

AC

20

FORT

18

REF

16

WILL

16

HP/Bloodied

47 / 23

Evil

INIT +7

SPD 5

PER +5

low-light vision

⚡ **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.

SKILLS: Athletics +10 History +8

STR 19

CON 15

DEX 14

INT 11

WIS 14

CHA 10

D&D ROLEPLAYING STATS

scale armor, heavy shield, flail

AC

17

FORT

13

REF

15

WILL

14

HP/Bloodied

46 / 23

Evil

INIT +5

SPD

PER +4

low-light vision

⚡ **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.

SKILLS: Arcana +10 Athletics +4 History +12

STR 13

CON 14

DEX 14

INT 19

WIS 16

CHA 13

D&D ROLEPLAYING STATS

robes, quarterstaff

AC

19

FORT

21

REF

16

WILL

16

HP/Bloodied

111 / 55

Chaotic Evil

INIT +4

SPD 8

PER +4

⚡ **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.

SKILLS: Dungeoneering +11

STR 21

CON 21

DEX 11

INT 11

WIS 11

CHA 14

D&D ROLEPLAYING STATS

Hide armor, greatclub

AC

26

FORT

24

REF

25

WILL

27

HP/Bloodied

116 / 58

Evil

INIT +6

SPD 6

PER +5

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

SKILLS: Arcana +11

STR 10

CON 12

DEX 14

INT 22

WIS 17

CHA 12

D&D ROLEPLAYING STATS

robes, firestaff +3, wand

AC

19

FORT

18

REF

16

WILL

17

HP/Bloodied

65 / 32

Unaligned

INIT +5

SPD 6

PER +3

⚡ **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.

SKILLS: Arcana +9 History +9 Intimidate +10 Streetwise +10

STR 13

CON 17

DEX 12

INT 14

WIS 10

CHA 16

D&D ROLEPLAYING STATS

leather armor, dagger

AC

21

FORT

18

REF

15

WILL

16

HP/Bloodied

60 / 30

Evil

INIT +5

SPD 5

PER +4

darkvision

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.

SKILLS: Dungeoneering +11

STR 17

CON 20

DEX 13

INT 10

WIS 14

CHA 7

D&D ROLEPLAYING STATS

chainmail, warhammer

AC

19

FORT

17

REF

17

WILL

16

HP/Bloodied

48 / 24

Evil

INIT +9

SPD 5

PER +9

darkvision

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

AC

19

FORT

20

REF

16

WILL

18

HP/Bloodied

90 / 45

Evil

INIT +3

SPD 5

PER +5

darkvision

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.

SKILLS: Dungeoneering +12

STR 19

CON 20

DEX 11

INT 10

WIS 14

CHA 7

D&D ROLEPLAYING STATS

chainmail, warhammer

AC

20

FORT

17

REF

18

WILL

17

HP/Bloodied

64 / 32

Evil

INIT +4

SPD 5

PER +4

darkvision

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 taget is slowed and dazed (save ends both).

SKILLS: Dungeoneering +11

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

FORT 15

REF 14

WILL 12

HP/Bloodied 53 / 26

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

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

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.

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

SKILLS: Stealth +9 Thievery +9

STR 18

CON 13

DEX 14

INT 8

WIS 13

CHA 8

D&D ROLEPLAYING STATS

Evil

BUGBEAR WARRIOR
MEDIUM NATURAL HUMANOID

LEVEL 5 BRUTE

INIT +5

SPD 6

PER +2

lowlight vision

AC 18

FORT 17

REF 15

WILL 14

HP/Bloodied 76 / 38

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

⚔ **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).

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.

SKILLS: Intimidate +9 Stealth +11

STR 20

CON 16

DEX 16

INT 10

WIS 14

CHA 10

D&D ROLEPLAYING STATS

Evil

GOBLIN SHARPSHOOTER
SMALL NATURAL HUMANOID

LEVEL 2 ARTILLERY

INIT +5

SPD 6

PER +2

lowlight vision

AC 16

FORT 12

REF 14

WILL 11

HP/Bloodied 31 / 15

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

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

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

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.

