Keep on the Shadowfell – Encounter Stat Blocks

ON THE ROAD: KOBOLD BRIGANDS (pg 16)

Kobold Slinger (S)
Level 1 Artillery
Small natural humanoid (kobold) — XP 100

Initiative	+3	**Senses**	Perception +1; darkvision				
HP	24	**Bloodied**	12				
AC	13	**Fortitude**	12	**Reflex**	14	**Will**	12
Speed	6						

Dagger (standard; at-will) * Weapon
+5 vs. AC; 1d4+3 damage.

Sling (standard; at-will) * Weapon
Ranged 10/20; +6 vs. AC; 1d6+3 damage; see also special shot below

Special Shot
A kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds of special shot, as shown below.
A special shot attack that hits deals normal damage and has an additional effect depending on its type:
2 Firepots (Fire): Target takes ongoing 2 fire damage (save ends).
1 Gluepot: Target is immobilized (save ends).

Shifty (minor; at-will)
A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Draconic				
Skills	Acrobatics +8, Stealth +10, Thievery +10						
Str	9 (-1)	**Dex**	17 (+3)	**Wis**	12 (+1)		
Con	12(+1)	**Int**	9 (-1)	**Cha**	10 (+0)		

Description This small reptilian figure has rust-colored scales, wears leather armor, and carries a sling (20 bullets). Three small, ceramic globes hang from a bandolier across its chest.

5 Kobold Minions (M)
Level 1 Minion
Small natural humanoid (kobold) — XP 25 each

Initiative	+3	**Senses**	Perception +1; darkvision				
HP	1; a missed attack never damages a minion.						
AC	15	**Fortitude**	11	**Reflex**	13	**Will**	11
	-2 penalty to all defenses while not adjacent to another kobold minion.						
Speed	6						

Spear (standard; at-will; minion attack) * Weapon
+4 vs. AC; 4 damage.

Javelin (standard; at-will; minion attack) * Weapon
Ranged 10/20; +6 vs. AC; 4 damage

Shifty (minor; at-will)
A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Draconic				
Skills	Stealth +5, Thievery +5						
Str	8 (-1)	**Dex**	16 (+3)	**Wis**	12 (+1)		
Con	12(+1)	**Int**	9 (-1)	**Cha**	10 (+0)		

Description These small reptilian humanoids have dark red scales, wear hide armor, and carry a speak and three javelins and a light shield each.

2 Kobold Dragonshields (D)
Level 2 Soldier
Small natural humanoid (kobold) — XP 125 each

Initiative	+4	**Senses**	Perception +2; darkvision				
HP	36	**Bloodied**	18				
AC	18	**Fortitude**	14	**Reflex**	13	**Will**	13
Resist	5 (fire)						
Speed	6						

Short Sword (standard; at-will) * Weapon
+7 vs. AC; 1d6+3 damage, and the target is marked until the end of the kobold dragonshield's next turn.

Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at will)
The kobold dragonshield may shift 1 square.

Mob Attack
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)
A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Draconic				
Skills	Acrobatics +7, Stealth +9, Thievery +9						
Str	14 (+3)	**Dex**	13 (+2)	**Wis**	12 (+2)		
Con	12(+2)	**Int**	9 (+0)	**Cha**	10 (+1)		

Description These red-scaled reptilians each carry a short sword and use what looks like a dragons scale as a shield.

A1: KOBOLD AMBUSH (pg 24)

Kobold Skirmisher (K)

Level 1 Skirmisher

Small natural humanoid (kobold) — XP 100 each

Initiative	+5	**Senses**	Perception +0; darkvision				
HP	27	**Bloodied**	13				
AC	15	**Fortitude**	11	**Reflex**	14	**Will**	13
Resist	5 (fire)						
Speed	6						

Spear (standard; at-will) * Weapon

+6 vs. AC; 1d8 damage, see also mob attack below.

Combat Advantage

The kobold skirmisher deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Draconic				
Skills	Acrobatics +8, Stealth +10, Thievery +10						
Str	8 (-1)	**Dex**	16 (+3)	**Wis**	10 (+0)		
Con	11 (+0)	**Int**	6 (-2)	**Cha**	15 (+2)		

Description This nimble reptilian figure has brown-red scales, wears dark leather armor, and grasps a spear and light shield.

3 Kobold Dragonshields (D)

Level 2 Soldier

Small natural humanoid (kobold) — XP 125 each

Initiative	+4	**Senses**	Perception +2; darkvision				
HP	36	**Bloodied**	18				
AC	18	**Fortitude**	14	**Reflex**	13	**Will**	13
Resist	5 (fire)						
Speed	6						

Short Sword (standard; at-will) * Weapon

+7 vs. AC; 1d6+3 damage, and the target is marked until the end of the kobold dragonshield's next turn.

Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at will)

The kobold dragonshield may shift 1 square.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Draconic				
Skills	Acrobatics +7, Stealth +9, Thievery +9						
Str	14 (+3)	**Dex**	13 (+2)	**Wis**	12 (+2)		
Con	12(+2)	**Int**	9 (+0)	**Cha**	10 (+1)		

Description These red-scaled reptilians each carry a short sword and use what looks like a dragons scale as a shield.

Kobold Wyrmpriest (W)

Level 3 Artillery

Small natural humanoid (kobold) — XP 150 each

Initiative	+4	**Senses**	Perception +4; darkvision				
HP	36	**Bloodied**	18				
AC	17	**Fortitude**	13	**Reflex**	15	**Will**	15
Speed	6						

Spear (standard; at-will) * Weapon

+7 vs. AC; 1d8 damage

Energy Orb (standard; at-will) * Acid

Range 10; +6 vs. Reflex; 1d10+3 acid damage

Incite Faith (minor; encounter)

Close burst 10; kobold allies in the area gain 5 temporary hit points and can shift 1 square

Dragon Breath (standard; encounter) * Acid

Close blast 3; +6 vs. Fortitude; 1d10+3 acid damage. Miss: Half Damage.

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Common, Draconic				
Skills	Stealth +11, Thievery +11						
Str	9 (+0)	**Dex**	16 (+4)	**Wis**	17 (+4)		
Con	12 (+2)	**Int**	9 (+0)	**Cha**	12 (+2)		

Description This reptilian humanoid wears a bone mask carved to resemble a dragon's head. The creature also carries a spear and wears crimson colored hide armor.

A2: KOBOLD LAIR, OUTSIDE (pg 26)

10 Kobold Minions (M)

Level 1 Minion

Small natural humanoid (kobold) — XP 25 each

Initiative	+3	**Senses**	Perception +1; darkvision				
HP	1; a missed attack never damages a minion.						
AC	15	**Fortitude**	11	**Reflex**	13	**Will**	11
	See also Trap Sense						
Speed	6						

Spear (standard; at-will; minion attack) * Weapon

+5 vs. AC; 4 damage.

Javelin (standard; at-will; minion attack) * Weapon

Ranged 10/20; +5 vs. AC; 4 damage

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment	Evil	**Languages**	Draconic		
Skills	Stealth +5, Thievery +5				
Str	8 (-1)	**Dex**	16 (+3)	**Wis**	12 (+1)
Con	12(+1)	**Int**	9 (-1)	**Cha**	10 (+0)
Equipment	Hide armor, light shield, 1 spear, 3 javelins				

Kobold Skirmisher (K)

Level 1 Skirmisher

Small natural humanoid (kobold) — XP 100 each

Initiative	+5	**Senses**	Perception +0; darkvision				
HP	27	**Bloodied**	13				
AC	15	**Fortitude**	11	**Reflex**	14	**Will**	13
Resist	5 (fire)						
Speed	6						

Spear (standard; at-will) * Weapon

+6 vs. AC; 1d8 damage, see also mob attack below.

Combat Advantage

The kobold skirmisher deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Draconic		
Skills	Acrobatics +8, Stealth +10, Thievery +10				
Str	8 (-1)	**Dex**	16 (+3)	**Wis**	10 (+0)
Con	11 (+0)	**Int**	6 (-2)	**Cha**	15 (+2)
Description	This nimble reptilian figure has brown-red scales, wears dark leather armor, and grasps a spear and light shield.				

Kobold Dragonshield (D)

Level 2 Soldier

Small natural humanoid (kobold) — XP 125

Initiative	+4	**Senses**	Perception +2; darkvision				
HP	36	**Bloodied**	18				
AC	18	**Fortitude**	14	**Reflex**	13	**Will**	13
Resist	5 (fire)						
Speed	6						

Short Sword (standard; at-will) * Weapon

+7 vs. AC; 1d6+3 damage, and the target is marked until the end of the kobold dragonshield's next turn.

Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at will)

The kobold dragonshield may shift 1 square.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Draconic		
Skills	Acrobatics +7, Stealth +9, Thievery +9				
Str	14 (+3)	**Dex**	13 (+2)	**Wis**	12 (+2)
Con	12(+2)	**Int**	9 (+0)	**Cha**	10 (+1)
Description	These red-scaled reptilians each carry a short sword and use what looks like a dragons scale as a shield.				

Kobold Slinger (S)

Level 1 Artillery

Small natural humanoid (kobold)

XP 100

Initiative	+3	**Senses**	Perception +1; darkvision				
HP	24	**Bloodied**	12				
AC	13	**Fortitude**	12	**Reflex**	14	**Will**	12
Speed	6						

Dagger (standard; at-will) * Weapon

+5 vs. AC; 1d4+3 damage.

Sling (standard; at-will) * Weapon

Ranged 10/20; +6 vs. AC; 1d6+3 damage; see also special shot below

Special Shot

A kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds of special shot, as shown below. A special shot attack that hits deals normal damage and has an additional effect depending on its type:
1 Stinkpot: The target takes -2 penalty on attack rolls (save ends).
2 Gluepot: Target is immobilized (save ends).

