

LEUCROTTA

Leucrotta are sly and bitter creatures that haunt deserted and desolate places. They are so ugly that most other creatures cannot bear to look upon them. The body of a leucrotta is stag-like, with cloven hooves and a lion's tail. Its head resembles a giant badger's, but instead of teeth it has sharp, jagged boney ridges. The bite of a leucrotta is strong enough to grind through metal or crush stones; often, one sign that creatures are near the lair of a leucrotta is the presence of many small rocks that have been chewed and crushed by the monsters.

Leucrotta are adept imitators, often attempting to lure prey by calling out in the voice of a woman or child pleading for help. The more noble and upright their prey, the more they enjoy tricking and murdering it. Leucrotta hate even each other and despise all other creatures; their outer ugliness is mirrored by the ugliness of their souls. Despite this, groups of leucrotta work together against other creatures, sometimes to secure prey and sometimes just out of sheer malice.

Leucrotta Ridgerunner

Level 5 Skirmisher

Large natural magical beast

XP 200

HP 62; **Bloodied** 31

Initiative +5

AC 19; **Fortitude** 19; **Reflex** 17; **Will** 17

Perception +4

Speed 8

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +10 vs. AC.

Hit: 2d6+6 damage.

(melee) Crushing Bite * At Will

Effect: The leucrotta ridgerunner shifts 3 squares to a space that shares no squares with its starting space.

Attack: Melee 2 (one creature); +10 vs. AC.

Hit: 2d6+6 damage and the target takes a -2 penalty to attacks and defenses until the end of its next turn.

TRIGGERED ACTIONS

(melee) Kicking Retreat * Encounter

Trigger: The leucrotta is bloodied by an adjacent enemy.

Attack (Immediate Reaction): Melee 1 (the triggering enemy); +10 vs. AC.

Hit: 2d10+8 damage, and the target is pushed 2 squares and knocked prone.

Effect: The leucrotta shifts up to 4 squares.

Skills Athletics +12, Bluff +7, Endurance +11

Str 20 **Dex** 13 **Wis** 15

Con 16 **Int** 15 **Cha** 10

Alignment chaotic evil

Languages Common, Leucrotta

Leucrotta Shieldbreaker

Level 5 Brute

Large natural magical beast

XP 200

HP 76; **Bloodied** 38

Initiative +3

AC 17; **Fortitude** 19; **Reflex** 17; **Will** 17

Perception +4

Speed 8

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 2d10+8 damage and the leucrotta pushes the target 1 square.

(melee) Sundering Bite * At Will

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 2d10+8 damage and the leucrotta makes a secondary attack.

Secondary Attack: Melee 1 (the primary target); +8 vs. Fortitude.

Hit: The leucrotta shieldbreaker puts a wear point on the target's shield or armor. A single wear point indicates only cosmetic effects. If it has two wear points, its armor or shield bonus is reduced by 1. If it has three wear points, it is destroyed. Magic items can withstand an additional wear point per tier as only cosmetic damage.

TRIGGERED ACTIONS

(melee) Kicking Retreat * Encounter

Trigger: The leucrotta is bloodied by an adjacent enemy.

Attack (Immediate Reaction): Melee 1 (the triggering enemy); +10 vs. AC.

Hit: 3d10+12 damage, and the target is pushed 2 squares and knocked prone.

Effect: The leucrotta shifts up to 4 squares.

Skills Athletics +12, Bluff +7, Endurance +11

Str 20 **Dex** 13 **Wis** 15

Con 16 **Int** 15 **Cha** 10

Alignment chaotic evil

Languages Common, Leucrotta

Young Leucrotta

Level 7 Minion Skirmisher

Medium natural magical beast

XP 75

HP 1; a missed attack never damages a minion

Initiative +x

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

Perception +x

Speed 8

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 7 damage, and the young leucrotta shifts 3 squares.

TRIGGERED ACTIONS

(melee) Get Away from Me * At Will

Trigger: An adjacent enemy misses the young leucrotta with an attack.

Attack (Immediate Reaction): Melee 1 (the triggering creature); +12 vs. AC.

Hit: 3 damage, and the young leucrotta shifts 1 square.

Str 14 **Dex** 15 **Wis** 10

Con 19 **Int** 10 **Cha** 10

Alignment chaotic evil

Languages Common, Leucrotta

Leucrotta Kicker

Level 8 Soldier

Large natural magical beast

XP 350

HP 90; **Bloodied** 45

Initiative +9

AC 24; **Fortitude** 22; **Reflex** 20; **Will** 20

Perception +7

Speed 8

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 2d8+7 damage and the target is marked until the end of the leucrotta's next turn.