SKILLS: Stealth +12 Thievery +12

STR 14

CON 13

DEX 18

INT 8

WIS 13

CHA 8

D&D ROLEPLAYING STATS

Evil

HUMAN BANDIT
MEDIUM NATURAL HUMANOID

LEVEL 2 SKIRMISHER

INIT +6

SPD 6

PER +1

AC 16

FORT 12

REF 14

WILL 12

HP/Bloodied 37 / 18

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

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

⚔ **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.

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

SKILLS: Stealth +9 Streetwise +7 Thievery +9

STR 12

CON 13

DEX 17

INT 10

WIS 11

CHA 12

D&D ROLEPLAYING STATS

Any

HOBGOBLIN ARCHER
MEDIUM NATURAL HUMANOID

LEVEL 3 ARTILLERY

INIT +7

SPD 6

PER +8

AC 17

FORT 13

REF 15

WILL 13

HP/Bloodied 39 / 19

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

⚔ **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.

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.

SKILLS: Athletics +5 History +6

STR 14

CON 15

DEX 19

INT 11

WIS 14

CHA 10

D&D ROLEPLAYING STATS

Evil

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

LEVEL 5 CONTROLLER

INIT +4

SPD 5

PER +4

darkvision

AC 20

FORT 17

REF 18

WILL 17

HP/Bloodied 64 / 32

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).

SKILLS: Dungeoneeering +11

STR 13

CON 16

DEX 15

INT 18

WIS 14

CHA 11

D&D ROLEPLAYING STATS

Evil

warhammer

DIRE WOLF
LARGE NATURAL BEAST (MOUNT)

LEVEL 5 SKIRMISHER

INIT +7

SPD 8

PER +9

lowlight vision

AC 19

FORT 18

REF 17

WILL 16

HP/Bloodied 67 / 33

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

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.

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.

SKILLS: Endurance +10 Intimidate +6

STR 19

CON 19

DEX 16

INT 5

WIS 14

CHA 11

D&D ROLEPLAYING STATS

Unaligned

KRAND, HOBGOBLIN CHIEF
MEDIUM NATURAL HUMANOID

LEVEL 5 SOLDIER

INIT +8

SPD 5

PER +5

lowlight vision

AC 21

FORT 21

REF 18

WILL 19

HP/Bloodied 64 / 32

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

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

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.

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.

SKILLS: Athletics +12 History +10 Intimidate +7

STR 20

CON 16

DEX 14

INT 12

WIS 16

CHA 10

D&D ROLEPLAYING STATS

Evil

ORC BERSERKER
MEDIUM NATURAL HUMANOID

LEVEL 4 BRUTE

INIT +3

SPD 6

PER +2

lowlight vision

AC 15

FORT 17

REF 13

WILL 12

HP/Bloodied 66 / 33

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

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

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

SKILLS: Endurance +10 Intimidate +6

STR 20

CON 16

DEX 13

INT 8

WIS 10

CHA 9

D&D ROLEPLAYING STATS

Chaotic Evil

URWOL, MASTER SMITH

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 5 CONTROLLER

AC20

FORT17

REF18

WILL17

HP/Bloodied64 / 32

INIT +4

SPD 5

PER +4

darkvision

④ Warhammer (standard; at-will) +10 vs. AC; 1d10+1 damage.

⚔ 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 te 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

STR 13

CON 16

DEX 15

INT 18

WIS 14

CHA 11

D&D ROLEPLAYING STATS

Evil

RUNDARR, DUERGAR CHAMPION

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 6 ELITE BRUTE

AC19

FORT20

REF16

WILL18

HP/Bloodied180 / 90

INIT +3

SPD 5

AP 1

PER +5

darkvision

IMMUNE illusion RESIST 10 fire, 10 poison

④ 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

STR 19

CON 20

DEX 11

INT 10

WIS 14

CHA 7

D&D ROLEPLAYING STATS

Evil

ARBALESTER

MEDIUM NATURAL ANIMATE (CONSTRUCT, HOMUNCULUS)

LEVEL 4 ARTILLERY

AC20

FORT17

REF18

WILL17

HP/Bloodied64 / 32

INIT +6

SPD 6

PER +8

darkvision

④ 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 arbalaster makes a bolt attack against two different enemies within 5 squares of each other.