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Draconic				
Skills	Acrobatics +8, Stealth +10, Thievery +10						
Str	9 (-1)	**Dex**	17 (+3)	**Wis**	12 (+1)		
Con	12(+1)	**Int**	9 (-1)	**Cha**	10 (+0)		

Description This small reptilian figure has rust-colored scales, wears leather armor, and carries a sling (20 bullets). Three small, ceramic globes hang from a bandolier across its chest.

A3: KOBOLD LAIR, INSIDE (pg 28)

10 Kobold Minions (M)

Level 1 Minion

Small natural humanoid (kobold) — XP 25 each

Initiative	+3	**Senses**	Perception +1; darkvision				
HP	1; a missed attack never damages a minion.						
AC	15	**Fortitude**	11	**Reflex**	13	**Will**	11
	See also Trap Sense						
Speed	6						

Spear (standard; at-will; minion attack) * Weapon

+5 vs. AC; 4 damage.

Javelin (standard; at-will; minion attack) * Weapon

Ranged 10/20; +5 vs. AC; 4 damage

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment	Evil	**Languages**	Draconic				
Skills	Stealth +5, Thievery +5						
Str	8 (-1)	**Dex**	16 (+3)	**Wis**	12 (+1)		
Con	12(+1)	**Int**	9 (-1)	**Cha**	10 (+0)		
Equipment	Hide armor, light shield, 1 spear, 3 javelins						

3 Kobold Skirmisher (K)

Level 1 Skirmisher

Small natural humanoid (kobold) — XP 100 each

Initiative	+5	**Senses**	Perception +0; darkvision				
HP	27	**Bloodied**	13				
AC	15	**Fortitude**	11	**Reflex**	14	**Will**	13
Resist	5 (fire)						
Speed	6						

Spear (standard; at-will) * Weapon

+6 vs. AC; 1d8 damage, see also mob attack below.

Combat Advantage

The kobold skirmisher deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Sidestep Trap (standard; at-will)

The kobold skirmisher moves up to its speed without triggering any traps of which it is aware.

Alignment	Evil	**Languages**	Draconic				
Skills	Acrobatics +8, Stealth +10, Thievery +10						
Str	8 (-1)	**Dex**	16 (+3)	**Wis**	10 (+0)		
Con	11 (+0)	**Int**	6 (-2)	**Cha**	15 (+2)		
Description	This nimble reptilian figure has brown-red scales, wears dark leather armor, and grasps a spear and light shield.						

2 Kobold Dragonshields (D)

Level 2 Soldier

Small natural humanoid (kobold) — XP 125 each

Initiative	+4	**Senses**	Perception +2; darkvision				
HP	36	**Bloodied**	18				
AC	18	**Fortitude**	14	**Reflex**	13	**Will**	13
Resist	5 (fire)						
Speed	6						

Short Sword (standard; at-will) * Weapon

+7 vs. AC; 1d6+3 damage, and the target is marked until the end of the kobold dragonshield's next turn.

Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at will)

The kobold dragonshield may shift 1 square.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Draconic				
Skills	Acrobatics +7, Stealth +9, Thievery +9						
Str	14 (+3)	**Dex**	13 (+2)	**Wis**	12 (+2)		
Con	12(+2)	**Int**	9 (+0)	**Cha**	10 (+1)		
Description	These red-scaled reptilians each carry a short sword and use what looks like a dragons scale as a shield.						

Kobold Wyrmpriest (W)

Level 3 Artillery

Small natural humanoid (kobold) — XP 150

Initiative	+4	**Senses**	Perception +4; darkvision				
HP	36	**Bloodied**	18				
AC	17	**Fortitude**	13	**Reflex**	15	**Will**	15
Speed	6						

Spear (standard; at-will) * Weapon

+7 vs. AC; 1d8 damage

Energy Orb (standard; at-will) * Acid

Range 10; +6 vs. Reflex; 1d10+3 acid damage

Incite Faith (minor; encounter)

Close burst 10; kobold allies in the area gain 5 temporary hit points and can shift 1 square

Dragon Breath (standard; encounter) * Acid

Close blast 3; +6 vs. Fortitude; 1d10+3 acid damage. Miss: Half Damage.

Shifty (minor; at-will)

A kobold can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Common, Draconic				
Skills	Stealth +11, Thievery +11						
Str	9 (+0)	**Dex**	16 (+4)	**Wis**	17 (+4)		
Con	12 (+2)	**Int**	9 (+0)	**Cha**	12 (+2)		

Description This reptilian humanoid wears a bone mask carved to resemble a dragon's head. The creature also carries a spear and wears crimson colored hide armor.

Irontooth (I)

Level 3 Elite Brute

Small natural humanoid (goblin) — XP 300

Initiative	+2	**Senses**	Perception +4; low-light vision				
HP	106	**Bloodied**	53 (see blood crazy below)				
AC	18	**Fortitude**	18	**Reflex**	16	**Will**	17
Speed	6						

Battleaxe (standard; at-will) * Weapon

+8 vs. AC; 1d8+4 damage

Dual Axe (standard; when Irontooth doesn't move on his turn; at will)

Make a basic melee attack against two adjacent creatures

Goblin Tactics (immediate reaction, when missed by a melee attack; at will)

Irontooth can shift 1 square

Blood Crazed (while bloodied) * Healing

While bloodied, Irontooth gains +1d10 damage and loses the ability to use goblin tactics. He must attack the nearest foe, charging when possible. At the end of his turn, he heals 5 hp.

Alignment	Evil	**Languages**	Common, Goblin, Draconic				
Skills	None						
Str	18 (+5)	**Dex**	14 (+3)	**Wis**	16 (+4)		
Con	13 (+2)	**Int**	8 (+0)	**Cha**	12 (+2)		

Description Irontooth is a burly, battle-scarred goblin. Around him, kobolds scurry as if afraid to get too close. A great tattoo depicting a skeletal ram's head marks this goblin's face. He wears a wolf fur cloak and chain shirt, and he wields a battleaxe in both hands.

A4: BURIAL SITE (pg 30)

Guard Drake

Level 2 Brute

Small natural beast (reptile) — XP 125

Initiative	+3	**Senses**	Perception +7				
HP	48	**Bloodied**	24				
AC	15	**Fortitude**	15	**Reflex**	13	**Will**	12
Speed	6						

Bite (standard; at-will)

+6 vs. AC; 1d10+3 damage, or 1d10+9 if an ally is within 2 squares of the guard drake.

Alignment	Unaligned	**Languages**	-				
Skills	None						
Str	16 (+4)	**Dex**	15 (+3)	**Wis**	12 (+2)		
Con	18 (+5)	**Int**	3 (-3)	**Cha**	12 (+2)		

Description These four-legged reptiles appear strong and powerfully built.

4 Human Rabble (R)

Level 2 Minion

Medium natural humanoid (human) — XP 31 each

Initiative	+0	**Senses**	Perception +0				
HP	1; a missed attack never damages a minion.						
AC	14 (16)	**Fortitude**	13 (15)	**Reflex**	11 (13)	**Will**	11 (13)
	See also mob rule below.						
Speed	6						

Club (standard; at-will) * Weapon

+5 vs AC; 4 damage

Mob Rule

A human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.

Alignment	Any	**Languages**	Common		
Skills	None				
Str	14 (+2)	**Dex**	10 (+0)	**Wis**	10 (+0)
Con	12 (+1)	**Int**	9 (-1)	**Cha**	11 (+0)

Equipment Club

Agrid, Gnome Skulk (S)

Level 2 Lurker

Small fey humanoid (gnome) — XP 125

Initiative	+8	**Senses**	Perception +2; low-light vision				
HP	34	**Bloodied**	17				
AC	16	**Fortitude**	15	**Reflex**	15	**Will**	13
Speed	5						

War Pick (standard; at-will) * Weapon

+7 vs AC; 1d8+3 damage (crit 1d8+11 damage)

Crossbow (standard; at will)

Ranged 15/30; +7 vs. AC; 1d8+3

Combat Advantage

The gnome skulk deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Fade Away (immediate reaction, when the gnome skulk takes damage from any source; encounter) * Illusion

The gnome skulk turns invisible until it attacks or until the end of its next turn (whichever comes first).

Reactive Stealth

If a gnome has cover or concealment when it rolls an Initiative check at the start of an encounter, it can make a Stealth check to escape notice as a free action.

Shadow Skulk

When a gnome skulk makes a melee or ranged attack from hiding and misses, it is still considered to be hiding.

Alignment	Unaligned	**Languages**	Common, Elven		
Skills	Arcana +10, Bluff +12, Stealth +11, Thievery +9				
Str	8 (+0)	**Dex**	17 (+4)	**Wis**	12 (+2)
Con	16 (+4)	**Int**	14 (+3)	**Cha**	13 (+2)

Description Smaller and more slender than a halfling, Agrid has long point ears, dark eyes and gray skin. He wears dark leather armor and an amulet of health and carries a crossbow (20 bolts).

Halfling Slinger (H)

Level 1 Artillery

Small natural humanoid (halfling) — XP 100

Initiative	+4	**Senses**	Perception +5				
HP	22	**Bloodied**	11				
AC	15	**Fortitude**	12	**Reflex**	15	**Will**	13
Saving Throws	+5 against fear effects						
Speed	6						

Dagger (standard; at-will) * Weapon

+4 vs AC; 1d4+3 damage.

Sling (standard; at will) * Weapon

Ranged 10/20; +6 vs AC; 1d6+4

Stone Rain (standard; recharge 5 6) * Weapon

The halfling slinger makes 3 sling attacks, each with a -2 penalty to the attack roll.

Combat Advantage

The halfling slinger deals +1d6 damage on ranged attacks against any target it has combat advantage against.

Second Chance (immediate interrupt; encounter)

When hit by an attack, a halfling forces the attacker to reroll the attack and take the new result.

