESIST 12 fire

INIT +12

SPD 6

PER +7

lowlight vision

FORT 17

⚔ **Poisoned Short Sword** (standard; at-will) **Poison**; +12 vs. AC; 1d6+5 damage and the darkblade makes a secondary attack against the same target. *Secondary Attack*: +10 vs. Fort; ongoing 5 poison damage (save ends).

REF 19

**Cloak of Lurking** (move; recharge 6) **Teleportation**; The darkblade teleports 5 squares and becomes invisible until the end of its next turn.

WILL 17

**Infernal Wrath** (minor; encounter) The darkblade gains a +1 power bonu to its next attack against an enemy that hit it since the darkblade's last turn. If the attack hits and deals damage, the attack deals an extra 5 damage.

HP/Bloodied64 / 32

**Bloodhunt** The tiefling darkblade has a +1 racial bonus to attack rolls against a bloodied target.

Any

SKILLS: Bluff +13 Stealth +15

STR 13CON 16DEX 20INT 13WIS 14CHA 16

D&D ROLEPLAYING STATS

BONESHARD SKELETON

MEDIUM NATURAL ANIMATE (UNDEAD)

LEVEL 5 BRUTE

AC17

IMMUNE: disease, poison **RESIST**: 10 necrotic **VULNERABLE**: 5 radiant

INIT +5

SPD 6

PER +4

darkvision

FORT 16

⚔ **Scimitar** (standard; at-will) **Necrotic**; +9 vs. AC; 1d8+3 damage (crit 1d8+11) plus 5 necrotic damage.

REF 16

⚔ **Boneshard** (standard; at-will) **Necrotic**; +9 vs. AC; 1d4+3 damage, and ongoing 5 necrotic damage (save ends).

WILL 15

↩ **Boneshard Burst** (when first bloodied and again when the boneshard skeleton is reduced to 0 hit points) **Necrotic**; Close burst 3; +8 vs. Ref; 2d6+3 necrotic damage.

HP/Bloodied77 / 38

STR 16CON 17DEX 16INT 3WIS 14CHA 3

UnalignedD&D ROLEPLAYING STATS

EVISTRO (CARNAGE DEMON)

MEDIUM ELEMENTAL MAGICAL BEAST (DEMON)

LEVEL 6 BRUTE

AC16

**RESIST**: 10 variable (1/encounter pg 282 MM)

INIT +4

SPD 6

PER +4

FORT 18

⚔ **Claws** (standard; at-will) +9 vs. AC; 1d8+5 damage.

REF 14

⚔ **Destructive Bite** (minor; at-will) Bloodied target only; +8 vs. AC; 1d6+5 damage.

WILL 14

**Carnage** The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to its target (+3 if one of those allies is another carnage demon). This bonus stacks with combat advantage.

HP/Bloodied90 / 45

STR 21CON 20DEX 12INT 5WIS 12CHA 7

Chaotic EvilD&D ROLEPLAYING STATS

YOUNG GREEN DRAGON

LARGE NATURAL MAGICAL BEAST (DRAGON)

LEVEL 5 SOLO SKIRMISHER

AC21

**RESIST**: 15 poison **Saving Throws** +2 **AP**: 2

INIT +7

SPD 8

FLY 10 (hover)

PER +10

darkvision

FORT 17

⚔ **Bite** (standard; at-will) **Poison**; Reach 2; +10 vs. AC; 1d6+5 damage and ongoing 5 poison damage (save ends).

REF 19

⚔ **Claw** (standard; at-will) Reach 2; +10 vs. AC; 1d6+5 damage.

WILL 17

⚔ **Double Attack** (standard; at-will) The dragon makes 2 claw attacks.

HP/Bloodied260 / 130

⚔ **Flyby Attack** (standard; recharge 5 6) The dragon flies up to 10 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.

Evil

⚔ **Tail Sweep** (immediate reaction, if an adjacent enemy does not move on it's turn; at-will) +8 vs. Ref; 1d8+5 damage and the target is knocked prone.

⚔ **Luring Glare** (minor 1/round; at-will) **Charm, Gaze**; Ranged 10; +8 vs. Will; the target slides 2 squares.

⚔ **Breath Weapon** (standard; recharge 5 6) **Poison**. Close blast 5; +8 vs. Fort; 1d10+3 poison damage and the target takes 5 ongoing poison damage and is slowed (save ends both). *Aftereffect*: The target is slowed (save ends).

⚔ **Bloodied Breath** (free, when first bloodied; encounter) **Poison**. The dragon's breath weapon recharges, and the dragon uses it immediately.

