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Balhannoth **Level 13 Skirmisher**

Large Aberrant Magical Beast

Initiative +12 **Senses** Perception +13; darkvision**HP** 80; **Bloodied** 40**AC** 27; **Fortitude** 26, **Reflex** 22, **Will** 25**Speed** 5, **Climb** 5⊕ **Tentacle** (standard; at-will)

Reach 3; +19 vs. AC, 2d6+8 and push or pull 3

Sneak Attack

+3d6 damage with combat advantage.

Reality Distortion (move; recharge 4,5,6) • **Teleport**

Teleport 5 and combat advantage against all adjacent after teleport.

† **Tentacle Flurry** (standard; recharge 5,6)

Tentacle attack against each in reach.

Warp Attack (immediate reaction, if attacked by enemy within 3; recharge 4,5,6)

Roll d20: 1-9 miss and pull attacker 1; 10+ resolve normally.

Skills: Stealth +17**Blazing Skeleton** **Level 5 Artillery**

Medium natural animate (undead)

XP 200**Initiative** +6 **Senses** Perception +4; darkvision**Fiery Aura (Fire)** aura 1; any creature starting its turn in the area takes 5 fire damage.**HP** 53; **Bloodied** 26**AC** 19; **Fortitude** 15, **Reflex** 18, **Will** 16**Immune** disease, poison; **Resist** 10 fire, 10 necrotic; **Vulnerable** 5 radiant**Speed** 6⊕ **Blazing Claw** (standard; at-will) • **Fire**

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

☞ **Flame Orb** (standard; at-will) • **Fire**

Range 10; +8 vs. Reflex; 2d4+4 fire damage, and ongoing 5 fire damage (save ends)

Alignment Unaligned**Languages** -**Str** 13 (+3)**Dex** 18 (+6)**Wis** 15 (+4)**Con** 17 (+5)**Int** 4 (-1)**Cha** 6 (-0)**Bodak Reaver****Level 18 Soldier**

Medium shadow humanoid (undead)

XP 2000**Initiative** +16 **Senses** Perception +12; darkvision**Agonizing Gaze (Fear, Necrotic)** aura 5; a creature in the aura that makes a melee or ranged attack against the bodak skull takes 5 necrotic damage before the attack roll is made and takes a -2 penalty to the attack roll.**HP** 175; **Bloodied** 87**AC** 31; **Fortitude** 31, **Reflex** 30, **Will** 31**Immunity** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant; a bodak skull that takes radiant damage cannot weaken a target until the end of its next turn.**Speed** 5⊕ **Greataxe** (standard; at-will) • **Necrotic Weapon**

+23 vs. AC; 1d12+6 damage (crit 2d12+18) plus 1d8 necrotic damage, and the target is dazed and weakened (save ends both).

☞ **Death Gaze** (standard; encounter) • **Necrotic**

Range 10; targets a living creature; +20 vs. Fortitude; If the target is weakened, it is reduced to 0 hit points, otherwise the target takes 1d6+6 necrotic damage and loses 1 healing surge.

Death Drinker • Healing

If a living creature is reduced to 0 hit points within 5 squares of the bodak reaver, the reaver gains +1 bonus to attack rolls until the end of its next turn as well as 15 temporary hit points.

Alignment Unaligned**Languages** -**Str** 22 (+15)**Dex** 21 (+14)**Wis** 16 (+12)**Con** 23 (+15)**Int** 10 (+9)**Cha** 23 (+15)**Equipment** plate armor, greataxe**Bodak Skull****Level 16 Lurker**

Medium shadow humanoid (undead)

XP 1400**Initiative** +16 **Senses** Perception +10; darkvision**Agonizing Gaze (Fear, Necrotic)** aura 5; a creature in the aura that makes a melee or ranged attack against the bodak skull takes 5 necrotic damage before the attack roll is made and takes a -2 penalty to the attack roll.**HP** 124; **Bloodied** 62**AC** 29; **Fortitude** 29, **Reflex** 27, **Will** 29**Immunity** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant; a bodak skull that takes radiant damage cannot weaken a target until the end of its next turn.**Speed** 6⊕ **Slam** (standard; at-will) • **Necrotic**

+21 vs. AC; 1d6+5 damage plus 2d6 necrotic damage, and the target is weakened until the end of the bodak skull's next turn.

☞ **Death Gaze** (standard; encounter) • **Necrotic**

Range 10; targets a living creature; +19 vs. Fortitude; If the target is weakened, it is reduced to 0 hit points, otherwise the target takes 1d6+6 necrotic damage and loses 1 healing surge.

Spectral Form (standard; at-will)

The bodak skull turns invisible and gains the insubstantial and phasing qualities. It can do nothing but move in spectral form, and it can return to its normal form as a free action.

Alignment Unaligned**Languages** -**Str** 21 (+13)**Dex** 19 (+12)**Wis** 15 (+10)**Con** 22 (+14)**Int** 6 (+6)**Cha** 23 (+14)

Boneclaw **Level 14 Soldier**Large shadow animus (undead) XP 1000**Initiative** +15 **Senses** Perception +13; darkvision**HP** 136; **Bloodied** 68, see also *necrotic pulse***AC** 30; **Fortitude** 24, **Reflex** 27, **Will** 25**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 5 radiant**Speed** 8⊕ **Claw** (standard; at-will)

Reach 3; +20 vs. AC; 1d12+6 damage.

⚡ **Necrotic Pulse** (immediate reaction, when first bloodied; encounter) • **Healing, Necrotic**

Close Burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 10 necrotic damage.

Relentless Opportunist

If the boneclaw hits with an opportunity attack, it makes another opportunity attack against the same target the next time it provokes during its current turn.

Threatening Reach

The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).

Alignment Unaligned **Languages** –**Skills** Intimidate +16, Stealth +18**Str** 17 (+10) **Dex** 23 (+13) **Wis** 12 (+8)**Con** 16 (+10) **Int** 10 (+7) **Cha** 18 (+11)**Boneshard Skeleton** **Level 5 Brute**

Medium natural animate (undead)

Initiative +5 **Senses** Perception +4; darkvision**HP** 77; **Bloodied** 38, see also *boneshard burst***AC** 17; **Fortitude** 16, **Reflex** 16, **Will** 15**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant**Speed** 6⊕ **Scimitar** (standard; at-will) • **Necrotic, Weapon**

+9 vs. AC; 1d8+3 damage (crit 1d8+11) and ongoing 5 necrotic damage (save ends).

⊕ **Boneshard** (standard; at-will) • **Necrotic**

+9 vs. AC; 1d4+3 damage, and ongoing 5 necrotic damage (save ends)

⚡ **Boneshard Burst** (immediate reaction, when first bloodied and again when the boneshard skeleton is reduced to 0 hit point) • **Necrotic**

Close burst 3; +8 vs. Reflex; 2d6+3 necrotic damage.