Alignment	Any	**Languages**	Common		
Skills	Acrobatics +6, Stealth +9, Thievery +11				
Str	12 (+1)	**Dex**	18 (+4)	**Wis**	11 (+0)
Con	10 (+0)	**Int**	10 (+0)	**Cha**	14 (+2)

Description This halfling has a dark complexion and tough countenance. He has an elaborate braid of hair and wears green and brown clothing.

AREA 1: GOBLIN GUARD ROOM (pg 38)

Rat Swarm (R)

Level 2 Skirmisher

Medium natural beast (swarm) — XP 125

Initiative	+6	**Senses**	Perception +6; low-light vision				
Swarm Attk	Aura 1; the rat swarm makes a free basic attack against each enemy that begins its turn in the aura						
HP	36	**Bloodied**	18				
AC	15	**Fortitude**	12	**Reflex**	14	**Will**	11
Resist	half damage from melee and ranged attacks; **Vulnerable** +5 damage from close and area attacks						
Speed	4, climb 2						

Swarm of Teeth (standard; at-will)

+6 vs AC; 1d6+3 damage plus ongoing 3 damage (save ends).

Alignment	Unaligned	**Languages**	-		
Skills	None				
Str	12 (+2)	**Dex**	17 (+4)	**Wis**	10 (+1)
Con	12 (+2)	**Int**	2 (-3)	**Cha**	9 (+0)

Description Dozens of rats squeak and bite and bite at everything within reach, climbing over each other in a seething mass of fur, teeth, and claws.

2 Goblin Sharpshooters (G)

Level 2 Artillery

Small natural humanoid (goblin) — XP 125 each

Initiative	+5	**Senses**	Perception +2; low-light vision				
HP	31	**Bloodied**	15				
AC	16	**Fortitude**	14	**Reflex**	16	**Will**	13
Speed	6						

Short Sword (standard; at-will) * Weapon

+6 vs AC; 1d6+2 damage.

Crossbow (standard; at will) * Weapon

Ranged 15/30; +9 vs AC; 1d8+4

Sniper

A hidden goblin sharpshooter that misses with a ranged attack remains hidden.

Combat Advantage

The goblin sharpshooter deals +1d6 damage on ranged attacks against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

A goblin may shift 1 square whenever a melee attack misses it.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Stealth +12, Thievery +12				
Str	14 (+3)	**Dex**	18 (+5)	**Wis**	13 (+2)
Con	13 (+2)	**Int**	8 (+0)	**Cha**	8 (+0)

Equipment Short sword, leather armor, crossbow with 20 bolts.

2 Goblin Warriors (W)

Level 1 Skirmisher

Small natural humanoid (halfling) — XP 100

Initiative	+5	**Senses**	Perception +1; low-light vision				
HP	29	**Bloodied**	14				
AC	17	**Fortitude**	13	**Reflex**	15	**Will**	12
Speed	6						

Spear (standard; at-will) * Weapon

+6 vs AC; 1d6+2 damage.

Javelin (standard; at will) * Weapon

Ranged 10/20; +6 vs AC; 1d6+2

Mobile Ranged Attack (standard; at-will)) * Weapon

The goblin warrior can move up to half its speed; at any point during that movement, it can make one ranged basic attack without provoking an opportunity attack.

Skirmish

If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals +1d6 damage on its attacks until the start of its next turn.

Goblin Tactics (immediate reaction; when missed by a melee attack; at-will)

A goblin may shift 1 square whenever a melee attack misses it.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Stealth +10, Thievery +10				
Str	14 (+2)	**Dex**	17 (+3)	**Wis**	12 (+1)
Con	13 (+1)	**Int**	8 (-1)	**Cha**	8 (-1)

Equipment Spear, 5 javelins, leather armor

AREA 2: TORTURE CHAMBER (pg 40)

Hobgoblin Torturer (T)

Level 3 Brute

Medium natural humanoid (goblin) — XP 150

Initiative	+2	**Senses**	Perception +3; low-light vision				
HP	53	**Bloodied**	26				
AC	16	**Fortitude**	16	**Reflex**	14	**Will**	14
Speed	6						

Hot Poker (standard; at-will) * Fire, Weapon

+6 vs. AC; 1d8 +4 fire damage plus ongoing 2 fire damage (save ends).

Bloodcut Armor (minor; daily) * Magic Item

Gain resist all 10 until the end of this creature's next turn.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	None				
Str	18 (+5)	**Dex**	14 (+3)	**Wis**	14 (+3)
Con	13 (+2)	**Int**	8 (+0)	**Cha**	8 (+0)
Equipment	Hide armor, iron poker				

3 Goblin Sharpshooters (S)

Level 2 Artillery

Small natural humanoid (goblin) — XP 125 each

Initiative	+5	**Senses**	Perception +2; low-light vision				
HP	31	**Bloodied**	15				
AC	16	**Fortitude**	14	**Reflex**	16	**Will**	13
Speed	6						

Short Sword (standard; at-will) * Weapon

+6 vs AC; 1d6+2 damage.

Crossbow (standard; at will) * Weapon

Ranged 15/30; +9 vs AC; 1d8+4

Sniper

A hidden goblin sharpshooter that misses with a ranged attack remains hidden.

Combat Advantage

The goblin sharpshooter deals +1d6 damage on ranged attacks against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

A goblin may shift 1 square whenever a melee attack misses it.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Stealth +12, Thievery +12				
Str	14 (+3)	**Dex**	18 (+5)	**Wis**	13 (+2)
Con	13 (+2)	**Int**	8 (+0)	**Cha**	8 (+0)
Equipment	Short sword, leather armor, crossbow with 20 bolts.				

Goblin Warriors (W)

Level 1 Skirmisher

Small natural humanoid (goblin) — XP 100

Initiative	+5	**Senses**	Perception +1; low-light vision				
HP	29	**Bloodied**	14				
AC	17	**Fortitude**	13	**Reflex**	15	**Will**	12
Speed	6						

Spear (standard; at-will) * Weapon

+6 vs AC; 1d6+2 damage.

Javelin (standard; at will) * Weapon

Ranged 10/20; +6 vs AC; 1d6+2

Mobile Ranged Attack (standard; at-will)) * Weapon

The goblin warrior can move up to half its speed; at any point during that movement, it can make one ranged basic attack without provoking an opportunity attack.

Skirmish

If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals +1d6 damage on its attacks until the start of its next turn.

Goblin Tactics (immediate reaction; when missed by a melee attack; at-will)

A goblin may shift 1 square whenever a melee attack misses it.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Stealth +10, Thievery +10				
Str	14 (+2)	**Dex**	17 (+3)	**Wis**	12 (+1)
Con	13 (+1)	**Int**	8 (-1)	**Cha**	8 (-1)
Equipment	Spear, 5 javelins, leather armor				

AREA 3: EXCAVATION SITE (pg 42)

2 Guard Drakes (D)

Level 2 Brute

Small natural beast (reptile) — XP 125 each

Initiative	+3	**Senses**	Perception +7				
HP	48	**Bloodied**	24				
AC	15	**Fortitude**	15	**Reflex**	13	**Will**	12
Speed	6						

Bite (standard; at-will)

+6 vs. AC; 1d10+3 damage, or 1d10+9 if an ally is within 2 squares of the guard drake.

Alignment	Unaligned	**Languages**	-		
Skills	None				
Str	16 (+4)	**Dex**	15 (+3)	**Wis**	12 (+2)
Con	18 (+5)	**Int**	3 (-3)	**Cha**	12 (+2)

Description These four-legged reptiles appear strong and powerfully built.

3 Goblin Sharpshooters (S)

Level 2 Artillery

Small natural humanoid (goblin) — XP 125 each

Initiative	+5	**Senses**	Perception +2; low-light vision				
HP	31	**Bloodied**	15				
AC	16	**Fortitude**	14	**Reflex**	16	**Will**	13
Speed	6						

Short Sword (standard; at-will) * Weapon

+6 vs. AC; 1d6+2 damage.

Crossbow (standard; at will) * Weapon

Ranged 15/30; +9 vs AC; 1d8+4

Sniper

A hidden goblin sharpshooter that misses with a ranged attack remains hidden.

Combat Advantage

The goblin sharpshooter deals +1d6 damage on ranged attacks against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

A goblin may shift 1 square whenever a melee attack misses it.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Stealth +12, Thievery +12				
Str	14 (+3)	**Dex**	18 (+5)	**Wis**	13 (+2)
Con	13 (+2)	**Int**	8 (+0)	**Cha**	8 (+0)

Equipment Short sword, leather armor, crossbow with 20 bolts.

AREA 4: CHIEFTAIN'S LAIR (pg 44)

8 Goblin Cutters (C)

Level 1 Minion

Small natural humanoid (goblin) — XP 25 each

Initiative	+3	**Senses**	Perception +1; low-light vision				
HP	1; a missed attack never damages a minion.						
AC	16	**Fortitude**	12	**Reflex**	14	**Will**	11
Speed	6; see also goblin tactics						

Short Sword (standard; at-will; minion attack) * Weapon

+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).

Goblin Tactics (immediate reaction; when missed by a melee attack; at-will)

A goblin shifts 1 square

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Stealth +5, Thievery +5				
Str	14 (+2)	**Dex**	17 (+3)	**Wis**	12 (+1)
Con	13 (+1)	**Int**	8 (-1)	**Cha**	8 (-1)
Equipment	Leather armor, short sword				

5 Goblin Warriors (W)

Level 1 Skirmisher

Small natural humanoid (goblin) — XP 100

Initiative	+5	**Senses**	Perception +1; low-light vision				
HP	29	**Bloodied**	14				
AC	17	**Fortitude**	13	**Reflex**	15	**Will**	12
Speed	6						

Spear (standard; at-will) * Weapon

+6 vs AC; 1d6+2 damage.

Javelin (standard; at will) * Weapon

Ranged 10/20; +6 vs AC; 1d6+2

Mobile Ranged Attack (standard; at-will)) * Weapon

The goblin warrior can move up to half its speed; at any point during that movement, it can make one ranged basic attack without provoking an opportunity attack.