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

STR 15

CON 13

DEX 18

INT 5

WIS 12

CHA 8

D&D ROLEPLAYING STATS

Unaligned

FRAMARTH, DUERGAR THEURGE

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 5 ELITE CONTROLLER

AC20

FORT17

REF18

WILL17

HP/Bloodied128 / 64

INIT +4

SPD 5

AP 1

PER +4

darkvision

IMMUNE illusion RESIST 10 fire, 10 poison

④ 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 taget is slowed and dazed (save ends both).

SKILLS: Dungeoneering +11

STR 13

CON 16

DEX 15

INT 18

WIS 14

CHA 11

D&D ROLEPLAYING STATS

Evil

OGRE SAVAGE

LARGE NATURAL HUMANOID (OGRE)

LEVEL 8 BRUTE

AC19

FORT21

REF16

WILL16

HP/Bloodied111 / 55

INIT +4

SPD 8

PER +4

④ 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.

STR 21

CON 21

DEX 11

INT 4

WIS 11

CHA 6

D&D ROLEPLAYING STATS

Chaotic Evil

ORC RAIDER

MEDIUM NATURAL HUMANOID

LEVEL 3 SKIRMISHER

AC17

FORT15

REF14

WILL12

HP/Bloodied46 / 23

INIT +5

SPD 6

PER +1

lowlight vision

④ 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

STR 17

CON 14

DEX 15

INT 8

WIS 10

CHA 9

D&D ROLEPLAYING STATS

Chaotic Evil

WIGHT

MEDIUM NATURAL HUMANOID (UNDEAD)

LEVEL 5 SKIRMISHER

AC19

FORT18

REF17

WILL16

HP/Bloodied62 / 31

INIT +7

SPD 7

PER +0

darkvision

IMMUNE: disease, poison VULNERABLE: 5 radiant

④ 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

STR 18

CON 14

DEX 16

INT 10

WIS 6

CHA 15

D&D ROLEPLAYING STATS

Evil

SPINED DEVIL

MEDIUM IMMORTAL HUMANOID (DEVIL)

LEVEL 6 SKIRMISHER

AC20

FORT18

REF16

WILL16

HP/Bloodied70 / 35

INIT +7

SPD 5

FLY 7 hover

PER +10

darkvision

④ 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).

STR 18

CON 14

DEX 15

INT 10

WIS 14

CHA11

D&D ROLEPLAYING STATS

Evil

MURKELMOR

MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 7 ELITE SOLDIER

AC23

FORT23

REF20

WILL21

HP/Bloodied168 / 84

INIT +6

SPD 5

AP 1

PER +6

darkvision

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

④ 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

STR 19

CON 20

DEX 13

INT 15

WIS 17

CHA 13

D&D ROLEPLAYING STATS

Evil

TIEFLING HERETIC

MEDIUM NATURAL HUMANOID

LEVEL 6 ARTILLERY

AC

20

INIT +8

SPD 6

PER +6

lowlight vision

FORT

17

REF

18

WILL

18

HP/Bloodied

60 / 30

STR 15

CON 18

DEX 20

INT 13

WIS 16

CHA 20

Any

D&D ROLEPLAYING STATS

RESIST: 11 Fire

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.

SKILLS: Bluff +15 Insight +11 Stealth +15

BARLGURA

LARGE ELEMENTAL BEAST (DEMON)

LEVEL 8 BRUTE

AC

19

INIT +7

SPD 8

CLIMB 8

PER +12

lowlight vision

FORT

20

REF

17

WILL

17

HP/Bloodied

108 / 54

STR 22

CON 18

DEX 16

INT 6

WIS 16

CHA 12

Chaotic evil

D&D ROLEPLAYING STATS

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

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.

SKILLS: Athletics +15

CAVERN CHOKER

SMALL NATURAL HUMANOID

LEVEL 4 LURKER

AC

17

INIT +9

SPD 6

CLIMB 6

PER +3

darkvision

FORT

15

REF

15

WILL

13

HP/Bloodied

42 / 21

STR 17

CON 12

DEX 17

INT 6

WIS 13

CHA 6

Unaligned

D&D ROLEPLAYING STATS

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.

SKILLS: Stealth +10

GHOUL

MEDIUM NATURAL HUMANOID (UNDEAD)

LEVEL 5 SOLDIER

AC

21

INIT +8

SPD 8

CLIMB 4

PER +2

darkvision

FORT

18

REF

20

WILL

17

HP/Bloodied

63 / 31

STR 14

CON 15

DEX 19

INT 10

WIS 11

CHA 12

Evil

D&D ROLEPLAYING STATS

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

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).