Alignment Unaligned **Languages** –**Str** 16 (+5) **Dex** 16 (+5) **Wis** 14 (+4)**Con** 17 (+5) **Int** 3 (-2) **Cha** 3 (-2)**Bugbear Headreaver** **Level 7 Brute**

Medium Natural Humanoid

Initiative +3 **Senses** Perception +3**HP** 62; **Bloodied** 31**AC** 20; **Fortitude** 17, **Reflex** 13, **Will** 14**Speed** 6⊕ **Large Greataxe** (standard; at-will) • **Weapon**

+12 vs. AC; 2d10+4

Reaver's Prize (minor; recharge 6)

When a melee attack reduces enemy to 0hp, it loses 1d6+5 hp and this creature gains an extra standard action this turn

Skills: Stealth +8**Alignment** Evil **Languages** Common, Goblin**Str** +7 **Dex** +3 **Wis** +3**Con** +6 **Int** +1 **Cha** +4**Cavern Choker** **Level 4 Lurker**

Small natural humanoid XP 175

Initiative +9 **Senses** Perception +3, darkvision**HP** 42; **Bloodied** 21**AC** 17 (see also *chameleon hide*); **Fortitude** 15, **Reflex** 15, **Will** 13**Speed** 6, **climb** 6 (spider climb)⊕ **Tentacle Claw** (standard; at-will)

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

Choke (standard; at-will)

Grabbed target only. +9 vs. Fortitude; 1d8+3 damage.

Chameleon Hide (minor; at-will)

The cavern choker gains concealment until the start of its next turn. It can't use this power while grabbing or creature or while grabbed.

Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharge when the choker makes a successful tentacle claw or choke attack)

The cavern choker makes its grabbed victim the target instead.

The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.

Alignment Unaligned **Languages** Common**Skills** Stealth +10**Str** 17 (+5) **Dex** 17 (+5) **Wis** 13 (+3)**Con** 12 (+3) **Int** 6 (+0) **Cha** 6 (+0)

Chillborn **Level 6 Soldier**

Medium Natural Animate (Undead)

Initiative +5 **Senses** Perception +3**HP** 48; **Bloodied** 24**AC** 22; **Fortitude** 21, **Reflex** 17, **Will** 17**Immune** poison; **Resist** 10 cold, 10 necrotic, 10 weapon**Weakness:** Massive damage, **Vulnerable** radiant 5**Speed** 4⊕ **Slam** (standard; at-will)

+14 vs. AC; 1d6+6 and Followup

Followup: +9 vs. Fort; Immobilized 1 round† **Ice Reaper** (standard; at-will)

+5 cold damage to Immobilized or Stunned targets

Massive Damage

Destroyed by single attack of 24+ damage

Winty Cloud

Creatures take 2 cold damage at start of their turns for each chillborn within 5 (max 8 damage)

Str 22 (+9) **Dex** 14 (+5) **Wis** 10 (+3)**Con** 15 (+5) **Int** 2 (-1) **Cha** 15 (+5)**Chuul** **Level 10 Soldier**Large aberrant magical beast (aquatic) XP 500**Initiative** +10 **Senses** Perception +9; darkvision**HP** 109; **Bloodied** 54**AC** 27; **Fortitude** 26, **Reflex** 20, **Will** 21**Speed** 6, **swim** 6⊕ **Claw** (standard; at-will)

Reach 2; +17 vs. AC; 1d6+6 damage, or 3d6+6 damage against an immobilized creature

† **Double Attack** (standard; at-will) • **Paralysis, Poison**

The chuul makes two claw attacks. If both attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles. Secondary Attack: +14 vs. Fortitude; the target is immobilized (save ends)

Tentacle Net • Paralysis, Poison

A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.

Alignment Unaligned **Languages** Deep Speech**Str** 22 (+11) **Dex** 16 (+8) **Wis** 18 (+9)**Con** 21 (+10) **Int** 4 (+2) **Cha** 14 (+7)**Chuul Juggernaut** **Level 23 Elite Soldier**Huge aberrant magical beast (aquatic) XP 10,700**Initiative** +17 **Senses** Perception +17; darkvision**Psychic Moan** (psychic) aura 1; a chuul juggernaut exudes a

constant hum of psychic energy. Enemies in the aura take a -2

penalty to Will defense and gain vulnerable 5 psychic.

HP 434; **Bloodied** 217**AC** 39; **Fortitude** 37, **Reflex** 31, **Will** 33**Saving Throws** +2**Speed** 7, **swim** 7**Action Points** 1⊕ **Claw** (standard; at-will)

Reach 3; +30 vs. AC; 2d8+8 damage, or 5d8+8 damage against an immobilized creature.

† **Double Attack** (standard; at-will) • **Paralysis, Poison**

The chuul juggernaut makes two claw attacks. If both claw attacks hit a single target, the chuul juggernaut makes a secondary attack against the same target with its tentacles.

Secondary Attack: +28 vs. Fortitude; the target is immobilized (save ends).

✧ **Psychic Lure** (standard; at-will) • **Psychic**

Range 10; +29 vs. Will; 2d10+3 psychic damage, and the target is pulled 5 squares.

Tentacle Net • Paralysis, Poison

A creature hit by a chuul juggernaut's opportunity attack is immobilized until the end of the juggernaut's next turn.

Alignment Unaligned **Languages** Deep Speech**Str** 27 (+19) **Dex** 19 (+15) **Wis** 22 (+17)**Con** 25 (+18) **Int** 4 (+8) **Cha** 16 (+14)**Crushing Rock** **Level 2 Blaster Trap**XP 125

A giant boulder that follows the route indicated on the map.

Perception

No check is necessary to notice the crushing rock.

Trigger Initiative +5

The trap rolls initiative when the encounter begins. It has a speed 6.

Attack**Standard Action • Melee****Target:** All creatures in the same space as the rock.**Attack** +7 vs. Reflex*Hit:* 2d6 damage, knock prone, and move that creature to the nearest open space of its choice.**Countermeasures**

- A character who makes a successful Athletics check DC 10, or DC 20 without a running start, can jump over the rock's square.
- An adjacent character to the rock can make a successful Strength check DC 19 to reduce the rock's speed by 2. If the rock is reduced to 0 speed, it is disabled.

Deathjump Spider **Level 4 Skirmisher**

Medium Natural Beast (Spider)

Initiative +5 **Senses** Perception +9; darkvision**HP** 38; **Bloodied** 19**AC** 18, **Fortitude** 14, **Reflex** 17, **Will** 14**Speed** 6, **Climb** 6, **Jump** 6⊕ **Bite** (standard; at-will)

+11 vs. AC; 1d10+4

† **Death from Above** (standard, recharge 6)

Jump 6 and bite +11 vs. AC; 2d10+4.

Prodigious Leap (standard, recharge 5,6)

Move, jump 12, no opportunity attacks.

Str 15 (+4) **Dex** 16 (+5) **Wis** 14 (+4)**Con** 15 (+4) **Int** 2 (-2) **Cha** 13 (+3)**Defiant Rake** **Level 5 Skirmisher**

Medium Natural Humanoid

Initiative +7 **Senses:** Perception +2**HP** 45; **Bloodied** 22**AC** 21; **Fortitude** 13, **Reflex** 17, **Will** 16**Speed** 6⊕ **Rapier** (standard; at-will) • **Weapon**

+11 vs. AC; 1d8+5 damage.

↘ **Hand Crossbow** (standard; at-will) • **Weapon**

Range 10/20; +11 vs. AC; 1d6+5 damage.

Sneak Attack

+2d6 damage when the defiant rake has combat advantage.

↘ **Snap Shot** (minor; recharge 5,6) • **Weapon**

Requires hand crossbow; Make a hand crossbow attack.