Skirmish

If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals +1d6 damage on its attacks until the start of its next turn.

Goblin Tactics (immediate reaction; when missed by a melee attack; at-will)

A goblin may shift 1 square whenever a melee attack misses it.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Stealth +10, Thievery +10				
Str	14 (+2)	**Dex**	17 (+3)	**Wis**	12 (+1)
Con	13 (+1)	**Int**	8 (-1)	**Cha**	8 (-1)
Equipment	Spear, 5 javelins, leather armor				

Balgron the Fat (B)

Level 4 Lurker

Small natural humanoid (goblin) — XP 175

Initiative	+10	**Senses**	Perception +3; low-light vision				
HP	46	**Bloodied**	23				
AC	17	**Fortitude**	16	**Reflex**	17	**Will**	15
Speed	6						

Club (standard; at-will) * Weapon

+9 vs. AC; 1d6+3 damage

Crossbow (standard; at will) * Weapon

Ranged 15/30; +9 vs AC; 1d8+4

Combat Advantage

When Balgron has combat advantage, his ranged attacks deal +2d6 damage.

Crippling Strike

Enemy struck by melee attack is slowed (speed becomes 2) and takes a -2 penalty on opportunity attacks until the end of Balgron's next turn.

Goblin Tactics (immediate reaction; when missed by a melee attack; at-will)

A goblin may shift 1 square whenever a melee attack misses it.

Shifty (minor; at will)

Balgron can shift 1 square as a minor action.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Acrobatics +11, Perception +8, Stealth +13, Thievery +13				
Str	16 (+5)	**Dex**	18 (+6)	**Wis**	12 (+3)
Con	16 (+5)	**Int**	9 (+1)	**Cha**	14 (+4)

Description This fat goblin wears leather armor that bulges from his weight. He has thick, knotty fingers, cruel eyes, and a terrible disposition. He carries a club, a crossbow, and 20 bolts.

AREA 5: CRYPT OF SHADOWS (pg 46)

10 Zombie Rotters (R)

Level 3 Minion

Medium natural animate (undead) — XP 38 each

Initiative	-2	**Senses**	Perception -1; Darkvision				
HP	1; a missed attack never damages a minion.						
AC	13	**Fortitude**	13	**Reflex**	9	**Will**	10
Immune	Disease, poison						
Speed	4						
	Slam (standard; at-will; minion attack)						
	+6 vs. AC; 5 damage						
Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	14 (+2)	**Dex**	6 (-2)	**Wis**	8 (-1)		
Con	10 (+0)	**Int**	1 (-5)	**Cha**	3 (-4)		
Description	Pieces of rotting flesh hang from these shambling forms. Tears in the flesh reveal exposed bone.						

4 Zombies (Z)

Level 2 Brute

Medium natural animate (undead) — XP 125 each

Initiative	-1	**Senses**	Perception +0; Darkvision				
HP	40	**Bloodied**	20; see also zombie weakness below				
AC	13	**Fortitude**	13	**Reflex**	9	**Will**	10
Immune	Disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant						
Speed	4						
	Slam (standard; at-will)						
	+6 vs. AC; 2d6+2 damage.						
	Zombie Grab (standard; at will)						
	+4 vs. Fortitude; the target is grabbed (until escape)						
	Zombie Weakness						
	Any critical hit to the zombie reduces it to 0 hit points instantly.						
Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	14 (+3)	**Dex**	6 (-1)	**Wis**	8 (+0)		
Con	10 (+1)	**Int**	1 (-4)	**Cha**	3 (-3)		
Description	Although these creatures are obviously dead, they shamble forward with supernatural strength and purpose. Their bulky forms lumber with menace, and ravenous hunger glints in their vacant eyes.						

AREA 6: HIDDEN ARMORY (pg 48)

4 Zombies (Z)

Level 2 Brute

Medium natural animate (undead) — XP 125 each

Initiative	-1	**Senses**	Perception +0; Darkvision				
HP	40	**Bloodied**	20; see also zombie weakness below				
AC	13	**Fortitude**	13	**Reflex**	9	**Will**	10
Immune	Disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant						
Speed	4						

Slam (standard; at-will)

+6 vs. AC; 2d6+2 damage.

Zombie Grab (standard; at will)

+4 vs. Fortitude; the target is grabbed (until escape)

Zombie Weakness

Any critical hit to the zombie reduces it to 0 hit points instantly.

Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	14 (+3)	**Dex**	6 (-1)	**Wis**	8 (+0)		
Con	10 (+1)	**Int**	1 (-4)	**Cha**	3 (-3)		

Description Although these creatures are obviously dead, they shamble forward with supernatural strength and purpose. Their bulky forms lumber with menace, and ravenous hunger glints in their vacant eyes.

AREA 7: SKELETAL LEGION (pg 50)

2 Skeleton Warriors (W)

Level 3 Soldier

Medium natural animate (undead) — XP 150 each

Initiative	+6	**Senses**	Perception +3; Darkvision				
HP	45	**Bloodied**	22				
AC	18	**Fortitude**	15	**Reflex**	16	**Will**	15
Immune	Disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant						
Speed	5						

Longsword (standard; at-will) * Weapon

+10 vs. AC; 1d8+2 damage, and the target is marked until the end of the skeleton warrior's next turn; see also speed of the dead below.

Speed of the Dead

When making an opportunity attack, the skeleton warrior gains a +2 bonus to the attack roll and deals +1d6 damage.

Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	15 (+3)	**Dex**	17 (+4)	**Wis**	14 (+3)		
Con	13 (+2)	**Int**	3 (-3)	**Cha**	3 (-3)		
Equipment	Chainmail, longsword, light shield						

Description Tendons and sinew link these creatures' bones strongly together. Their forms rattle and crack, but they move with strength and speed.

8+ Decrepit Skeletons (S)

Level 1 Minion

Medium natural animate (undead) — XP 25 each

Initiative	+3	**Senses**	Perception +2; Darkvision				
HP	1; a missed attack never damages a minion.						
AC	16	**Fortitude**	13	**Reflex**	14	**Will**	13
Immune	Disease, poison						
Speed	6						

Longsword (standard; at-will; minion attack) * Weapon

+6 vs. AC; 4 damage

Shortbow (standard; at-will; minion attack) * Weapon

Ranged 15/30; +6 vs. AC; 4 damage

Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	15 (+2)	**Dex**	17 (+3)	**Wis**	14 (+2)		
Con	13 (+1)	**Int**	3 (-4)	**Cha**	3 (-4)		
Equipment	Longsword, shortbow, quiver of 10 arrows						

AREA 8: SIR KEEGAN'S TOMB (pg 52)

Sir Keegan (K)								**Level 4 Solo Brute**
Medium natural animate (undead)								XP 875
Initiative	+5	**Senses**	Perception +9; Darkvision					
HP	325	**Bloodied**	162					
AC	20	**Fortitude**	22	**Reflex**	18	**Will**	20	
Immune	Poison; **Resist** necrotic 10							
Saving Throws	+5							
Speed	6							
Action Points	2							
	Longsword "Aecris" (standard; at-will) * Weapon							
	+9 vs. AC; 1d10+5 damage plus 5 necrotic damage							
	Legion Attack (standard; when Keegan doesn't move more than 1 square in a round; at will) * Weapon							
	Make two basic melee attacks							
	Necromantic Burst (standard; usable while bloodied; at will)							
	Close burst 3; +5 vs. Fortitude; 2d6+3 necrotic damage							
Alignment	Good	**Languages**	Common, Draconic					
Skills	Diplomacy +7, Insight +9							
Str	16 (+5)	**Dex**	16 (+5)	**Wis**	14 (+4)			
Con	17 (+5)	**Int**	10 (+2)	**Cha**	10 (+2)			
Description	A stout skeletal form clad in plate armor, this figure stands with a menacing presence. The armor groans as the creature moves, and the empty sockets of its skull study the area carefully.							

AREA 9: THE MAZE OF CAVES (pg 54)

13 Giant Rats

Level 1 Minion

Small natural beast — XP 25 each

Initiative	+3	**Senses**	Perception +5; low-light vision				
HP	1; a missed attack never damages a minion						
AC	15	**Fortitude**	13	**Reflex**	15	**Will**	12
Immune	None						
Speed	6, Climb 3						
	Bite (standard; at-will)						
	+6 vs. AC; 3 damage						
Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	12 (+1)	**Dex**	17 (+3)	**Wis**	10 (+0)		
Con	12 (+1)	**Int**	2 (-4)	**Cha**	6 (-2)		
Description	These oversized rats have sharp, elongated teeth. Their vicious eyes gleam with hunger and malevolence.						

Ochre Jelly (J)

Level 3 Elite Brute

Large natural beast (ooze) — XP 300

Initiative	+0	**Senses**	Perception +2; blindsight 1-, tremorsense 10				
HP	102	**Bloodied**	51; see also split below				
AC	18	**Fortitude**	16	**Reflex**	14	**Will**	14
Resist	5 acid						
Saving Throws	+2						
Speed	4; see also flowing form below						
Action Points	1						
	Slam (standard; at-will) * Acid						
	+8 vs. AC; 2d6+1 damage plus ongoing 5 acid damage (save ends)						
	Flowing Form (move; at-will)						
	The ochre jelly can shift up to 4 squares						
	Split (immediate reaction, when first bloodied; encounter)						
	The ochre jelly splits into two, each with a number of hit points equal to the ochre jelly's current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if it is reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves of the ochre jelly eventually recombine into a single creature (at the end of the encounter).						
Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	13 (+2)	**Dex**	8 (+0)	**Wis**	12 (+2)		
Con	11 (+1)	**Int**	1 (-4)	**Cha**	1 (-4)		
Description	This crimson colored mass of undulating jelly oozes forward with menacing intentions.						