SKILLS: Stealth +11

HYENA

MEDIUM NATURAL BEAST

LEVEL 2 SKIRMISHER

AC

16

INIT +5

SPD 8

PER +7

lowlight vision

FORT

14

REF

13

WILL

12

HP/Bloodied

37 / 18

STR 16

CON 13

DEX 15

INT 2

WIS 12

CHA 5

Unaligned

D&D ROLEPLAYING STATS

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.

GNOLL HUNTMASTER

MEDIUM NATURAL HUMANOID

LEVEL 5 ARTILLERY

AC

19

INIT +6

SPD 7

PER +11

lowlight vision

FORT

16

REF

17

WILL

14

HP/Bloodied

50 / 25

STR 16

CON 14

DEX 19

INT 8

WIS 14

CHA 7

Chatoic Evil

D&D ROLEPLAYING STATS

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.

SKILLS: Intimidate +7 Stealth +11

GNOLL MARAUDER

MEDIUM NATURAL HUMANOID

LEVEL 6 BRUTE

AC

18

INIT +5

SPD 7

PER +7

lowlight vision

FORT

18

REF

15

WILL

15

HP/Bloodied

84 / 42

STR 20

CON 14

DEX 14

INT 9

WIS 14

CHA 7

Chaotic Evil

D&D ROLEPLAYING STATS

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.

SKILLS: Intimidate +8 Stealth +10

DIRE BOAR

LARGE NATURAL BEAST (MOUNT)

LEVEL 6 BRUTE

AC

17

INIT +3

SPD 8

PER +2

FORT

21

REF

17

WILL

16

HP/Bloodied

85 / 42

STR 19

CON 15

DEX 10

INT 2

WIS 9

CHA 8

Unaligned

D&D ROLEPLAYING STATS

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.

GNOLL DEMONIC SCOURGE

MEDIUM NATURAL HUMANOID

LEVEL 8 BRUTE (LEADER)

AC

20

INIT +6

SPD 5

PER +7

lowlight vision

FORT

21

REF

18

WILL

18

HP/Bloodied

106 / 53

STR 20

CON 16

DEX 14

INT 13

WIS 12

CHA 15

Chatoic Evil

D&D ROLEPLAYING STATS

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.

SKILLS: Insight +10 Intimidate +13 Religion +10

TIEFLING DARKBLADE

MEDIUM NATURAL HUMANOID

LEVEL 7 LURKER

INIT +12

SPD 6

PER +7

lowlight vision

AC 20

RESIST 12 fire

④ 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).

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

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.

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

SKILLS: Bluff +13 Stealth +15

STR 13

CON 16

DEX 20

INT 13

WIS 14

CHA 16

HP/Bloodied 64 / 32

Any

D&D ROLEPLAYING STATS

BONESHARD SKELETON

MEDIUM NATURAL ANIMATE (UNDEAD)

LEVEL 5 BRUTE

INIT +5

SPD 6

PER +4

darkvision

AC 17

IMMUNE: disease, poison

RESIST: 10 necrotic

VULNERABLE: 5 radiant

④ Scimitar (standard; at-will) **Necrotic**; +9 vs. AC; 1d8+3 damage (crit 1d8+11) plus 5 necrotic damage.

④ Boneshard (standard; at-will) **Necrotic**; +9 vs. AC; 1d4+3 damage, and ongoing 5 necrotic damage (save ends).

↩ 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.

STR 16

CON 17

DEX 16

INT 3

WIS 14

CHA 3

HP/Bloodied 77 / 38

Unaligned

D&D ROLEPLAYING STATS

EVISTRO (CARNAGE DEMON)

MEDIUM ELEMENTAL MAGICAL BEAST (DEMON)

LEVEL 6 BRUTE

INIT +4

SPD 6

PER +4

AC 16

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

④ Claws (standard; at-will) +9 vs. AC; 1d8+5 damage.

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

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.

STR 21

CON 20

DEX 12

INT 5

WIS 12

CHA 7

HP/Bloodied 90 / 45

Chatoic Evil

D&D ROLEPLAYING STATS

YOUNG GREEN DRAGON

LARGE NATURAL MAGICAL BEAST (DRAGON)

LEVEL 5 SOLO SKIRMISHER

INIT +7

SPD 8

FLY 10 (hover)

PER +10

darkvision

AC 21

RESIST: 15 poison

AP: 2

④ Bite (standard; at-will) **Poison**; Reach 2; +10 vs. AC; 1d6+5 damage and ongoing 5 poison damage (save ends).