Wicked Dodge (immediate reaction, when target of melee attack; recharge 5,6)

+9 vs. Will; attack automatically misses or instead targets any other creature within attacker's reach (your choice).

Skills Bluff +11, Stealth +12, Thievery +12**Str** 10 (+2) **Dex** 20 (+7) **Wis** 10 (+2)**Con** 12 (+3) **Int** 12(+3) **Cha** 18 (+6)**Dwarf Warlord** **Level 12 Soldier (Leader)**

Medium Natural Humanoid

Initiative +11 **Senses** Perception +11**HP** 83; **Bloodied** 41**AC** 28; **Fortitude** 23, **Reflex** 21, **Will** 17**Speed** 5⊕ **+3 Battleaxe** (standard; at-will) • **Weapon**

+17 vs. AC; 1d12+8

↘ **+3 Crossbow** (standard; at-will) • **Weapon**

Range 15/30; +15 vs. AC; 1d8+3

† **Drive into Peril** (standard; Recharge 5,6) • **Weapon**

+17 vs. AC; 1d12+8 and push 3 (no damage and push 1 on a miss). If enemy ends adjacent to an ally other than you, that ally can make an immediate basic melee attack against it.

↩ **Hold the line** (standard; recharge 6)

Close burst 5; Allies get +4 AC until end of this creature's next turn.

Rally the Troops (immediate; recharge 4,5,6)

Range 5; target ally can use a healing surge

Skills Endurance +10, Perception +11**Str** +11 **Dex** +6 **Wis** +6**Con** +8 **Int** +9 **Cha** +7**Elf Archer** **Level 2 Artillery**

Medium fey humanoid

Initiative +10 **Senses** Perception +12**HP** 20; **Bloodied** 10**AC** 15; **Fortitude** 12, **Reflex** 15, **Will** 14**Speed** 7⊕ **Short sword** (standard; at-will) • **Weapon**

+7 vs. AC; 1d6+2

↘ **Bow** (standard; at-will) • **Weapon**

Range 15/30; +9 vs. AC; 1d8+4

Archer's Mobility

Requires Move at least 4 squares, +2 to ranged attack.

Feygrove Choker **Level 12 Lurker**
Medium fey humanoid XP 700

Initiative +14 **Senses** Perception +7; low-light vision

HP 91; **Bloodied** 45

AC 24; **Fortitude** 22, **Reflex** 22, **Will** 19

Speed 8 (forest walk), **climb** 8 (spider climb)

⊕ **Tentacle Claw** (standard; at-will)

Reach 3; +17 vs. AC; 2d6+4 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The feygrove choker can grab up to 2 creatures at once.

† **Choke** (standard; at-will)

Up to 2 grabbed targets, +17 vs. Fortitude; 2d8+4 damage. The feygrove choker makes a separate attack against each grabbed target.

⚡ **Vine Fetter** (standard; recharge 3,4,5,6)

Area burst 3 within 10; nearby vines animate and snare the feygrove choker's enemies, +15 vs. Reflex; the target is restrained (save ends).

Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharges when the choker makes a successful tentacle claw or choke attack)

The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.

Chameleon Hide (minor; at-will)

The feygrove choker gains concealment until the start of its next turn. It can't use this power while grabbing a creature or while grabbed.

Alignment Unaligned **Languages** Elven

Skills Stealth +15

Str 19 (+10) **Dex** 18 (+10) **Wis** 13 (+7)

Con 13 (+7) **Int** 6 (+4) **Cha** 6 (+4)

Gargoyle **Level 9 Lurker**

Medium Elemental Humanoid (Earth)

Initiative +7 **Senses** Perception +12

HP 46; **Bloodied** 23

AC 24; **Fortitude** 22, **Reflex** 19, **Will** 19

Speed 5, **Fly** 7

⊕ **Claw** (standard; at-will)

+15 vs. AC; 1d10+6

† **Earthpower Ram** (standard; at-will)

Must leave Stone Form on the same turn first; Shift (fly) 7 squares in a straight line and make a claw attack against each creature within reach during move

Stone Form (Standard; at-will)

Statue (Resist 25 all, no actions except Minor to leave stone form)

Skills: Stealth +12

Str +9 **Dex** +7 **Wis** +7

Con +7 **Int** +3 **Cha** +4

Gnoll Claw Fighter **Level 6 Skirmisher**
Medium Natural Humanoid XP 250

Initiative: +7 **Senses:** Perception +6; low-light vision

HP 70; **Bloodied** 35

AC 20; **Fortitude** 18, **Reflex** 16, **Will** 15

Speed 8; see also *mobile melee attack*

⊕ **Claw** (standard; at-will)

+11 vs. AC; 1d6 + 4 damage, or 1d6 + 6 while bloodied; see also *pack attack*

† **Clawing Charge** (standard, when this creature charges; at-will)

The gnoll claw fighter makes two claw attacks against a single target when it charges.

† **Mobile Melee Attack** (standard; at-will)

The gnoll claw fighter can move up to 4 squares and make one melee basic attack at any point during that movement. The gnoll doesn't provoke opportunity attacks when moving away from the target of its attack.

Pack Attack

The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.

Alignment Chaotic evil **Languages:** Abyssal, Common

Skills Intimidate +3

Str 19 (+7) **Dex** 15 (+5) **Wis** 12 (+4)

Con 14 (+5) **Int** 9 (+2) **Cha** 7 (+1)

Equipment: leather armor

Gnoll Demonic Scourge **Level 8 Brute**
Medium Natural Humanoid XP 350

Initiative: +6 **Senses:** Perception +7; low-light vision

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

HP 106; **Bloodied** 53

AC 20; **Fortitude** 21, **Reflex** 18, **Will** 18

Speed 6

⊕ **Heavy Flail** (standard; at-will) • **Weapon**

+13 vs. AC; 2d6 + 5 damage, or 2d6 + 7 while bloodied; against a bloodied enemy, this attack also knocks the target prone; see also *pack attack*

Bloodthirst

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

Overwhelming Attack (free, encounter)

The gnoll demonic scourge applies its bloodthirst power to two allies instead of one.

Pack Attack

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

Alignment: Chaotic evil **Languages:** Abyssal, Common

Skills: Insight +10, Intimidate +13, Religion +10

Str 20 (+9) **Dex** 14 (+6) **Wis** 12 (+5)

Con 16 (+7) **Int** 13 (+5) **Cha** 15 (+6)

Equipment: chainmail, heavy flail

Gnoll Huntmaster **Level 5 Artillery**
Medium natural humanoid XP 200

Initiative +6 **Senses** Perception +14, low light vision
HP 50; **Bloodied** 25
AC 19; **Fortitude** 16, **Reflex** 15, **Will** 14
Speed 7

⊕ **Handaxe** (standard; at-will) • **Weapon**
+9 vs. AC; 1d6+3 damage or 1d6+5 damage while bloodied; see also *pack attack*.