AREA 10: KRUTHIK LAIR (pg 56)

6 Kruthik Hatchlings (H)

Level 2 Minion

Small natural beast (reptile) — XP 31 each

Initiative	+3	**Senses**	Perception +0; low-light vision; tremorsense 10				
HP	1; a missed attack never damages a minion						
Gnashing Horde	Aura 1; an enemy that ends its turn in the aura takes 2 damage.						
AC	14	**Fortitude**	13	**Reflex**	15	**Will**	12
Immune	None						
Speed	8, burrow 2 (tunneling), climb 8						
	Claw (standard; at-will)						
	+5 vs. AC; 4 damage						
Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	13 (+1)	**Dex**	16 (+3)	**Wis**	10 (+0)		
Con	13 (+1)	**Int**	4 (-3)	**Cha**	6 (-2)		
Description	These oversized rats have sharp, elongated teeth. Their vicious eyes gleam with hunger and malevolence.						

3 Kruthik Young (Y)

Level 2 Brute

Small natural beast (reptile) — XP 125 each

Initiative	+4	**Senses**	Perception +1; low-light vision; tremorsense 10				
HP	43	**Bloodied**	21				
Gnashing Horde	Aura 1; an enemy that ends its turn in the aura takes 2 damage.						
AC	15	**Fortitude**	13	**Reflex**	14	**Will**	11
Immune	None						
Speed	8, burrow 2 (tunneling), climb 8						
	Claw (standard; at-will)						
	+5 vs. AC; 1d8+2 damage						
Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	15 (+2)	**Dex**	16 (+4)	**Wis**	10 (+1)		
Con	13 (+2)	**Int**	4 (-2)	**Cha**	6 (-1)		
Description	These oversized rats have sharp, elongated teeth. Their vicious eyes gleam with hunger and malevolence.						

Kruthik Adult

Level 4 Brute

Medium natural beast (reptile) — XP 175

Initiative	+6	**Senses**	Perception +4; low-light vision, tremorsense 10				
HP	67	**Bloodied**	33				
Gnashing Horde	Aura 1; an enemy that ends its turn in the aura takes 2 damage						
AC	19	**Fortitude**	16	**Reflex**	17	**Will**	14
Speed	6, burrow 3(tunneling), climb 6						
	Claw (standard; at-will)						
	+8 vs. AC; 1d10+3						
	Toxic Spikes (standard; recharge 5 6) * Poison						
	Ranged 5; the kruthik makes 2 attacks against two different targets; +7 vs. AC; 1d8+4 damage plus ongoing 5 poison damage, and the target is slowed (save ends both effects)						
Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	17 (+5)	**Dex**	18 (+6)	**Wis**	12 (+4)		
Con	17 (+5)	**Int**	4 (-1)	**Cha**	8 (+1)		

AREA 11: THE WATER CAVE (PG 58)

Blue Slime (S)								**Level 3 Solo Brute**
Large natural beast (ooze)								XP 750
Initiative	+0	**Senses**	Perception +7; blind, tremorsense 10					
Tremorsense	Can perceive creatures and objects in contact with the ground or any other shared surface (such as the water) within 10 squares without needing to make a Perception check							
HP	204	**Bloodied**	102					
AC	18	**Fortitude**	15	**Reflex**	17	**Will**	14	
Immune	Charm, fear; **Resist** acid 5							
Saving Throws	+3							
Speed	5, swim 5							
Action Points	2							
	Slam (standard; at-will)							
	Reach 2; +8 vs. AC; 1d6+6 damage plus ongoing 5 acid damage (save ends)							
	Double Attack (Standard; when Blue Slime doesn't move more than 1 square in a round; at will)							
	Make two basic melee attacks.							
	Slime Eruption (stnadard; recharge 5 6)							
	Close burst 3; +6 vs. Reflex; 1d6+6 acid damage. Miss; Half damage							
	Stench Pulse (standard; encounter)							
	Close burst 4; +6 vs. Will; targets are dazed and weakened (save ends).							
	Bloodied Eruption (immediate reaction when slime is reduced to 0 hit points)							
	Blue slime uses slime eruption (see above) regardless if the power has recharged.							
Alignment	Unaligned	**Languages**	None					
Skills	None							
Str	13 (+2)	**Dex**	8 (+0)	**Wis**	12 (+2)			
Con	11 (+1)	**Int**	1 (-4)	**Cha**	1 (-4)			
Description	The amorphous form of this creature seems to engulf everything around it. The blue ooze of the creature's body bulges and reaches outward with fluid appendages.							

INTERLUDE THREE: THE DEAD WALK (pg 60)

12 Decrepit Skeletons (S)

Level 1 Minion

Medium natural animate (undead) — XP 25 each

Initiative	+3	**Senses**	Perception +2; Darkvision				
HP	1; a missed attack never damages a minion.						
AC	16	**Fortitude**	13	**Reflex**	14	**Will**	13
Immune	Disease, poison						
Speed	6						

Longsword (standard; at-will; minion attack) * Weapon

+6 vs. AC; 4 damage

Shortbow (standard; at-will; minion attack) * Weapon

Ranged 15/30; +6 vs. AC; 4 damage

Alignment	Unaligned	**Languages**	None		
Skills	None				
Str	15 (+2)	**Dex**	17 (+3)	**Wis**	14 (+2)
Con	13 (+1)	**Int**	3 (-4)	**Cha**	3 (-4)
Equipment	Longsword, shortbow, quiver of 10 arrows				

2 Gravehound Zombies (G)

Level 3 Brute

Medium natural animate (undead) — XP 150 each

Initiative	+2	**Senses**	Perception +1; Darkvision				
HP	54	**Bloodied**	27; see also death jaws and zombie weakness below				
AC	14	**Fortitude**	14	**Reflex**	12	**Will**	11
Immune	Disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant						
Speed	8						

Bite (standard; at-will) * Necrotic

+7 vs. AC; 1d6+3 damage plus ongoing 5 necrotic damage (save ends), and the target is knocked prone if it is Medium size or smaller.

Death Jaws (immediate reaction, when reduced to 0 hit points) * Necrotic

Before it dies, the gravehound makes a bite attack against a target within its reach.

Zombie Weakness

Any critical hit to the gravehound reduces it to 0 hit points instantly.

Alignment	Unaligned	**Languages**	None		
Skills	None				
Str	16 (+4)	**Dex**	13 (+2)	**Wis**	10 (+1)
Con	14 (+3)	**Int**	1 (-4)	**Cha**	3 (-3)
Description	The forms of these dogs are bloated with rotting flesh. A few bones are visible through the muscle.				

Ninaran, Elf Archer (N)

Level 4 Artillery

Medium fey humanoid (elf) — XP 175

Initiative	+7	**Senses**	Perception +12; low-light vision				
HP	44	**Bloodied**	22				
AC	17	**Fortitude**	14	**Reflex**	18	**Will**	15
Speed	7						

Longsword (standard; at-will) * Weapon

+8 vs. AC; 1d8+3 damage

Longbow (standard; at will)

Ranged 20/40; +9 vs. AC; 1d10+5

Archer's Mobility

If Ninaran moves at least 4 squares from her original position, she gains a +2 bonus to ranged attack rolls until the start of her next turn.

Elven Accuracy (free action; encounter)

An elf can reroll an attack roll. It must use the second roll, even if it is lower.

Wild Step

An elf ignores difficult terrain when it shifts.

Alignment	Evil	**Languages**	Common, Elven, Draconic		
Skills	Nature +12, Perception +12				
Str	13 (+3)	**Dex**	20 (+7)	**Wis**	16 (+5)
Con	14 (+4)	**Int**	12 (+3)	**Cha**	11 (+2)
Description	This pale elf has dark hair and wears a ruthless expression. She moves with grace and agility, a deadly purpose in her keen eyes.				

AREA 12: HOBGOBLIN GUARD ROOM (pg 64)

4 Hobgoblin Soldiers

Level 3 Soldier

Medium natural humanoid (goblin) — XP 150 each

Initiative	+7	**Senses**	Perception +3; low-light vision				
HP	47	**Bloodied**	23				
AC	20 (22)	**Fortitude**	18	**Reflex**	16	**Will**	16
Speed	5						

Flail (standard; at-will) * Weapon

+7 vs. AC; 2d6+4 damage, the target is slowed until the end of the hobgoblin soldier's next turn, and the target is marked until the end of the hobgoblin soldier's next turn.

Formation Strike (standard; at will) * Weapon

+7 vs. AC; 2d6+4, and the hobgoblin soldier may shift 1 square provided it ends in a space adjacent to another hobgoblin.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that allows a save; encounter)
The hobgoblin soldier can make an immediate saving throw against the triggering effect.

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

Alignment	Evil	**Languages**	Common, Goblin				
Skills	Athletics +12, Stealth +10						
Str	19 (+5)	**Dex**	14 (+3)	**Wis**	14 (+3)		
Con	15 (+3)	**Int**	11 (+1)	**Cha**	10 (+1)		
Equipment	Scale armor, heavy shield, flail						

Description These goblinoid creatures stand over 6 feet in height and strong and eager for battle.

5 Hobgoblin Grunts (G)

Level 3 Minion

Medium natural humanoid (goblin) — XP 38 each

Initiative	+4	**Senses**	Perception +1; low-light vision				
HP	1; a missed attack never damages a minion						
AC	17 (19)	**Fortitude**	15	**Reflex**	13	**Will**	12
Speed	5						

Longsword (standard; at-will) * Weapon

+6 vs. AC; 5 damage

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

Alignment	Evil	**Languages**	Common, Goblin				
Skills	Athletics +6, Stealth +9						
Str	18 (+4)	**Dex**	14 (+2)	**Wis**	13 (+1)		
Con	15 (+2)	**Int**	10 (+0)	**Cha**	9 (-1)		
Equipment	Leather armor, light shield, longsword.						

