

## ORIGINAL MONSTERS BY KATERYS

### Chareet Trickster

#### Level 3 Controller

XP 150

Small natural humanoid



**Initiative** +4

**Senses** Perception +1

**HP** 43; **Bloodied** 21

**AC** 18; **Fortitude** 13, **Reflex** 15, **Will** 13

**Speed** 7

m **Claw** (standard; at-will)

Reach 2; +7 vs. AC; 1d4+1 damage and may pull target 1 square.

M **Double Claw** (standard; at-will)

Make two claw attacks. If two separate creatures are hit and pulled adjacent to each other, make a secondary attack against each. Secondary: +7 vs. Fort; 1d6 damage and target is knocked prone.

M **Fling** (standard; recharge 5 6)

Reach 2; +7 vs. AC; 2d4+2 damage and slide target 3 squares.

**Bounce** (immediate reaction, when hit by a melee attack; at-will) Chareet may slide 2.

**Treacherous Reach** Chareet may make opportunity attacks against all enemies within its reach (2 squares).

**Alignment** Unaligned

**Languages** Common

**Skills** Acrobatics +9, Thievery +9

**Str** 13 (+2) **Dex** 16 (+4) **Wis** 10 (+1)

**Con** 11 (+1) **Int** 8 (+0) **Cha** 11 (+1)

### Earthen Defender

#### Level 1 Soldier

XP 100

Small elemental humanoid



**Earth Control** Aura 1; Enemies treat the ground around an earthen defender as hindered terrain.

**HP** 32; **Bloodied** 16 (*see Crumble*)

**AC** 20 (15 bloodied); **Fortitude** 15, **Reflex** 12, **Will** 12

**Speed** 5, Burrow 5

m **Slam** (standard; at-will)

+4 vs. AC; 1d6+1 damage

**Stuck Weapon** (immediate reaction, when damaged by a melee weapon; recharge 6)

+4 vs. Reflex; disarm weapon. Weapon is trapped, but may be removed with a successful grapple.

**Crumble** A bloodied earthen defender suffers a -5 penalty to AC and drops any stuck weapon.

**Alignment** Unaligned

**Str** 13 (+1) **Dex** 10 (+0) **Wis** 11 (+0)

**Con** 16 (+3) **Int** 8 (-1) **Cha** 9 (-1)

## ORIGINAL MONSTERS BY KATERYS

### Human Captain

#### Level 5 Skirmisher (Leader)

XP 200

Medium natural humanoid



**Initiative** +8

**Senses** Perception +3

**HP** 60; **Bloodied** 30

**AC** 18; **Fortitude** 17, **Reflex** 16,

**Will** 18

**Speed** 6

m **Longsword** (standard; at-will) \* Weapon

+8 vs. AC; 1d8+2 damage

M **Commanding Strike** (standard; at-will) \* Weapon

+10 vs. AC; 1d8+4 damage and all allies within 20 gain +2 attack and +5 damage against target until start of Captain's next turn.

C **Coordinate Movement** (standard; recharge 5 6)

All allies within 20 may shift 2 and gain +2 Speed until end of Captain's next turn.

C **Tactical Adjustment** (minor; at-will)

Ally within 20 may shift 1.

**Opportunistic Flanker** When the captain makes a flanking attack, the ally he is flanking with may make a basic attack on the same target.

**Alignment** Unaligned

**Languages** Common

**Skills** Diplomacy +11, History +8, Insight +8

**Str** 14 (+4) **Dex** 13 (+3) **Wis** 12 (+3)

**Con** 13 (+3) **Int** 13 (+3) **Cha** 18 (+6)

### Lavakin

#### Level 6 Brute

XP 250

Small elemental humanoid



**Aura of Fire** Aura 2; Any creature entering or starting its turn in the aura takes 5 fire damage.

**Initiative** +3

**Senses** Perception +2

**HP** 81; **Bloodied** 40, see also lava burst

**AC** 19; **Fortitude** 16, **Reflex** 16, **Will** 15

**Resist** 10 fire

**Speed** 5

m **Lava Slam** (standard; at-will) \* Fire

+8 vs. AC; 1d4 + 2d6 fire and ongoing 5 fire damage (save ends).