(melee) Front and Back * At Will

Requirement: The leucrotta must be flanked.

Effect: The leucrotta kicker makes a *bite* attack against one enemy flanking it and a secondary attack on a different enemy flanking it.

Secondary Attack: Melee 1 (one creature flanking the leucrotta other than the primary target); +13 vs. AC.

Hit: 1d10+11 damage and the target is pushed 1 square and knocked prone.

TRIGGERED ACTIONS

(melee) That's What You Get * At Will

Trigger: An enemy marked by the leucrotta kicker makes an attack that does not include the kicker as a target.

Attack (Opportunity Action): Melee 1 (the triggering enemy); +15 vs. AC.

Hit: 2d8+7 damage.

(melee) Kicking Retreat * Encounter

Trigger: The leucrotta is bloodied by an adjacent enemy.

Attack (Immediate Reaction): Melee 1 (the triggering enemy); +13 vs. AC.

Hit: 3d10+8 damage, and the target is pushed 2 squares and knocked prone.

Effect: The leucrotta kicker shifts up to 4 squares.

Skills Athletics +15, Bluff +10, Endurance +13

Str 22 **Dex** 17 **Wis** 16

Con 18 **Int** 11 **Cha** 13

Alignment chaotic evil

Languages Common, Leucrotta

Leucrotta Hew-Palate

Level 11 Brute

Large natural magical beast

XP 600

HP 139; **Bloodied** 69

Initiative +6

AC 23; **Fortitude** 25; **Reflex** 23; **Will** 23

Perception +9

Speed 8

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 5d8+6 damage, and the leucrotta pushes the target 1 square.

(melee) Sundering Bite * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 5d8+6 damage and the leucrotta makes a secondary attack.

Secondary Attack: Melee 1 (the primary target); +14 vs. Fortitude.

Hit: The leucrotta puts a wear point on the target's shield or armor. A single wear point indicates only cosmetic effects. If it has two wear points, its armor or shield bonus is reduced by 1. If it has three wear points, it is destroyed. Magic items can withstand an additional wear point per tier as only cosmetic damage.

(melee) Grinding Bite * Encounter

Attack: Melee 1 (one creature); +14 vs. Fortitude.

Hit: 5d8+13 damage, and the leucrotta hew-palate puts 2 wear points on the target's armor, shield, weapon or other visible item.

TRIGGERED ACTIONS

(melee) Kicking Retreat * Encounter

Trigger: The leucrotta is bloodied by an adjacent enemy.

Attack (Immediate Reaction): Melee 1 (the triggering enemy); +16 vs. AC.

Hit: 4d12+16 damage, and the target is pushed 2 squares and knocked prone.

Effect: The leucrotta kicker shifts up to 4 squares.

Skills Athletics +16, Bluff +13, Endurance +14

Str 23 **Dex** 13 **Wis** 18

Con 19 **Int** 18 **Cha** 17

Alignment chaotic evil

Languages Common, Leucrotta

Leucrotta Knave

Large natural magical beast

HP 87; **Bloodied** 43

AC 25; **Fortitude** 23; **Reflex** 23; **Will** 24

Speed 8

Level 11 Lurker

XP 600

Initiative +10

Perception +8

STANDARD ACTIONS

(mbasic) **Bite * At Will**

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 3d6+9 damage. If the target is marked by a creature other than the leucrotta knave, it deals an extra 2d8 damage.

(close) **Mocking Call * At Will**

Attack: Close burst 10 (one creature in burst); +14 vs. Will.

Hit: The target is marked by one of the leucrotta knave's allies within 10 squares until the end of the leucrotta knave's next turn.

MINOR ACTIONS

(ranged) **Deceptive Call * At Will** 1/round

Attack: Range 10 (one creature); +14 vs. Will.

Hit: The leucrotta knave slides the target 1 square and it grants combat advantage until the start of its next turn.

TRIGGERED ACTIONS

(melee) **Kicking Retreat * Encounter**

Trigger: The leucrotta is bloodied by an adjacent enemy.

Attack (Immediate Reaction): Melee 1 (the triggering enemy); +16 vs. AC.

Hit: 4d6+14 damage, and the target is pushed 2 squares and knocked prone.

Effect: The leucrotta kicker shifts up to 4 squares.

Skills Athletics +14, Bluff +15, Endurance +12

Str 18 **Dex** 13 **Wis** 16

Con 15 **Int** 18 **Cha** 21

Alignment chaotic evil

Languages Common, Leucrotta