Description These goblinoid creatures stand over 6 feet in height and strong and eager for battle.

Deathjump Spider (D)

Level 4 Skirmisher

Medium natural beast (spider) — XP 175

Initiative	+8	**Senses**	Perception +9; tremorsense 5				
HP	55	**Bloodied**	27				
AC	20	**Fortitude**	17	**Reflex**	18	**Will**	16
Speed	6, climb 6 (spider climb)						

Bite (standard; at-will) * Poison

+6 vs. AC; 2d6+3 damage plus ongoing 5 poison damage, and the target is slowed (save ends both effects).

Death From Above (standard; at will) * Poison

The deathjump spider leaps at its prey, shifting up to 6 swuares and making a bite attack. On a hit, it deals +1d6 damage and also knocks the target prone.

Prodigious Leap (move; encounter)
The deathjump spider shifts up to 10 squares.

Alignment	Unaligned	**Languages**	None				
Skills	Atheltics +14, Stealth +11						
Str	17 (+5)	**Dex**	18 (+6)	**Wis**	14 (+4)		
Con	15 (+4)	**Int**	1 (-3)	**Cha**	8 (+1)		
Equipment	None						

Description This monstrous spider has a heavy coating of bristles patterned in stripes of gray and black. It is the size of a horse and has large fangs that drip with venom.

AREA 13: HOBGOBLIN BARRACKS (pg 66)

Hobgoblin Archer — Level 3 Artillery

Medium natural humanoid (goblin) — XP 150

Initiative	+7	**Senses**	Perception +8; low-light vision				
HP	39	**Bloodied**	19				
AC	17	**Fortitude**	13	**Reflex**	15	**Will**	13
Speed	6						

Longsword (standard; at-will) * Weapon

+6 vs. AC; 1d8+2 damage

Longbow (standard; at will) * Weapon

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 ranged attack roll against the same target.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that allows a save; encounter)

The hobgoblin archer can make an immediate saving throw against the triggering effect.

Alignment	Evil	**Languages**	Common, Goblin				
Skills	Athletics +6, Stealth +12						
Str	14 (+3)	**Dex**	19 (+5)	**Wis**	14 (+3)		
Con	15 (+3)	**Int**	11 (+1)	**Cha**	10 (+1)		

Equipment Leather armor, longsword, longbow, 30 arrows

Description These goblinoid creatures stand over 6 feet in height and strong and eager for battle.

5 Hobgoblin Grunts (G) — Level 3 Minion

Medium natural humanoid (goblin) — XP 38 each

Initiative	+4	**Senses**	Perception +1; low-light vision				
HP	1; a missed attack never damages a minion						
AC	17 (19)	**Fortitude**	15	**Reflex**	13	**Will**	12
Speed	5						

Longsword (standard; at-will) * Weapon

+6 vs. AC; 5 damage

Phalanx Soldier

A hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment	Evil	**Languages**	Common, Goblin				
Skills	Athletics +6, Stealth +9						
Str	18 (+4)	**Dex**	14 (+2)	**Wis**	13 (+1)		
Con	15 (+2)	**Int**	10 (+0)	**Cha**	9 (-1)		

Equipment Leather armor, light shield, longsword.

Description These goblinoid creatures stand over 6 feet in height and strong and eager for battle.

2 Hobgoblin Soldiers (S) — Level 3 Soldier

Medium natural humanoid (goblin) — XP 150 each

Initiative	+7	**Senses**	Perception +3; low-light vision				
HP	47	**Bloodied**	23				
AC	20 (22)	**Fortitude**	18	**Reflex**	16	**Will**	16
Speed	5						

Flail (standard; at-will) * Weapon

+7 vs. AC; 2d6+4 damage, the target is slowed until the end of the hobgoblin soldier's next turn, and the target is marked until the end of the hobgoblin soldier's next turn.

Formation Strike (standard; at will) * Weapon

+7 vs. AC; 2d6+4, and the hobgoblin soldier may shift 1 square provided it ends in a space adjacent to another hobgoblin.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that allows a save; encounter)

The hobgoblin soldier can make an immediate saving throw against the triggering effect.

Phalanx Soldier

A hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment	Evil	**Languages**	Common, Goblin				
Skills	Athletics +12, Stealth +10						
Str	19 (+5)	**Dex**	14 (+3)	**Wis**	14 (+3)		
Con	15 (+3)	**Int**	11 (+1)	**Cha**	10 (+1)		

Equipment Scale armor, heavy shield, flail

Description These goblinoid creatures stand over 6 feet in height and strong and eager for battle.

Hobgoblin Warcaster (W)

Level 3 Controller

Medium natural humanoid (goblin) XP 150

Initiative	+5	**Senses**	Perception +4; low-light vision				
HP	46	**Bloodied**	23				
AC	17	**Fortitude**	13	**Reflex**	15	**Will**	14
Speed	6						

Staff (standard; at-will) * Weapon

+8 vs. AC; 1d8+1 damage

Shock Staff (standard; recharge 4 5 6) * Lightning, Weaon

+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. Fortitude; 2d6+4 force damage, and the target slides up to 3 squares

Force Pulse (standard; recharge 6) * Force

Close blast 5; +7 vs. Reflex; 2d8+4 force damage, and the target is pushed 1 square and knocked prone. Miss: Half damage, and target is neither pushed nor knocked prone.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that allows a save; encounter)

The hobgoblin soldier can make an immediate saving throw against the triggering effect.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Athletics +7, Stealth +10				
Str	13 (+2)	**Dex**	14 (+3)	**Wis**	16 (+4)
Con	14 (+3)	**Int**	19 (+5)	**Cha**	13 (+3)
Equipment	Robes, staff				
Description	These goblinoid creatures stand over 6 feet in height and strong and eager for battle.				

AREA 14: WARCHIEF'S COUNCIL ROOM (pg 68)

4 Hobgoblin Grunts (G)

Level 3 Minion

Medium natural humanoid (goblin) — XP 38 each

Initiative	+4	**Senses**	Perception +1; low-light vision				
HP	1; a missed attack never damages a minion						
AC	17 (19)	**Fortitude**	15	**Reflex**	13	**Will**	12
Speed	5						

Longsword (standard; at-will) * Weapon

+6 vs. AC; 5 damage

Phalanx Soldier

A hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Athletics +6, Stealth +9				
Str	18 (+4)	**Dex**	14 (+2)	**Wis**	13 (+1)
Con	15 (+2)	**Int**	10 (+0)	**Cha**	9 (-1)

Equipment Leather armor, light shield, longsword.

Description These goblinoid creatures stand over 6 feet in height and strong and eager for battle.

3 Hobgoblin Soldiers (S)

Level 3 Soldier

Medium natural humanoid (goblin) — XP 150 each

Initiative	+7	**Senses**	Perception +3; low-light vision				
HP	47	**Bloodied**	23				
AC	20 (22)	**Fortitude**	18	**Reflex**	16	**Will**	16
Speed	5						

Flail (standard; at-will) * Weapon

+7 vs. AC; 2d6+4 damage, the target is slowed until the end of the hobgoblin soldier's next turn, and the target is marked until the end of the hobgoblin soldier's next turn.

Formation Strike (standard; at will) * Weapon

+7 vs. AC; 2d6+4, and the hobgoblin soldier may shift 1 square provided it ends in a space adjacent to another hobgoblin.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that allows a save; encounter)

The hobgoblin soldier can make an immediate saving throw against the triggering effect.

Phalanx Soldier

A hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Athletics +12, Stealth +10				
Str	19 (+5)	**Dex**	14 (+3)	**Wis**	14 (+3)
Con	15 (+3)	**Int**	11 (+1)	**Cha**	10 (+1)

Equipment Scale armor, heavy shield, flail

Description These goblinoid creatures stand over 6 feet in height and strong and eager for battle.

Hobgoblin Warchief (W)

Level 5 Soldier

Medium natural humanoid (goblin) — XP 200

Initiative	+8	**Senses**	Perception +5; low-light vision				
HP	64	**Bloodied**	32				
AC	22 (24)	**Fortitude**	21	**Reflex**	18	**Will**	19
Speed	5						

Spear (standard; at-will) * Weapon

+12 vs. AC; 1d8+5 damage, see also lead from the front below. If the hobgoblin commander hits with an opportunity attack, it can shift 1 square.

Tactical Deployment (minor; recharge 5 6)

Close burst 5; allies in the burst can shift up to 3 squares

Lead From The Front

Whenever the hobgoblin commander's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage against that enemy until end of the hobgoblin commander's next turn.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that allows a save; encounter)

The hobgoblin soldier can make an immediate saving throw against the triggering effect.

Phalanx Soldier

A hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment	Evil	**Languages**	Common, Goblin		
Skills	Athletics +14, Intimidate +7, Stealth +11				
Str	20 (+7)	**Dex**	14 (+4)	**Wis**	16 (+5)
Con	16 (+5)	**Int**	12 (+3)	**Cha**	10 (+2)

Equipment Scale armor, heavy shield, spear

Description These goblinoid creatures stand over 6 feet in height and strong and eager for battle.

AREA 15: CORRIDORS OF THE CUBE (pg 70)

Gelatinous Cube (C)

Level 5 Elite Brute

Large natural beast (ooze) — XP 400

Initiative	+4	**Senses**	Perception +3; tremorsense 5				
Tremorsense	Can perceive creatures and objects in contact with the ground or any other shared surface (such as the water) within 10 squares without needing to make a Perception check						
HP	152	**Bloodied**	76				
AC	18	**Fortitude**	18	**Reflex**	16	**Will**	15
Immune	Charm, fear; **Resist** acid 5						
Saving Throws	+2						
Speed	3						
Action Points	1						

Slam (standard; at-will) * Paralysis

+10 vs. Fortitude; 1d6+2 damage, and the target is immobilized (save ends).

Double Attack (Standard; when Blue Slime doesn't move more than 1 square in a round; at will)

Make two basic melee attacks against two different targets.