④ Claw (standard; at-will) Reach 2; +10 vs. AC; 1d6+5 damage.

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

‡ 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.

‡ 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).

STR 15

CON 17

DEX 20

INT 15

WIS 16

CHA 17

HP/Bloodied 260 / 130

Evil

D&D ROLEPLAYING STATS

MALDRICK SCARMAKER

MEDIUM NATURAL HUMANOID (GNOLL)

LEVEL 8 ELITE ATRILLERY

INIT +8

SPD 7

FLY 9

PER +5

lowlight vision

AC 22

RESIST: 10 radiant

AP: 1

Saving Throws +2

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

④ Mace (standard; at-will) +15 vs. AC; 1d10+3 damage.

④ Eldrich Blast (standard; at-will) **Arcance, Implement**; Ranged 10; +13 vs. Ref; 1d10+8 damage.

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

‡ 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.

STR 11

CON 20

DEX 18

INT 10

WIS 12

CHA 13

HP/Bloodied 148 / 74

Chaotic Evil

D&D ROLEPLAYING STATS

+2 elven cloak

IMP

TINY IMMORTAL HUMANOID (DEVIL)

LEVEL 3 LURKER

INIT +8

SPD 4

FLY 6 (hover)

PER +8

darkvision

AC 17

RESIST: 15 fire

④ Bite (standard; at-will) +7 vs. AC; 1d6+1 damage.

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

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

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

STR 12

CON 16

DEX 17

INT 16

WIS 14

CHA 16

HP/Bloodied 40 / 20

Evil

D&D ROLEPLAYING STATS

PALDEMAR (1/2)

MEDIUM NATURAL HUMANOID

LEVEL 11 ELITE ATRILLERY

INIT +5

SPD 6

AP 1

PER +7

ST +2

AC 25

④ Staff (standard; at-will) +20 vs. AC; 1d+8 damage (+2d6 on a crit).

④ Magic Missle (standard; at-will) **Force, Arcane**; Ranged 20; +16 vs. Ref; 2d4+9 force damage.

‡ Pluck the Mind's Eye (immeditate 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).

‡ 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.

‡ 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*.

STR 12

CON 17

DEX 11

INT 19

WIS 18

CHA 13

HP/Bloodied 178 / 89

Evil

D&D ROLEPLAYING STATS

+2 magic staff

YOUNG GREEN DRAGON (2/2)

LARGE NATURAL MAGICAL BEAST (DRAGON)

LEVEL 5 SOLO SKIRMISHER

INIT +7

SPD 8

FLY 10 (hover)

PER +10

darkvision

AC 21

‡ 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).

STR 15

CON 17

DEX 20

INT 15

WIS 16

CHA 17

HP/Bloodied 260 / 130

Evil

D&D ROLEPLAYING STATS

YOUNG GREEN DRAGON (1/2)

LARGE NATURAL MAGICAL BEAST (DRAGON)

LEVEL 5 SOLO SKIRMISHER

INIT +7

SPD 8

FLY 10 (hover)

PER +10

darkvision

AC 21

RESIST: 15 poison

Saving Throws +2

AP: 2

④ Bite (standard; at-will) **Poison**; Reach 2; +10 vs. AC; 1d8+5 damage and ongoing 5 poison damage (save ends).

④ Claw (standard; at-will) Reach 2; +10 vs. AC; 1d6+5 damage.

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

‡ 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.

‡ 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.

STR 15

CON 17

DEX 20

INT 15

WIS 16

CHA 17

HP/Bloodied 260 / 130

Evil

D&D ROLEPLAYING STATS

PALDEMAR (2/2)
MEDIUM NATURAL HUMANOID

LEVEL 11 ELITE ATRILLERY

INIT +5	SPD 6	AP 1	PER +7	ST +2
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AC
25

FORT
23

REF
24

WILL
24

HP/Bloodied
178 / 89

⚡ **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 12	CON 17	DEX 11	INT 19	WIS 18	CHA 13
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D&D ROLEPLAYING STATS
+2 magic staff

Evil

PALDEMAR
MEDIUM NATURAL HUMANOID

LEVEL 11 ELITE ATRILLERY

INIT +5	SPD 6	AP 1	PER +7	ST +2
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AC
25

FORT
23

REF
24

WILL
24

HP/Bloodied
178 / 89

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

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

⚡ **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).