**Lava Burst** (immediate reaction, when first bloodied and again when the lavakin is reduced to 0 hit points) \* Fire

Close burst 4; +10 vs. Reflex; 2d6 fire and ongoing 5 fire damage (save ends).

**Str** 11 (+3) **Dex** 10 (+3) **Wis** 9 (+2)

**Con** 11 (+3) **Int** 8 (+2) **Cha** 8 (+2)

## Myrdoc

Myrdoc are lanky green humanoids with a single huge red eye. They are sometimes the twisted result of people caught in the area of Far Realms touching too closely upon reality. Myrdoc almost always seek other aberrant allies and appear to work intelligently for some unknown purpose.

### Myrdoc Lore

A character knows the following information with a successful Dungeoneering check.

**DC 20:** Myrdoc are agile and quick foes who avoid melee and focus powerful destructive magic through their eye. They have supernatural vision that lets them see through darkness and illusions.

**DC 25:** They are particularly good at jumping and leap away from foes who close into melee. It is almost impossible to surprise a Myrdoc.

**DC 30:** Myrdocs provide vision into the world for an Elder Evil dwelling within the Far Realm and work to further its plans.

### Myrdoc Watcher

#### Level 9 Elite Artillery

XP 800

Medium aberrant humanoid



**Initiative** +18

**Senses** Perception +16; darkvision, blindsight 12

**HP** 154; **Bloodied** 77

**AC** 23; **Fortitude** 21, **Reflex** 22, **Will** 20

**Saving Throws** +2

**Speed** 8, **Jump** 5

**Action Points** 1

m **Slam** (standard; at-will)

+11 vs. AC; 1d8 + 3 damage

R **Eyebeam** (standard; at-will) \* **Force**

Range 10; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 1 square.

C **Blastbeam** (standard; recharge 4 5 6) \* **Force**

Close blast 5; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 1 square.

C **Forceblast** (standard; recharge 6) \* **Force**

Close blast 5; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 4 squares and knocked prone.

**Sudden Leap** (reaction, when an enemy moves adjacent; at-will)

Jump 2 squares. This movement does not provoke

opportunity attacks.

### First Reaction

A myrdoc watcher may act in a surprise round if it spends an action point.

**Alignment** Evil

**Languages** Deep Speech

**Skills** Athletics +12

**Str** +7 (16) **Dex** +8 (19) **Wis** +6 (15)

**Con** +7 (17) **Int** +4 (10) **Cha** +5 (12)

### Myrdoc Watcher Tactics

A myrdoc watcher tends to move rapidly around a battlefield, using its speed and range to best advantage. It is a cunning and ruthless opponent and will leave itself seemingly vulnerable by a pit or similar hazard so that it can leap away, then blast the opponent into the pit.

### Myrdoc Oracle

#### Level 23 Elite Artillery (Leader)

XP 10,200

Medium aberrant humanoid



**Initiative** +25

**Senses** Perception +26; darkvision, blindsight 12

**Prescience** Aura 5; A Myrdoc Oracle sees slightly into the future and directs its allies appropriately. Allies in the area gain a +2 bonus to all defenses.

**HP** 322; **Bloodied** 161

**AC** 34; **Fortitude** 30, **Reflex** 31, **Will** 32

**Saving Throws** +2

**Speed** 9, **Jump** 6

**Action Points** 1

m **Doom's Touch** (standard; at-will) \* **Psychic**

+28 vs. Will; 2d10 + 5 psychic damage and 5 ongoing psychic damage and target is dazed (save ends both).

R **Eyebeam** (standard; at-will) \* **Force**

Range 10; +28 vs. Reflex; 3d10 + 4 force damage and the target is pushed 1 square and dazed until the end of the target's turn.

R **Focus Gaze** (minor 1/round; at-will)

Range 10; +30 vs. Will; Oracle and all of its allies gain a +2 bonus to attack target until end of its next turn.

C **Blastbeam** (standard; recharge 4 5 6) \* **Force**

Close blast 5; +28 vs. Reflex; 3d10 + 4 force damage and the target is pushed 1 square and dazed until the end of the target's turn.

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### **C Forceblast** (standard; recharge 6) \* **Force**

Close blast 5; +28 vs. Reflex; 3d10 + 4 force damage and the target is pushed 4 squares and knocked prone.

### **Sudden Leap** (reaction, when an enemy moves adjacent; at-will)

Jump 3 squares. This movement does not provoke opportunity attacks.