↘ **Longbow** (standard; at-will) • **Weapon**
Range 20/40; +10 vs. AC; 1d10+4 damage or 1d10+6 damage while bloodied; see also *pack attack*

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

Alignment Chaotic Evil **Languages** Abyssal, Common
Skills Intimidate +7, Stealth +11
Str 16 (+5) **Dex** 19 (+6) **Wis** 14 (+4)
Con 14 (+4) **Int** 8 (+1) **Cha** 7 (+0)

Gnoll Marauder **Level 6 Brute**
Medium natural humanoid XP 250

Initiative +5 **Senses** Perception +7, low light vision
HP 84; **Bloodied** 42
AC 18; **Fortitude** 18, **Reflex** 15, **Will** 15
Speed 7

⊕ **Spear** (standard; at-will) • **Weapon**
+10 vs. AC; 1d8+6 damage or 1d8+8 while bloodied; see also *quick bite* and *pack attack*

† **Quick Bite** (free; at-will)
After the gnoll marauder makes a successful melee attack against a bloodied enemy, it takes a bite attack against the same target: +7 vs. AC; 1d6+2 damage or 1d6+4 damage while bloodied.

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

Alignment Chaotic Evil **Languages** Abyssal, Common
Skills Intimidate +3, Stealth +10
Str 20 (+8) **Dex** 14 (+5) **Wis** 14 (+5)
Con 14 (+5) **Int** 9 (+2) **Cha** 7 (+3)

Goblin Picador **Level 2 Controller**
Small Natural Humanoid

Initiative +9 **Senses:** Perception +1
HP 26; **Bloodied** 13
AC 16; **Fortitude** 14, **Reflex** 16, **Will** 10
Speed 6

⊕ **Harpoon** (standard; at-will) • **Weapon**
+9 vs. AC; 1d4+3 damage plus Harpooned (see text)

† **Thrown Harpoon** (standard; at-will) • **Weapon**
Range 5; +9 vs. AC; 1d4+3 plus Harpooned (see text)

† **Tug of War** (standard; at-will) • **Weapon**
Medium or smaller Harpooned enemy; +4 vs. Fortitude; pull 3 squares (pull 1 square on miss).

Goblin Tactics (immediate reaction, when an attack misses the goblin picador; at-will)
Immediately shift away from the attacker.

Harpooned
Can't move more than 5 from this creature. Remove standard; Str vs. Fort.

Str 16 (+4) **Dex** 18 (+5) **Wis** 10 (+1)
Con 13 (+2) **Int** 8 (+0) **Cha** 8 (+0)

Goblin Sharpshooter **Level 2 Artillery**
Small Natural Humanoid

Initiative +5 **Senses:** Perception +2, lowlight vision
HP 24; **Bloodied** 12
AC 19; **Fortitude** 13, **Reflex** 17, **Will** 12
Speed 6

Goblin Tactics (immediate reaction, when a melee attack against the goblin sharpshooter misses)
The goblin sharpshooter shifts one square away from the attacker.

⊕ **Short Sword** (standard, at-will) • **Weapon**
+3 vs. AC; 1d6+2 damage

↘ **Crossbow Attack** (standard, at-will) • **Weapon**
Range 15/30, +5 vs. AC; 1d8+2 damage

Combat Advantage
+2d6 damage

Sniper
A Goblin Sharpshooter that misses with a ranged attack remains hidden.

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

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**

Range 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 target.

Hobgoblin Resilience (immediate reaction, when a hobgoblin suffers an effect a save can end; encounter)

The hobgoblin soldier makes an immediate save against the effect.

Alignment Evil **Languages** Common, Goblin

Skills: Athletics +5, 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, quiver of 30 arrows

Hobgoblin Soldier **Level 3 Soldier**
Medium natural humanoid (goblin) XP 150

Initiative: +7 **Senses** +3; low-light vision

HP 47; **Bloodied** 23

AC 20 (22 with *phalanx soldier*);

Fortitude 18, **Reflex** 16, **Will** 16

Speed 5

⬇ **Flail** (standard; at-will) • **Weapon**

+7 vs. AC; 1d10+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**

Requires Flail; +7 vs. AC; 1d10+4 damage, and the hobgoblin soldier shifts one square provided it ends in a space adjacent to another hobgoblin.

Hobgoblin Resilience (immediate reaction, when a hobgoblin suffers an effect a save can end; encounter)

The hobgoblin soldier makes an immediate save against the effect.

Phalanx Soldier

The 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

Hobgoblin Warcaster **Level 3 Controller (Leader)**
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, Weapon**

+8 vs. AC; 2d10+4 lightning damage, and target is dazed until the end of goblin warcaster's next turn.

↘ **Force Lance** (standard, recharge 4,5,6) • **Force**

Range 5; +7 vs. Fortitude; 2d6+4 force damage, and the target slides 3 squares

⚡ **Force Pulse** (standard, recharge 4,5,6) • **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 the target is neither pushed nor knocked prone.

Hobgoblin Resilience (immediate reaction, when a hobgoblin suffers an effect a save can end; encounter)

The hobgoblin warcaster makes an immediate save against the effect.

Alignment Evil **Languages** Common, Goblin

Skills: Arcana +10, Athletics +4, Stealth +10

Str 13 (+2) **Dex** 14 (+3) **Wis** 16 (+4)

Con 14 (+3) **Int** 19 (+5) **Cha** 13 (+2)

Equipment Robes, Staff

Hook Horror **Level 13 Soldier**
Large Aberrant Beast

Initiative +11 **Senses** Perception +15; darkvision

HP 150; **Bloodied** 75

AC 30; **Fortitude** 27, **Reflex** 24, **Will** 23

Speed 6

⬇ **Claw (Standard; at-will)**

Reach 2; +21 vs. AC; 1d10+8 and Followup

Followup: +19 vs. Fort; Large or smaller; pull 1 and Restrained.

† **Feast (Standard; at-will)**

+21 vs. AC; Restrained only; 3d10+8

† **Fling (Standard; at-will)**

+21 vs. Fort; Restrained only; 2d10+8 AND push 4 AND knock prone

Lethal

+4 attack against bloodied targets

Str +14 **Dex** +11 **Wis** +10

Con +12 **Int** +3 **Cha** +7

Human Bandit Level 1 Skirmisher
Medium natural humanoid XP 100

Initiative +6 **Senses** Perception +1
HP 30; **Bloodied** 15
AC 16; **Fortitude** 12, **Reflex** 14, **Will** 12
Speed 6

⊕ **Mace** (standard; at-will) • **Weapon**
+4 vs. AC; 1d8+1 damage, and human bandit shifts 1 square.

↘ **Dagger** (standard; at-will) • **Weapon**
Range 5/10; +5 vs. AC; 1d4+1 damage

† **Dashing Strike** (standard, encounter) • **Weapon**
Requires Mace; +4 vs. AC; 1d8+1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.

Alignment Any **Languages** Common
Skills: Stealth +5, Streetwise +7, Thievery +5
Str 12 (+1) **Dex** 17 (+3) **Wis** 11 (+0)
Con 13 (+1) **Int** 10 (+0) **Cha** 12 (+1)
Equipment leather armor, mace, 4 daggers

Human Berserker Level 3 Brute
Medium natural humanoid XP 150

Initiative +2 **Senses** Perception +1
HP 56; **Bloodied** 28; see also *battle fury*
AC 14; **Fortitude** 14, **Reflex** 13, **Will** 13
Speed 7

⊕ **Greataxe** (standard; at-will) • **Weapon**
+6 vs. AC; 1d12+4 damage (crit 1d12+16).

Battle Fury (immediate reaction, when first bloodied; encounter)
The human berserker makes a melee basic attack with a +4 bonus to the attack and deals an extra 1d6 damage on a hit.