⚡ **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.

⚡ **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 12	CON 17	DEX 11	INT 19	WIS 18	CHA 13
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D&D ROLEPLAYING STATS
+2 magic staff

Evil

MALDRICK SCARMAKER (1/2)
MEDIUM NATURAL HUMANOID (GNOLL)

LEVEL 8 ELITE ATRILLERY

INIT +8	SPD 7	FLY 9	PER +5	lowlight vision
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AC
22

FORT
22

REF
21

WILL
21

HP/Bloodied
148 / 74

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

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

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

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

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

⚡ **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.

STR 11	CON 20	DEX 18	INT 10	WIS 12	CHA 13
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D&D ROLEPLAYING STATS
+2 elven cloak

Chaotic Evil

MALDRICK SCARMAKER (2/2)
MEDIUM NATURAL HUMANOID (GNOLL)

LEVEL 8 ELITE ATRILLERY

INIT +8	SPD 7	FLY 9	PER +5	lowlight vision
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AC
22

FORT
22

REF
21

WILL
21

HP/Bloodied
148 / 74

⚡ **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 11	CON 20	DEX 18	INT 10	WIS 12	CHA 13
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D&D ROLEPLAYING STATS
+2 elven cloak

Chaotic Evil

BRONZE WARDER (1/2)
LARGE NATURAL ANIMATE (CONSTRUCT)

LEVEL 7 ELITE SOLDIER

INIT +4	SPD 5	AP 1	PER +2	darkvision
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AC
25

FORT
23

REF
20

WILL
21

HP/Bloodied
168 / 84

IMMUNE charm, fear, poison **RESIST** 5 all

Saving Throws +2

⚡ **Greataxe** (standard; at-will) Reach 2; +14 vs. AC; 1d12+5 damage.

⚡ **Rampage** (standard, recharge 5 6) The bronze warder can move 3 squares, and all smaller creatures whose space the warder enters are pushed 1 square and knocked prone. After moving, the bronze warder can use *Axe Sweep*.

⚡ **Axe Sweep** (free, useable only immediately after *rampage*; at-will) Close burst 1; +14 vs. AC; 1d12+5 damage and ongoing 5 damage (save ends).

STR 20	CON 20	DEX 9	INT 3	WIS 8	CHA 3
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D&D ROLEPLAYING STATS

Unaligned

BRONZE WARDER (2/2)
LARGE NATURAL ANIMATE (CONSTRUCT)

LEVEL 7 ELITE SOLDIER

INIT +4	SPD 5	AP 1	PER +2	darkvision
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AC
25

FORT
23

REF
20

WILL
21

HP/Bloodied
168 / 84

Gaurd (immediate reaction, when the bronze warder's master is within 2 squares of it and is hit by an attack; recharge 5 6) The bronze warder takes half of the attack's damage, and it's master takes the other half.

Inexorable Movement The bronze warder can move through a smaller creature's space, but it cannot end its movement in an occupied space.

Ponderous The bronze warder cannot shift.

STR 20	CON 20	DEX 9	INT 3	WIS 8	CHA 3
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D&D ROLEPLAYING STATS

Unaligned

URWOL, MASTER SMITH (1/2)
MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 5 CONTROLLER

INIT +4	SPD 5	PER +4	darkvision
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AC
20

FORT
17

REF
18

WILL
17

HP/Bloodied
64 / 32

⚡ **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.

STR 13	CON 16	DEX 15	INT 18	WIS 14	CHA 11
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D&D ROLEPLAYING STATS

Evil

URWOL, MASTER SMITH (2/2)
MEDIUM NATURAL HUMANOID, DWARF (DEVIL)

LEVEL 5 CONTROLLER

INIT +4	SPD 5	PER +4	darkvision
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AC
20

FORT
17

REF
18

WILL
17

HP/Bloodied
64 / 32

⚡ **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 te 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

STR 13	CON 16	DEX 15	INT 18	WIS 14	CHA 11
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D&D ROLEPLAYING STATS

Evil