### **Foresight**

A myrdoc oracle may always act in the surprise round.

### **Alignment** Evil

### **Languages** Deep Speech

### **Skills** Athletics +19

**Str** +14 (16)    **Dex** +15 (19)    **Wis** +16 (21)

**Con** +14 (17)    **Int** +15 (18)    **Cha** +16 (20)

### **Myrdoc Oracle Tactics**

A myrdoc oracle focuses on setting up enemies to be destroyed by its allies first, with a seeming fanatical disregard for its own safety. It prefers to use its action point when enemies gang up on it, to do a combined blastbeam and forceblast. If a myrdoc oracle believes it has already won, it delights in touching enemies to show them a vision of the impending doom of the world and all they hold dear.

### **Encounter Groups**

Myrdocs prefer less intelligent aberrant creatures to command such as gricks and chuul, but will work with any aberrant creature without rancor.

### **Level 10 Encounter (XP 2,500)**

- 1 Myrdoc Watcher (level 9 elite artillery)
- 1 Grell (level 7 elite soldier)
- 2 Grick (level 7 brute)
- 1 Chuul (level 10 soldier)

### **Level 23 Encounter (XP 25,500)**

- 1 Myrdoc Oracle (level 23 elite artillery)
- 1 Chuul Juggernaut (level 23 elite soldier)
- 1 Blood Fiend (level 23 soldier)

### **Peasant Militia**

### **Level 1 Minion**

XP 25

Medium natural humanoid

### **Initiative** +0

### **Senses** Perception +0

**HP** A minion dies when hit by an attack that deals damage

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

**Speed** 6

### m **Polearm** (standard; at-will) \* **Weapon**

Reach 2; +6 vs. AC; 3 damage

### r **Dagger** (standard; at-will) \* **Weapon**

Range 5/10; +5 vs. AC; 2 damage

### **Fallback** (immediate reaction, when an ally is reduced to 0 hp within 5; at-will)

Shift up to 2 away from the ally

### **Flighty**

-2 to all defenses against fear attacks. Additional +2 move when making a run action.

### **Alignment** Any

### **Languages** Common

### **Skills** Athletics +6, Endurance +6

**Str** 13 (+1)    **Dex** 10 (+0)    **Wis** 11 (+0)

**Con** 13 (+1)    **Int** 10 (+0)    **Cha** 10 (+0)



## Pyreskull

Close blast 5; +5 vs. Reflex; 1d8+3 fire

Skulls are an item commonly displayed in a wizard's shop or home. They aid in sales and help protect against theft. This is a wizard who is powerful enough to kill someone: clearly his services are worth money, and he is not someone to trifle with. Sometimes the skull is more than just decoration and serves as a guardian and watcher, as well. Few discover this before the pyreskull flies into the air and fire flares around it.

**Alignment** Unaligned

**Languages** -

**Str** -1 (4)      **Dex** +3 (15)      **Wis** +2 (12)  
**Con** +1 (10)      **Int** +1 (11)      **Cha** +0 (9)

## Pyreskull Lore

A character knows the following information with a successful Arcane check.

**DC 15:** Pyreskulls are created by a ritual perfected by a tiefling wizard that requires the skull of someone who was burned at the stake. There is often a small amount of ash by them even when dormant. They bite and spit fire in combat.

**DC 20:** The ritual imbues the skull with the fires of hell and due to a loophole in the ritual, pyreskulls are unable to fight against devils at all and will avoid tiefling targets if at all possible. Occasionally, a pyreskull will breathe forth a gout of flame, but only when doing so will not harm the area or person it is protecting.

## Pyreskull Tactics

Pyreskulls typically attempt to maintain range with flight and avoid causing collateral damage to their surroundings. A pyreskull fights until destroyed unless it has been ordered otherwise.