Engulf (standard; at-will) Acid

The gelatinous cube can move up to 3 squares, entering enemies' spaces. When it enters a creature's space, it makes an attack against that creature; +8 vs. Reflex (automatically hits an immobilized creature); the target is engulfed on a hit. An engulfed creature is pulled into the gelatinous cube's space and grabbed until escape). It takes ongoing 10 acid damage and is dazed until it escapes. Escaping a grapple is a move action. Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilized you

Translucent

A gelatinous cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube may walk into it, automatically becoming engulfed (see engulf above).

Alignment	Unaligned	**Languages**	None				
Skills	Stealth +9						
Str	14 (+4)	**Dex**	14 (+4)	**Wis**	13 (+3)		
Con	16 (+5)	**Int**	1 (-3)	**Cha**	1 (-3)		

Description This creature looks like a glistening, almost invisible membrane filling a corridor or small chamber. On close examination, a faint cloudiness seems to hover in the air behind the membrane; this is the substance of the gelatinous cube. Tiny bits of undigested matter lie suspended in the creature's quivering bulk.

2 Corruption Corpses (C)

Level 4 Artillery

Medium natural animate (undead) — XP 175 each

Initiative	+3	**Senses**	Perception +3; dark vision				
Grave Stench	Aura 1; enemies in the aura take a -5 penalty to attack rolls						
HP	46	**Bloodied**	23; see also zombie weakness below				
Regeneration	5 (if the corruption corpse takes radiant damage, its regeneration doesn't function on its next turn)						
AC	17	**Fortitude**	16	**Reflex**	14	**Will**	14
Immune	Disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant						
Speed	4						

Slam (standard; at-will) * Weapon

+8 vs. AC; 1d6+3 damage.

Mote of Corruption (standard; at-will) * Necrotic

Range 10; the corruption corpse hurls a black glob of necrotic flith; +7 vs. Reflex; 2d6+3 necrotic damage, and the target is weakened (save ends).

Death Burst (immediate reaction, when reduced to 0 hit points) * Necrotic

Close burst 1; the corruption corpse explodes when destroyed; +7 vs. Fortitude; 2d6+3 necrotic damage.

Zombie Weakness

Any critical hit to the corruption corpse reduces it to 0 hit points instantly.

Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	16 (+5)	**Dex**	13 (+3)	**Wis**	12 (+3)		
Con	16 (+5)	**Int**	4 (-1)	**Cha**	3 (-2)		
Equipment	None						

Description Strands of flesh and gobs of filth fall away from this humanoid zombie, only to be replaced by more. It stands in a pool of rot, poised to hurl a mass of its own body.

AREA 16: CHAMBER OF STATUES (pg 72)

Titan Statue

Level 4 Hazard

Trap — XP 200

Initiative	+4						
HP	50	**Bloodied**	-				
AC	17	**Fortitude**	-	**Reflex**	16	**Will**	-
Speed	-						

Sweeping Blow (standard; at-will)

Close burst 3; +11 vs. AC against all non-Evil creatures in burst; 1d6+6 damage, and the target is knocked prone

Athletics

A character an leap onto the statue from an adjacent square to avoid attacks by making a DC 15 check. Two characters can stand on the titan statue at the same time.

Perception

DC 25 check to find access panel

Thievery

Four successful DC 20 checks before two failures to disable the trap.

2 Dragon Statues

Level 3 Hazard

Trap — XP 125 each

Initiative	+3						
HP	42	**Bloodied**	-				
AC	16	**Fortitude**	-	**Reflex**	15	**Will**	-
Speed	-						

Force Breath (standard; at-will)

Close blast 5; +7 vs. Reflex; 1d6+6 force damage, and the target is pushed 3 squares.

Force Shot (immediate reaction, when a creature makes a melee attack against a cherub statue from the exterior of the arcane cage; at will)

Range 10; +7 vs. Reflex; 1d6+6 force damage, and the target is pushed 1 square.

Athletics

A single character can leap onto the statue from an adjacent square to avoid attacks by making a DC 10 check.

Perception

DC 15 to find access panel

Thievery

Four successful DC 20 checks before three failures disables one statue

Arcana

Six successful DC 20 checks before three failures disables one statue.

Whirlpool Trap

Level 4 Hazard

Trap — XP 125 each

Initiative	+2						
HP	40	**Bloodied**	-				
AC	18	**Fortitude**	-	**Reflex**	16	**Will**	-
Speed	-						

Arcane Cage (immediate interrupt, when a creature walks past the northern two statues; encounter)

The statues create a wall of arcane magic to enclose the area between the four statues. The wall lasts as long as at least three statues remain intact. The wall cannot be damaged and is affected only through the destruction or disabling of the cherub statues.

Multiple Statues

Each statue has the game statistics given above. A character adjacent to a statue can attempt to tip it over (DC 20 Strength check).

Water Trap

After the trap activates the area fills with water to a height of 5 feet in 3 rounds.

Whirpool

Once the trap fills with water, it forms a whirlpool that flings a character from one statue to the next in a counterclockwise direction, dealing 1d8+2 damage. Anyone in the water moves at half speed and takes a -5 penalty on attack rolls and checks. Characters can move and take actions on their rounds; on the trap's round the whirlpool pulls characters toward statues and flings them as described above.

Thievery

Two successful DC 20 checks disables one statue.

Arcana

Three successful DC 20 checks disables one statue. A disabled statue is considered destroyed for the purpose of maintaining the arcane cage.

AREA 17: GHOUL WARREN (pg 74)

Ghoul (G)

Level 5 Soldier

Medium shadow humanoid (undead) — XP 200

Initiative	+8	**Senses**	Perception +2; dark vision				
HP	63	**Bloodied**	31				
AC	21	**Fortitude**	18	**Reflex**	20	**Will**	17
Immune	Disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant						
Speed	8, climb 4						

Claws (standard; at-will) * Paralysis

+12 vs. AC; 1d6+4 damage, and the target is immobilized (save ends).

Ghoulish Bite (standard; at-will) * Paralysis

Target must be immobilized, stunned or unconscious; +10 vs AC; 3d6+4 damage and the target is stunned (save ends).

Alignment	Chaotic Evil	**Languages**	Common				
Skills	Stealth +11						
Str	14 (+4)	**Dex**	19 (+6)	**Wis**	11 (+2)		
Con	15 (+4)	**Int**	10 (+2)	**Cha**	12 (+3)		
Equipment	None						

Description The thin, wiry form of this human-sized undead moves with deadly speed. The creature's hands end in vicious claws that look perfect for tearing into flesh.

12 Zombie Rotters (R)

Level 3 Minion

Medium natural animate (undead) — XP 38 each

Initiative	-2	**Senses**	Perception -1; Darkvision				
HP	1; a missed attack never damages a minion.						
AC	13	**Fortitude**	13	**Reflex**	9	**Will**	10
Immune	Disease, poison						
Speed	4						

Slam (standard; at-will; minion attack)

+6 vs. AC; 4 damage

Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	14 (+2)	**Dex**	6 (-2)	**Wis**	8 (-1)		
Con	10 (+0)	**Int**	1 (-5)	**Cha**	3 (-4)		

Description Pieces of rotting flesh hang from these shambling forms. Tears in the flesh reveal exposed bone.

2 Zombies (Z)

Level 2 Brute

Medium natural animate (undead) — XP 125 each

Initiative	-1	**Senses**	Perception +0; Darkvision				
HP	40	**Bloodied**	20; see also zombie weakness below				
AC	13	**Fortitude**	13	**Reflex**	9	**Will**	10
Immune	Disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant						
Speed	4						

Slam (standard; at-will)

+6 vs. AC; 2d6+2 damage.

Zombie Grab (standard; at will)

+4 vs. Fortitude; the target is grabbed (until escape)

Zombie Weakness

Any critical hit to the zombie reduces it to 0 hit points instantly.

Alignment	Unaligned	**Languages**	None				
Skills	None						
Str	14 (+3)	**Dex**	6 (-1)	**Wis**	8 (+0)		
Con	10 (+1)	**Int**	1 (-4)	**Cha**	3 (-3)		

Description Although these creatures are obviously dead, they shamble forward with supernatural strength and purpose. Their bulky forms lumber with menace, and ravenous hunger glints in their vacant eyes.

Clay Scout

Level 2 Lurker

Small natural animate (construct, homunculus)

XP 125

Initiative	+7	**Senses**	Perception +6; Darkvision				
HP	31	**Bloodied**	15				
AC	16	**Fortitude**	13	**Reflex**	14	**Will**	15
Immune	Disease, poison						
Speed	6, fly 3 (clumsy)						

Bite (standard; at-will)* Poison

+3 vs. AC; 1d6 damage, and the homunculus makes a free followup attack. Followup: +2 vs. Fortitude; the target is slowed (save ends).

Mind Touch (standard; at will)* Psychic

Ranged 10; +5 vs. Reflex; 1d6+3 psychic damage, and the target is dazed (save ends).

Limited Invisibility * Illusion

The clay scout is invisible to dazed creatures

Redirect (immediate interrupt, when attacked; at-will)

The clay scout makes an attack against its attacker; +4 vs. Will; on a hit, the triggering attack targets a creature adjacent to the clay scout instead (as chosen by the clay scout).

Alignment	Unaligned	**Languages**	None		
Skills	Stealth +8				
Str	10 (+1)	**Dex**	15 (+3)	**Wis**	10 (+1)
Con	13 (+2)	**Int**	10 (+1)	**Cha**	16 (+4)

Description This small, gargoyle-like creature is made from damp, glistening clay. It has tiny wings that flutter and keep it suspended in the air.