⚔ **Frightful Presence** (standard; encounter) **Fear**; Close burst 5; targets enemies; +8 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

SKILLS: Bluff +15 Diplomacy +10 Insight +15 Intimidate +10

STR 15CON 17DEX 20INT 15WIS 16CHA 17

D&D ROLEPLAYING STATS

MALDRICK SCARMAKER

MEDIUM NATURAL HUMANOID (GNOLL)

LEVEL 8 ELITE ATRILLERY

AC22

**RESIST**: 10 radiant **AP**: 1 **Saving Throws** +2

INIT +8

SPD 7

FLY 9

PER +5

lowlight vision

FORT 22

**Aura of the Abyssal Majesty** aura 5; demons in the aura gain regeneration 5.

REF 21

⚔ **Mace** (standard; at-will) +15 vs. AC; 1d10+3 damage.

WILL 21

⚔ **Eldrich Blast** (standard; at-will) **Arcane, Implement**; Ranged 10; +13 vs. Ref; 1d10+8 damage.

HP/Bloodied148 / 74

⚔ **Spined Tail** (immediate reaction, when an enemy enters an adjacent square; at-will(?); +13 vs. AC; 1d10+8 damage.

Chaotic Evil

⚔ **Dire Radiance** (standard; at-will) **Arcane, Implement**; Ranged 10; +13 vs. Fort; 1d6+8 damage and if the target moves nearer to Maldrick on its next turn, it takes an entra 1d6+8 damage.

⚔ **Infernal Moon Curse** (standard; encounter) **Arcane, Implement, Poison**; Ranged 10; +13 vs. Fort; 2d8+8 poison damage, and the target is held immobilized 5 feet off the ground until the end of Maldrick's next turn.

⚔ **Dark One's Own Luck** (free; encounter) **Arcane**; Maldrick can reroll one attack roll, skill check, ability check, or saving throw, using the higher of the two results.

⚔ **Warlock's Curse** (minor 1/round; at-will) Marks the target, taking an extra 1d6 damage on a hit.

SKILLS: Arcana +9 Intimidate +12 Religion +9 Stealth +10 Thievery +13

STR 11CON 20DEX 18INT 10WIS 12CHA 13

Chaotic EvilD&D ROLEPLAYING STATS+2 elven cloak

IMP

TINY IMMORTAL HUMANOID (DEVIL)

LEVEL 3 LURKER

AC17

**RESIST**: 15 fire

INIT +8

SPD 4

FLY 6 (hover)

PER +8

darkvision

FORT 15

⚔ **Bite** (standard; at-will) +7 vs. AC; 1d6+1 damage.

REF 15

⚔ **Tail Sting** (standard; recharges when the imp uses *vanish*) **Poison**; +8 cs. AC; 1d8+3 damage and the imp makes a secondary attack against the same target.

WILL 15

*Secondary Attack*: +5 vs. Fort; the target takes ongoing 5 poison damage and a -2 penalty to Will defense (save ends both).

HP/Bloodied40 / 20

**Vanish** (standard; at-will) **Illusion**; The imp becomes invisible until the end of its next turn or until it attacks.

SKILLS: Arcana +9 Bluff +9 Stealth +9

STR 12CON 16DEX 17INT 16WIS 14CHA 16

EvilD&D ROLEPLAYING STATS

PALDEMAR

MEDIUM NATURAL HUMANOID

LEVEL 11 ELITE ATRILLERY

AC25

**INIT** +5 **SPD** 6 **AP** 1 **PER** +7 **ST** +2

FORT 23

⚔ **Staff** (standard; at-will) +20 vs. AC; 1d+8 damage (+2d6 on a crit).

REF 24

⚔ **Magic Missile** (standard; at-will) **Force, Arcane**; Ranged 20; +16 vs. Ref; 2d4+9 force damage.

WILL 24

⚔ **Pluck the Mind's Eye** (immediate interrupt, when targeted by an attack; at-will) **Illusion**; Ranged 20 or Melee 1; +16 vs. Will; Paldemar is invisible to the attacker (save ends).

HP/Bloodied178 / 89

⚔ **Ray of Frost** (standard; at-will) **Arcane, Cold, Implement**; Ranged 10; +18 vs. Fort; 1d6+9 damage and the target is slowed until the end of Paldemar's next turn.

Evil

⚔ **Plunder the Mind's Vault** (standard; recharge 5 6) **Arcane**; Ranged 10; +16 vs. Will; the target cannot use daily or encounter powers (save ends). Paldemar recharges a power, other than *Plunder the Mind's Vault*.

⚔ **Lightning Bolt** (standard; recharge 5 6) **Lightning, Arcane, Implement**; Ranged +10; +18 vs. Ref; 2d6+9 lightning damage. Paldemar makes secondary attacks against two other targets within 10 squares of the primary target, whether or not the primary attack hits. *Secondary Attack*: +16 vs. Ref; 1d6+9 lightning damage.

⚔ **Shock Sphere** (standard; recharge 5 6) **Arcane, Implement, Lightning**; Burst 2 within 10 squares; +18 vs. Ref; 2d6+9 lightning damage.

SKILLS: Arcana +14 Diplomacy +11 Insight +12 Religion +14

STR 12CON 17DEX 11INT 19WIS 18CHA 13

D&D ROLEPLAYING STATS+2 magic staff