## Pyreskull

### Level 2 Artillery

XP 125

Tiny natural animate (construct)

**Initiative** +3

**Senses** Perception +7

**HP** 28; **Bloodied** 14

**AC** 17; **Fortitude** 12, **Reflex** 14,

**Will** 13



**Speed** 1 (Clumsy), **Flight** 5 (Hover)

m **Flaming Bite** (standard; at-will) \* Fire  
+5 vs. AC; 1d4+1d6 fire

R **Fire Spit** (standard; at-will) \* Fire  
Range 10; +5 vs. Reflex; 1d8+3 fire

C **Fire Breath** (standard; recharge 6) \* Fire

## Syrdoc Watcher

### Level 8 Skirmisher

XP 350

Medium aberrant beast



**Initiative** +8

**Senses** Perception +11, darkvision, blindsight 12

**AC** 23; **Fortitude** 19, **Reflex** 21, **Will** 19

**HP** 86; **Bloodied** 43

**Speed** 9, Climb 6 (spider climb), Jump 6

**m Claw** (standard; at-will)

+13 vs. AC; 1d8+2 damage

**M Double Claw** (standard; at-will)

Make two claw attacks.

**M Leaping Strike** (standard; recharge 4 5 6)

Jump 6 before making attack. This movement does not provoke opportunity attacks. +15 vs AC; 2d8+4 damage and knocks prone.

**Gorge** (immediate reaction, after damaging a bloodied enemy; encounter) Heal 20 hp.

**Shred** Syrdoc deals +5 damage against prone enemies.

**Bleeding Strikes** Against bloodied opponents, add 5 ongoing damage (save ends) to all melee attacks.

### Skills

Athletics +11

**Str** 15 (+6) **Dex** 18 (+8) **Wis** 15 (+6)

**Con** 14 (+6) **Int** 8 (+3) **Cha** 11 (+4)

## Voracious Maw

A character knows the following information with a successful Dungeoneering check.

**DC 15:** A voracious maw eats constantly, even while moving. It prefers flesh over plants over rocks, but it eats whatever it can get and is never full. Voracious maws often follow slower or larger predators around as a way to find tastier options.

**DC 20:** If not directly threatened, a voracious maw will consume dead and dying creatures (enemy and ally alike) while battle rages around it. They can be tamed with force and treats, so will sometimes grudgingly follow orders.

### Voracious Maw Tactics

A voracious maw charges into battle, typically preferring larger and less armored foes over others. If nothing is attacking it and a dying creature is nearby, it will coup de grace the creature. It will take an action to bite something every round, even the ground, if it can't get to something better.

## Voracious Maw

### Level 3 Brute

XP 150

Medium aberrant beast



**Initiative** +3

**Senses** Perception +2

**HP** 53; **Bloodied** 26

**AC** 16; **Fortitude** 13, **Reflex** 13, **Will** 12

**Speed** 7

**m Bite** (standard; at-will)

+6 vs. AC; 1d12+2. *See Devour.*

**Beheading Bite** (immediate reaction, on *killing* an enemy; encounter) \* Fear

Close Burst 5, enemies only; +6 vs. Will; target is dazed until end of target's turn and takes -2 penalty to defenses for encounter.

**Devour** Voracious Maw deals +6 damage against bloodied opponents. If it reduces an enemy to 0 hp, death saves are made with a -5 penalty.

**Alignment** Unaligned

**Languages** -

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**Skills** Athletics +8

**Str** 15 (+3) **Dex** 14 (+3) **Wis** 13 (+2)

**Con** 13 (+2) **Int** 2 (-3) **Cha** 8 (+0)

**Wind Sprite**

**Level 1 Controller**

XP 100

Small fey humanoid



**Initiative** +3

**Senses** Perception +0

**HP** 27; **Bloodied** 13

**AC** 16; **Fortitude** 11, **Reflex** 16, **Will** 13

**Speed** 5, Flight 7 (Hover)

m **Wind Slash** (standard; at-will)

+3 vs. AC; 1d6 damage

R **Grasping Wind** (standard; at-will)

Range 12; +3 vs. Fortitude; Creature is slowed and sprite may slide creature 2 squares each round (save ends both)

A **Whirlwind** (standard, sustain minor; at-will) \* Zone

Burst 1 within 12; +3 vs. Reflex; 5 damage and slide 1 square. The whirlwind is treated as hindering terrain. As a free action, the sprite may slide 1 square any creature ending its turn in a whirlwind.

**Alignment** Unaligned

**Languages** Elvish

**Skills** Acrobatics +8, Bluff +7

**Str** 9 (-1) **Dex** 17 (+3) **Wis** 10 (+0)

**Con** 11 (+0) **Int** 12 (+1) **Cha** 14 (+2)