↘ **Handaxe** (standard; at-will) • **Weapon**
Range 5/10; +4 vs. AC; 1d6+3 damage.

Alignment Any **Languages** Common
Skills: Athletics +9, Endurance +9
Str 17 (+4) **Dex** 12 (+2) **Wis** 11 (+0)
Con 16 (+4) **Int** 10 (+1) **Cha** 12 (+1)
Equipment leather armor, greataxe, 2 handaxes

Human Guard Level 1 Soldier
Medium natural humanoid XP 100

Initiative +4 **Senses** Perception +5
HP 31; **Bloodied** 15
AC 16; **Fortitude** 14, **Reflex** 13, **Will** 12
Speed 5

⊕ **Halberd** (standard; at-will) • **Weapon**
Reach 2; +8 vs. AC; 1d10+2 damage, and the target is marked until the end of the human guard's next turn.

† **Powerful Strike** (standard, recharge 5,6) • **Weapon**
Requires Halberd; Reach 2; +8 vs. AC; 1d10+6 damage, and the target is knocked prone.

↘ **Crossbow** (standard; at-will) • **Weapon**
Range 15/30; +7 vs. AC 1d8+1 damage

Alignment Any **Languages** Common
Skills: Streetwise +5
Str 15 (+2) **Dex** 14 (+2) **Wis** 11 (+0)
Con 15 (+2) **Int** 10 (+0) **Cha** 12 (+1)
Equipment chainmail, crossbow, halberd, 20 bolts

Human Mage Level 4 Artillery (leader)
Medium natural humanoid XP 175

Initiative +4 **Senses** Perception +5
HP 42; **Bloodied** 21
AC 17; **Fortitude**+13, **Reflex**+14, **Will** +15
Speed 6

⊕ **Quarterstaff** (standard; at-will) • **Weapon**
+4 vs. AC 1d8 damage.

↘ **Magic Missile** (standard; at-will) • **Force**
Range 20; +7 vs. Reflex; 2d4+4 force damage.

↘ **Dancing Lightning** (standard; encounter) • **Lightning**
The mage makes a separate attack against 3 different targets range 10; +7 vs. Reflex; 1d6+4 lightning damage.

⚡ **Thunder Burst** (standard; encounter) • **Thunder**
Area burst 1 within 10; +7 vs. Fortitude; 1d8+4 thunder damage, and the target is dazed (save ends).

Alignment Any **Languages** Common
Skills: Arcana +11
Str 10 (+2) **Dex** 14 (+4) **Wis** 17 (+5)
Con 12 (+3) **Int** 18(+6) **Cha** 12 (+3)
Equipment robes, great staff, wand

Ice Archon Level 19 Soldier
Medium Elemental Humanoid (Cold)

Initiative +21 **Senses** Perception +13
HP 117; **Bloodied** 58
AC 36; **Fortitude** 33, **Reflex** 31, **Will** 29
Resist 25 cold
Speed 6

⊕ **Warhammer** (standard; at-will) • **Weapon**
+23 vs. AC; 1d10+9+5cold and Slowed 1 round

† **Relentless Strike** (standard; at-will) • **Weapon**
+24 vs. AC and +10 damage to Slowed targets

Icy Ground
Adjacent squares are considered difficult terrain, cold creatures not affected.

Str +18 **Dex** +16 **Wis** +13
Con +13 **Int** +10 **Cha** +10

Kobold Archer Level 2 Artillery
Small Natural Humanoid

Initiative +9 **Senses** Perception +2
HP 23; **Bloodied** 11
AC 16; **Fortitude** 11, **Reflex** 15, **Will** 13
Speed 6

⊕ **Dagger** (Standard; at-will) • **Weapon**
+8 vs. AC; 1d3

↘ **Shortbow** (Standard; at-will) • **Weapon**
Range 10/20; +9 vs. AC; 1d4+4, see also *fragile confidence*

Easily Frightened
Fear effects get +2 attack against this creature

Fragile Confidence
Shortbow +5 attack until attacked

Shifty (Minor; at-will)
Shift 1 square

Skills: Initiative +9
Str +0 **Dex** +4 **Wis** +2
Con +1 **Int** -1 **Cha** +0

Kobold Dragon Shield **Level 2 Soldier**
Small Natural Humanoid XP 125

Initiative +4 **Senses** Perception+2, darkvision

HP 36; **Bloodied** 18

AC 18; **Fortitude** 14, **Reflex** 13, **Will** 13; see also *trap sense*

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 shifts 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)

The kobold shifts 1 square as a minor action.

Trap Sense

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

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)

Equipment scale armor, heavy shield, short sword

Kobold Minion **Level 1 Minion**
Small Natural Humanoid XP 25

Initiative +3 **Senses** Perception +1, darkvision

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

AC 15; **Fortitude** 11, **Reflex** 13, **Will** 11; see also *trap sense*

Speed 6

⊕ **Spear** (standard; at-will) • **Weapon**

+5 vs. AC; 2 damage.

↘ **Spear** (standard; at-will) • **Weapon**

Range 10/20; +5 vs. AC; 2 damage.

Shifty (minor, at-will)

The kobold shifts 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, 3 spears

Kobold Skirmisher **Level 1 Skirmisher**
Small natural humanoid XP 100

Initiative +5 **Senses** Perception +0; darkvision

HP 27; **Bloodied** 13

AC 15; **Fortitude** 11, **Reflex** 14, **Will** 13; see also *trap sense*

Speed 6

⊕ **Spear** (standard; at-will) • **Weapon**

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

Combat Advantage

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

Mob Attack

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

Shifty (minor, at-will)

The kobold shifts 1 square as a minor action.

Trap Sense

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

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)

Equipment hide armor, light shield, spear

Kobold Slinger **Level 1 Artillery**
Small Natural Humanoid XP 100

Initiative +3 **Senses** Perception+1; darkvision

HP 24; **Bloodied** 12

AC 13; **Fortitude** 12, **Reflex** 14, **Will** 12; see also *trap sense*

Speed 6

⊕ **Dagger** (standard; at-will) • **Weapon**

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

↘ **Sling** (standard; at-will) • **Weapon**

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

Special Shot

The kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds special shot chosen from the types listed below. A special shot attack that hits deals normal damage and has an additional effect depending on its type.

Stinkpot the target takes a -2 penalty to attack rolls (save ends)

Firepot (Fire) The target takes ongoing 2 fire damage (save ends)

Gluepot The target is immobilized (save ends)

Shifty (minor, at-will)

The kobold shifts 1 square as a minor action.

Trap Sense

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

Alignment Evil **Languages** Draconic

Skills Acrobatics +8, stealth +10, Thievery +10

Str 9 (-1) **Dex** 17 (+3) **Wis** 12 (+1)

Con 11 (+1) **Int** 9 (-1) **Cha** 10 (+0)

Equipment leather armor, dagger, sling with 20 bullets, 3 rounds of special shot (see above).

Kobold Wyrmpriest **Level 3 Artillery (Leader)**
Small Natural Humanoid XP 150

Initiative +4 **Senses** Perception+4, darkvision

HP 36; **Bloodied** 18

AC 17; **Fortitude** 13, **Reflex** 15, **Will** 15; see also *trap sense*

Speed 6

⊕ **Spear** (standard; at-will) • **Weapon**

+7 vs. AC; 1d8 damage

↗ **Energy Orb** (standard; at-will) • **See Text**

Range 10; +16 vs. Reflex; 1d10 +3 damage of a chosen type (based on the dragon served).