AREA 18: CATHEDRAL OF SHADOW (pg 76)

5 Vampire Spawn (V)

Level 5 Minion

Medium natural humanoid (undead) — XP 50 each

Initiative	+6	**Senses**	Perception +4; Darkvision				
HP	1; a missed attack never damages a minion						
AC	20	**Fortitude**	17	**Reflex**	18	**Will**	17
Immune	Disease, poison; **Resist** 5 necrotic						
Speed	7, climb 4 (spider climb)						

Claws (standard; at-will)* Necrotic

+11 vs. AC; 5 necrotic damage (6 necrotic damage against a bloodied target)

Destroyed by Sunlight

A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.

Alignment	Evil	**Languages**	Common				
Skills	None						
Str	14 (+5)	**Dex**	16 (+6)	**Wis**	12 (+4)		
Con	14 (+5)	**Int**	10 (+3)	**Cha**	14 (+5)		

Description This human's skin has a deathlike pallor, his eyes glow crimson, and his face is feral. His canines are long and sharp, and his fingernails are claw like.

Orcus Underpriest (U)

Level 5 Controller

Medium natural humanoid (human) — XP 200

Initiative	+4	**Senses**	Perception +3				
Blessing of Orcus	Aura 10; allies in the area gain death attack (see below)						
HP	64	**Bloodied**	32 (see also Closer To Orcus below)				
AC	19	**Fortitude**	17	**Reflex**	14	**Will**	15
Speed	6						

Mace (standard; at-will) * Weapon

+11 vs. AC; 1d6+5 damage

Shadow Curse (standard; at-will) * Necrotic

Range 5; +8 vs. Fortitude; 2d8+8 necrotic damage, and the target has -2 AC until the end of the Orcus Underpriest's next turn.

Infuse with Shadow (standard; recharge 5 6) * Healing

Target ally within 5 squares gains a +5 bonus to attack rolls until the end of its next turn. In addition, the target heals 10 HP.

Death Attack (free action; when reduced to 0 hp)

Before he dies, the Orcus Underpriest can make a basic melee or ranged attack against a target within reach.

Closer to Orcus (while bloodied)

While bloodied, the Orcus Underpriest gains a +2 bonus to melee attack rolls and a +3 bonus to melee damage rolls.

Alignment	Evil	**Languages**	Common, Goblin				
Skills	Religion +9						
Str	17 (+5)	**Dex**	14 (+4)	**Wis**	12 (+3)		
Con	16 (+5)	**Int**	11 (+2)	**Cha**	17 (+5)		

Equipment Mace, Chainmail

Description Dark religious vestments with the images of a ram's skull cover this human's body. He has a square jaw and hard face that glows with zealotry.

2 Human Berserkers (B)

Level 4 Brute

Medium natural humanoid (human) — XP 175 each

Initiative	+3	**Senses**	Perception +2				
HP	66	**Bloodied**	33; see also battle fury below				
AC	15	**Fortitude**	15	**Reflex**	14	**Will**	14
Speed	7						

Greataxe (standard; at-will) * Weapon

+7 vs. AC; 1d12+4 damage

Handaxe (standard; at-will) * Weapon

Range 5/10; +5 vs. AC; 1d6+3 damage

Battle Fury (immediate reaction, when first bloodied; encounter)

The human berserker makes a melee basic attack with a +4 bonus to the attack roll and deals +1d6 damage on a hit.

Alignment	Evil	**Languages**	Common				
Skills	Athletics +10, Endurance +10						
Str	17 (+5)	**Dex**	12 (+3)	**Wis**	11 (+2)		
Con	16 (+5)	**Int**	10 (+2)	**Cha**	12 (+3)		

Equipment Leather armor, greataxe, 2 handaxes

Description This powerful human's spit-flecked lips constantly move in unending prayers to Orcus

Dark Creeper

Level 4 Skirmisher

Small shadow humanoid

XP 175

Initiative	+8	**Senses**	Perception +4; darkvision				
HP	54	**Bloodied**	27; see also killing dark below				
AC	18 ;see below	**Fortitude**	15	**Reflex**	17	**Will**	15
Speed	6						

Dagger (standard; at-will) * Weapon

+6 vs. AC; 1d4+4 damage

Dagger (standard; at-will) * Weapon

Range 5/10; +6 vs. AC; 1d4+4 damage.

Killing Dark (immediate reaction, when the dark creeper is reduced to 0 hit points)

Close burst 1; affects enemies only; when slain, a dark creeper explodes in a spout of darkness, blinding creatures in the burst (save ends).

Combat Advantage

The dark creeper deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Dark Step (move; at-will)

The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Alignment	Unaligned	**Languages**	Common				
Skills	Stealth +11, Thievery +11						
Str	11 (+2)	**Dex**	18 (+6)	**Wis**	14 (+4)		
Con	14 (+4)	**Int**	13 (+3)	**Cha**	13 (+3)		
Equipment	Black garments, 5 daggers						

Description Gloom enshrouds this halfling-sized humanoid. Its hairless face has solid white eyes that stare around the area.

AREA 19: THE SHADOW RIFT (pg 78)

Kalarel, Scion of Orcus

Level 8 Elite Controller

Medium natural humanoid (human) — XP 700

Initiative	+5	**Senses**	Perception +9				
HP	186	**Bloodied**	93				
AC	22	**Fortitude**	21	**Reflex**	19	**Will**	24
Saving Throws	+2						
Speed	5						
Action Points	2						

Rod of Ruin (standard; at-will) * Weapon

+14 vs. AC; 2d6+5 damage plus ongoing 5 necrotic damage (save ends)

Decaying Ray (Standard; at will) * Necrotic

Ranged 10; +12 vs. Fortitude; 1d6+5 necrotic damage, and the target is weakened (save ends). Weakened attacks deal half damage.

Touch of Ruin (minor at-will) * Necrotic

Kalarel must have combat advantage against the target; +12 vs. Fortitude; target gains only half the value of healing done to it until the end of Kalarel's next turn.

Call of the Grave (minor; recharge 4 5 6) * Necrotic

Ranged 5 (affects creatures with ongoing necrotic damage only); +12 vs. Fortitude; the target is immobilized until the end of Kalarel's next turn.

Unlife to Life (standard; encounter) * Healing

Close burst 5; undead allies heal 5 hp and can shift 3 as an immediate action

Alignment	Evil	**Languages**	Common, Draconic, Goblin				
Skills	Religion +12						
Str	21 (+5/+9)	**Dex**	12 (+1/+5)	**Wis**	21 (+5/+9)		
Con	21 (+5/+9)	**Int**	10 (+0/+4)	**Cha**	12 (+1/+5)		

Description Clad in scale armor, Kalarel makes a formidable figure. Despite his pale flesh and gaunt cheeks, he moves with strength and vitality. His eyes are glazed with a fanaticism.

The Thing In The Portal

Level 4 Hazard

Trap — XP 175

Initiative	+3						
HP	-	**Bloodied**	-				
AC	16	**Fortitude**	-	**Reflex**	15	**Will**	-
Immune	Damage						
Speed	-						

Claw (standard; at-will)
Reach 3; +8 vs. AC; 1d10+3 damage (see also feed the faithful below)

Death's Claws (standard; at-will)
Reach 3; +8 vs. AC; 1d10+3 damage, and the Thing slides the target 1 square (see also feed the faithful below)

Threatening Reach
This creature can make opportunity attacks against all opponents within its reach.

Feed The Faithful
Each time the Thing hits a creature, Kalarel heals 5 hp.

Wrath of Orcus (immediate reaction, when Kalarel is reduced to 0 hp or fewer and within the Thing's reach)
Kalrel is grabbed and slides 3 squares into the portal

Deathlock Wight (W)

Level 4 Controller

Medium natural humanoid (undead) — XP 175

Initiative	+4	**Senses**	Perception +1; dark vision				
HP	54	**Bloodied**	27				
AC	18	**Fortitude**	15	**Reflex**	16	**Will**	17
Immune	Disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant						
Speed	6						

Claws (standard; at-will) * Necrotic

+9 vs. AC; 1d6 necrotic damage, and the target loses 1 healing surge

Grave Bolt (standard; at-will) * Necrotic

Ranged 20; +6 vs. Reflex; 1d6+4 necrotic damage, and the target is immobilized (save ends).

Horrific Visage (standard; recharge 4 5 6) * Fear

Close blast 5; +7 vs. Will; 1d6 damage, and the target is pushed 3 squares

Reanimate (minor; encounter) * Necrotic

Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight's level +2; the target stands as a free action with a number of hit points equal to one-half its bloodied value (rounded down).

Alignment	Evil	**Languages**	Common				
Skills	Arcana +10, Religion +10						
Str	10 (+2)	**Dex**	14 (+4)	**Wis**	9 (+1)		
Con	14 (+4)	**Int**	16 (+5)	**Cha**	18 (+6)		
Equipment	None						

Description This creature is gaunt with pallid, leathery skin stretched taut over its bones. Black claws tip its fingers and toes. The creature's nose is sunken, and its lips are pulled back in a death grimace.

2 Skeleton Warriors (W)

Level 3 Soldier

Medium natural animate (undead) — XP 150 each

Initiative	+6	**Senses**	Perception +3; Darkvision				
HP	45	**Bloodied**	22				
AC	18	**Fortitude**	15	**Reflex**	16	**Will**	15
Immune	Disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant						
Speed	5						

Longsword (standard; at-will) * Weapon

+10 vs. AC; 1d8+2 damage, and the target is marked until the end of the skeleton warrior's next turn; see also speed of the dead below.

Speed of the Dead

When making an opportunity attack, the skeleton warrior gains a +2 bonus to the attack roll and deals +1d6 damage.

Alignment	Unaligned	**Languages**	None		
Skills	None				
Str	15 (+3)	**Dex**	17 (+4)	**Wis**	14 (+3)
Con	13 (+2)	**Int**	3 (-3)	**Cha**	3 (-3)
Equipment	Chainmail, longsword, light shield				

Description Tendons and sinew link these creatures' bones strongly together. Their forms rattle and crack, but they move with strength and speed.