↖ **Incite Faith** (minor; encounter)

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

↖ **Dragon Breath** (standard; encounter) • **See Text**

Close blast 3; +6 vs. Fortitude; 1d10 +3 damage of a chosen type (based on the dragon served). Miss: Half Damage.

Shifty (minor, at-will)

The kobold shifts 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 +11, Thievery +11

Str 9 (+0) **Dex** 16 (+3) **Wis** 17 (+4)

Con 12 (+2) **Int** 9 (+0) **Cha** 12 (+2)

Equipment hide armor, spear, bone mask

Orc Raider **Level 3 Soldier**

Medium Natural Humanoid

Initiative +2 **Senses** Perception +2; low-light vision

HP 32; **Bloodied** 16, see also *pain rage*

AC 19; **Fortitude** 17, **Reflex** 14, **Will** 11

Speed 6, see also rapid charge

⊕ **Battleaxe** (standard; at-will) • **Weapon**

+10 vs. AC; 1d12+4

‡ **Bloody Opportunist** (immediate, when an adjacent bloodied opponent misses with an melee attack; at-will) • **Weapon**

The Orc Raider can make a basic melee attack against that target

Pain Rage

While Bloodied, the Orc Raider gets +2 attack and defense and +5 damage

Rapid Charge

+2 Speed when charging

Skills: Endurance +8

Str +5 **Dex** +2 **Wis** +2

Con +3 **Int** +0 **Cha** +0

Shadar-kai Chainfighter **Level 6 Skirmisher**
Medium shadow humanoid XP 250

Initiative +9 **Senses** Perception +5; low-light vision

HP 54; **Bloodied** 27

AC 20; **Fortitude** 19, **Reflex** 19, **Will** 17

Speed 6; see also *dance of death* and *shadow jaunt*

⊕ **Spiked Chain** (standard; at-will) • **Weapon**

Reach 2; +11 vs. AC; 2d4+3 damage.

‡ **Dance of Death** (standard, recharge 6) • **Necrotic Weapon**

The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can only attack a given enemy once, but he deals an extra 1d6 necrotic damage with each successful hit.

Shadow Jaunt (move; encounter) • **Teleportation**

The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of his next turn.

Alignment Unaligned **Languages** Common

Skills: Acrobatics +14, Stealth +14

Str 17 (+6) **Dex** 18 (+7) **Wis** 14 (+5)

Con 12 (+4) **Int** 10 (+3) **Cha** 11 (+3)

Equipment leather armor, spiked chain

Shadow Demon **Level 11 Skirmisher**

Medium Elemental Humanoid (Demon)

Initiative +8 **Senses:** Perception +6; darkvision

HP 72; **Bloodied** 36

AC 25, **Fortitude** 23, **Reflex** 24, **Will** 22

Speed 2, **Fly** 8 (Hv)

⊕ **Claw** (standard; at-will)

+13 vs. Ref; 2d6+4 and shadow drain (save ends; see text)

Shadow Drain

Ongoing necrotic 5; save -5 until ends turn at least 5 from this creature, shadow creatures, or others afflicted by shadow drain.

Devouring Shadow (immediate, when first Bloodied) • **Teleport**

Teleport adjacent to creature within 10 affected by shadow drain, 2d6+7 necrotic.

Deathport (immediate, when creature within 10 at 0 hp) •

Teleport

Teleport to its square.

Skills Stealth +13

Skeletal Tomb Guardian **Level 10 Elite Brute**
Medium Natural Animate (Undead)

Initiative +9 **Senses** Perception +12; darkvision
HP 112; **Bloodied** 56
AC 23; **Fortitude** 22, **Reflex** 23, **Will** 20
Speed 8

- ⊕ **Scimitar** (standard; at-will) • **Weapon**
+16 vs. AC; 1d8+6
- † **Twin Scimitars** (standard; at-will) • **Weapon**
Make two Scimitar attacks
- † **Bloodletting** (immediate reaction, when an enemy becomes bloodied by a melee attack; at-will) • **Weapon**
A scimitar attack against that enemy
- † **Cascade of Steel** (standard; at-will) • **Weapon**
+16 vs. AC; 1d8+6 AND repeat. Maximum 4 attacks
- † **Looming Threat** (immediate reaction, when an adjacent enemy shifts; at-will) • **Weapon**
A Scimitar attack against that enemy
- † **Sudden Riposte** (immediate reaction, when an adjacent enemy misses with a melee attack; at-will) • **Weapon**
A scimitar attack against that enemy
- Multiple Threats**
Adjacent enemies are flanked

Str +6	Dex +11	Wis +7
Con +8	Int +2	Cha +5

Skeleton Warrior **Level 3 Soldier**
Medium natural animate (undead) XP 150

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, and the target is marked until the end of the skeleton warrior's next turn, see also *speed of the dead*.
- Speed of the Dead**
When making an opportunity attack, the skeleton warrior gains a +2 bonus to the attack roll and deals an extra 1d6 damage.

Alignment Unaligned	Languages -
Str 15 (+3)	Dex 17 (+4) Wis 14 (+3)
Con 13 (+2)	Int 3 (-3) Cha 3 (-3)

- Equipment** chainmail, light shield, longsword

Spectral Panther **Level 9 Lurker**
Medium Shadow Beast

Initiative +13 **Senses** Perception +7
HP 46; **Bloodied** 23
AC 24; **Fortitude** 21, **Reflex** 23, **Will** 19
Speed 7

- ⊕ **Claw** (standard; at-will)
+17 vs. AC; 1d8+5
- † **Shadow Pounce** (standard; at-will)
Requires combat advantage; +14 vs. AC; 3d8+5; charge OK.
- Invisibility** (standard, in spectral form only; at-will)
Invisibility 1 round. Visible when leaves spectral form.
- Spectral Form** (standard; at-will)
Gains insubstantial and phasing, can't attack. Free action to leave spectral form.
- Skills:** Stealth +12 (+17 in spectral form)

Spined Devil **Level 6 Skirmisher**
Medium Immortal Humanoid (Devil)

Initiative +5 **Senses** Perception +5; Nethersight
HP 57; **Bloodied** 28
AC 20; **Fortitude** 18, **Reflex** 18, **Will** 18
Resist 20 Fire
Speed 5 **Fly** 7

- ⊕ **Claw** (standard; at-will)
+9 vs. AC; 2d4+4 damage.
- † **Double Attack** (standard; at-will)
The spined devil makes two claw attacks.
- ☞ **Spine Rain** (standard; at-will)
Range 10; +9 Dex vs. Ref; 1d6+2 plus 2d6 Fire, and the target takes ongoing 5 poison damage and is slowed. (save ends both)

Alignment Evil	Languages Supernal
Skills: Spot +10	
Str 19 (+7)	Dex 14 (+5) Wis 14 (+5)
Con 15 (+5)	Int 15 (+5) Cha 15 (+5)

Troglodyte Bonecrusher **Level 6 Soldier**
Medium Natural Humanoid

Initiative +4 **Senses** Perception +5; darkvision
HP 51; **Bloodied** 25
AC 21; **Fortitude** 21, **Reflex** 18, **Will** 17
Speed 5

- ⊕ **Greatclub** (standard; at-will) • **Weapon**
+14 vs. AC; 2d4+4
- ☞ **Stench** (Minor, at-will)
Close burst 1; +10 vs. Fort; Slowed AND -2 attack/Def for the rest of the encounter. Troglodytes immune.
- Skills:** Climb +12, Stealth +9

Str +7	Dex +4	Wis +5
Con +7	Int +3	Cha +4

Vampire Spawn	Level 6 Minion (Brute)	
Medium Natural Humanoid (Undead)		
Initiative +11	Senses darkvision; Perception +4	
HP 10; Bloodied 5		
AC 18; Fortitude 15, Reflex 16, Will 15		
Immune poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 7		
⊕ Claw (standard; at-will) +11 vs. AC; 3 (5 to Bloodied)		
Group Attack +3 damage per additional vampire spawn (+5 to Bloodied)		
Regenerate 3		
Skills: Stealth +11		
Str 14 (+5)	Dex 16 (+6)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 14 (+5)

Young Black Dragon	Level 4 Solo Lurker	
Large natural magical beast (aquatic, dragon)		
Initiative +11	Senses Perception +9; darkvision	
HP 280; Bloodied 140; see also <i>bloodied breath</i>		
AC 24; Fortitude 19, Reflex 21, Will 18		
Resist 15 acid		
Saving Throws +5		
Speed 7; fly 7 (clumsy), overland flight 10, swim 7		
Action Points 2		
⊕ Bite (standard; at-will) • Acid Reach 2; +10 vs. AC; 1d6+3 damage and ongoing 5 acid damage (save ends)		
† Claw (standard; at-will) Reach 2; +8 vs. AC; 1d4+3 damage.		
† Double Attack (standard; at-will) The dragon makes 2 claw attacks.		
† Tail Slash (immediate reaction, when a melee attack misses the dragon; at-will) The dragon uses its tail to attack the enemy that missed it; reach 2; +8 vs. AC 1d6+4 damage and the target is pushed 1 square.		
⚡ Breath Weapon (standard, recharge 5,6) • Acid Close blast 5; +7 vs. Reflex; 1d12+3 acid damage, and the target takes ongoing 5 acid damage and takes a -4 penalty to AC (save ends both).		
⚡ Bloodied Breath (immediate reaction, when first bloodied; encounter) • Acid The dragon's breath weapon recharges automatically, and the dragon uses it immediately.		
⚡ Cloud of Darkness (standard; sustain minor; recharge 3,4,5,6) • Zone Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.		
⚡ Frightful Presence (standard; encounter) • Fear Close burst 5; targets enemies; +5 vs. Will; the target is stunned until the end of the dragons' next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends)		
Alignment Evil		Languages Draconic
Skills Nature +9, Stealth +17		
Str 16 (+5)	Dex 20 (+7)	Wis 15 (+4)
Con 16 (+5)	Int 12 (+3)	Cha 10 (+2)

MONSTERS BY LEVEL

Name	Role	Level
Human Bandit	Skirmisher	1
Human Guard	Soldier	1
Kobold Minion	Minion	1
Kobold Skirmisher	Skirmisher	1
Kobold Slinger	Artillery	1
Crushing Rock	Blaster (Trap)	2
Elf Archer	Artillery	2
Goblin Picador	Controller	2
Goblin Sharpshooter	Artillery	2
Kobold Archer	Artillery	2
Kobold Dragon Shield	Soldier	2
Hobgoblin Archer	Artillery	3
Hobgoblin Soldier	Soldier	3
Hobgoblin Warcaster	Controller (Leader)	3
Human Berserker	Brute	3
Kobold Wyrmpriest	Artillery (Leader)	3
Orc Raider	Soldier	3
Skeleton Warrior	Soldier	3
Cavern Choker	Lurker	4
Deathjump Spider	Skirmisher	4
Human Mage	Artillery (Leader)	4
Young Black Dragon	Lurker (Solo)	4
Blazing Skeleton	Artillery	5
Boneshard Skeleton	Brute	5
Defiant Rake	Skirmisher	5
Gnoll Huntmaster	Artillery	5
Chillborn	Soldier	6
Gnoll Claw Fighter	Skirmisher	6
Gnoll Marauder	Brute	6
Shadar-kai Chain.	Skirmisher	6
Spined Devil	Skirmisher	6
Troglodyte Bone.	Soldier	6
Vampire Spawn	Minion	6
Bugbear Headreaver	Brute	7
Gnoll Demonic Scourge	Brute	8
Gargoyle	Lurker	9
Spectral Panther	Lurker	9
Chuul	Soldier	10
Skeletal Tomb. Guardian	Brute (Elite)	10
Shadow Demon	Skirmisher	11
Dwarf Warlord	Soldier	12
Feygrove Choker	Lurker	12
Balhannoth	Skirmisher	13
Hook Horror	Soldier	13
Boneclaw	Soldier	14
Bodak Skulk	Lurker	16
Bodak Reaver	Soldier	18
Ice Archon	Soldier	19
Chuul Juggernaut	Soldier (Elite)	23

MAGIC ITEMS

+1 Vicious Longbow	Level 2
This weapon is good for rangers to wield.	
Enhancement: Attack rolls and weapon rolls with weapon.	
Critical: +1d12 damage	

+1 Symbol of Life	Level 2
This is a perfect implement for a cleric to use.	
Implement (Holy Symbol)	
Enhancement: Attack rolls and damage rolls with implement.	
Critical: +1d6 damage	
Power (Milestone): Free Action. Activate when you use a power that heals damage. Add +1d6 to the healing provided.	
Recharge: Milestone	

+1 Dwarven Plate Armor	Level 2
This armor is good for a paladin.	
Enhancement: AC	
Property: Gain +1 item bonus to Endurance checks.	
Power (Daily): Free Action. Regain hit points equal to your healing surge value. You don't spend a healing surge when you use this power.	

+1 Cloak of Resistance	Level 2
This cloak is suitable for a character of any class	
Body Slot: Neck	
Enhancement: Fortitude, Reflex, Will defenses	
Power (Daily): Minor Action. Gain resist all 5 until the start of your next turn.	

Belt of Vigor	Level 2
This belt is suitable for a character of any class.	
Body Slot: Waist	
Property: You gain a +1 item bonus to the healing provided by your healing surges.	

+1 Heavy Shield of Protection	Level 3
This shield is good for a fighter or paladin to use.	
Body Slot: Arms	
Enhancement: Armor Class and Reflex defense.	
Power (Encounter): Standard Action. You and your adjacent ally gain resist all 5 until the end of your next turn.	

+1 Frost Warhammer	Level 3
This is a good weapon for a Fighter to wield.	
Enhancement: Attack rolls and damage rolls with the weapon.	
Critical: +1d6 cold damage.	
Power (Encounter): Free Action. Activate when you hit with this weapon. The target takes +1d10 cold damage and is slowed until the end of your next turn. (Cold)	

+1 Staff of the War Mage	Level 3
This is a perfect implement for a wizard.	
Implement (Staff)	
Enhancement: Attack rolls and damage rolls with implement.	
Critical: +1d8 damage.	
Power (Daily): Free Action. Activate when you use a power with a burst or blast effect. Increase the size of the burst or blast by 1.	

+1 Delver's Leather Armor	Level 3
This armor is good for a character in light armor, such as a warlock.	
Armor: Any	
Enhancement: AC	
Power (Encounter): Free Action. Gain a +2 power bonus to a saving throw.	

+1 Amulet of Health	Level 3
This amulet is suitable for a character of any class.	
Body Slot: Neck	
Enhancement: Fortitude, Reflex, and Will defenses.	
Property: Gain resist poison 5.	

Ironskin Belt	Level 5
This belt is suitable for a character of any class.	
Body Slot: Waist	
Power (Encounter): Minor Action. Gain resist weapon 5 until the end of your next turn.	

Gauntlets of Ogre Power	Level 5
These gauntlets are good for a fighter, ranger, or paladin.	
Body Slot: Hands	
Property: Gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).	
Power (Daily): Free Action. Activate when you hit with a melee weapon. Add a +5 power bonus to the damage roll.	

Quick Start Rules

What You Need to Know About D&D 4e (Taken from the handout from the *D&D Experience*)

1. Character roles are more clearly defined.

Everyone who's played D&D knows that there are roles for each character – some characters “tank”, some characters are “artillery”, etc. 4th Edition defines those roles into four types – controller, defender, leader, and striker. Controllers (like wizards) deal with large amounts of enemies at once, favoring offense over defense. Defenders (like fighters and paladins) are the front-line characters that have great defensive abilities and good melee offense. Leaders (like clerics and warlords) are good at aiding other members of the party by healing, inspiring, or protecting them. Strikers (like rangers, rogues, and warlocks) deal large amounts of damage to single targets at one time and quickly move about the battlefield. Most adventuring parties consist of at least one character of each of the roles.

2. Powers give you more combat options.

Clerics chant prayers, wizards incant spells, and fighters attempt exploits. These are all examples of powers – your suite of combat options. Three power sources – arcane, divine, and martial – are presented in the *Player's Handbook*. Each character class draws abilities from one of these power sources: clerics and paladins use divine powers (prayers), warlocks and wizards use arcane powers (spells), and fighters, rangers, rogues, and warlords use martial powers (exploits).

You get a number of powers based on your character's level. Powers can be used at-will, once per encounter, or once per day depending on the power.

TIP: Use your at-will powers instead of using basic attacks. They'll frequently do more than just a modest amount of damage to one enemy.

3. Attacker rolls against a static defense.

In 4th Edition, you have 4 defense values – Armor Class, Fortitude, Reflex, and Will. The attacker chooses an attack, rolls 1d20, adds the attack bonus, and calls out the result against the appropriate defense. The defenses are all static numbers, just like Armor Class was in 3rd Edition. Attack actions involve a “to hit” roll against any and all targets, so a power that targets all enemies within 1 square requires a separate attack roll against each enemy affected.

TIP: If you make an attack against multiple targets, you don't roll damage for each target – just roll that once. It's best when you attack multiple targets to roll damage first, and then roll your attacks.

4. Standard, move, and minor actions.

Each time it's your turn, you get one standard, one move, and one minor action. Standard actions are usually attacks, move actions are usually used to move, and minor actions are little things like drawing a weapon or opening a door. You can always exchange a standard action for a move action or minor action, or a move action for a minor action. There are also free actions, which take almost no time or effort, such as dropping a held item or talking. You can take free actions during your turn or anyone else's turn, and as many as you like (within reason).

There's another category of actions called triggered

actions – these include opportunity actions (like opportunity attacks) and immediate actions (like a readied action). Your DM can tell you more about those should you need them.

5. Healing gets an overhaul.

Hit points still measure your ability to stay in the fight, but healing's no longer just the burden of one character anymore. Each character has a certain number of healing surges. Once during each encounter, you can take a standard action called a second wind; this gives you a certain amount of hit points back equal to your healing surge value and gives you a +2 bonus to all your defenses until the start of your next turn. You then tick off one of your healing surges for the day. Some powers (like some cleric prayers) will also heal you your healing surge value, and you'll tick off your healing surges for them as well. When you run out of healing surges, you'll want to take an extended rest.

If you're outside of combat, you can take a short rest and tick off the healing surges you need to heal up damage.

TIP: If you've been knocked down a few hit points and can't decide what to do when it's your turn, taking a second wind action is a good idea.

6. Short and extended rests.

Resting's now divided into two groups – short and extended. A short rest lasts 5 minutes, and is a long enough time for you to regain your encounter powers and use healing surges to heal up. An extended rest is akin to “camping” and lasts 6 hours. After an extended rest, you're fully healed, you have a full complement of healing surges, you have your daily powers back, and you reset your action points to 1.

TIP: It's good to take an extended rest when some members in the group are down to about 1 healing surge remaining, or everyone has used all their daily powers.

7. Attack!

Attacks are divided up into a few different types. Melee attacks are those you make usually when you're adjacent to your target. Ranged attacks can be made at any distance up to the maximum range of the attack; however, if you take a ranged attack next to an enemy you provoke an opportunity attack against you. Close attacks affect an area starting with squares adjacent to you; these attacks don't provoke an opportunity attack. Area attacks usually affect an area at range; these attacks do provoke opportunity attacks.

Most of the time when you take an attack, you'll use one of your powers. However, there are some times when you'll use a basic attack – just a regular old swing of the sword or shot from the bow. These attacks are less powerful than using powers, but they can get the job done. You'll use a basic attack when you're charging, making opportunity attacks, or when you use certain powers.

8. Action points give you an extra action.

You begin each adventure with 1 action point, and you can get another one for every 2 encounters that you complete (called a milestone). You can spend 1 action point per encounter to take one extra action on your turn. It can be a standard, move, or minor action.

When you take an extended rest, your action points reset back to 1.

TIP: Make sure to spend action points at least once every other encounter (as often as you earn them), since you can only spend one per encounter.

9. Movement is quick and easy.

Each character has a speed listed in squares. One 1-inch square equals one five-foot square in the game world. When you take a move action, you can move up to the indicated number of squares. Moving from one square to another, even diagonally, costs 1 square of speed. Sometimes terrain will slow you down, costing you more than 1 square of speed – this is called difficult terrain.

Moving away from an enemy adjacent from you usually provokes an opportunity attack. However, you can also use a move action to shift; this lets you move one square without suffering an opportunity attack from adjacent enemies.

TIP: If you need to get somewhere fast, you can run as a move action. This gives you +2 speed for your move, but you grant any attackers combat advantage until the beginning of your next turn.

10. Saving throws are straightforward.

Sometimes your character will be hit by an ongoing effect, like taking poison damage or being immobilized. When this happens you'll usually get to make a saving throw to remove the effect at the end of your turn. Saving throws are simple – just roll 1d20. If you roll a 10 or higher, you'll end the effect. If you roll a 9 or lower, the effect will usually continue until you have to make another saving throw at the end of your next turn. Some characters have bonuses that can be applied to certain types of saving throws, and some powers grant modifications to saving throws as well.

11. Durations are easy to manage.

Most effects that have durations (usually imparting a condition on the target) last either until the target makes a saving throw to ward it off, or until the end of the next turn of the attacker that caused the nasty effect. A few effects have durations that last through the entire encounter. No more tracking rounds to determine when your effect ends!

12. Reach (usually) isn't as threatening.

Reach (possessed by some monsters and weapons) is only "active" on the attacker's turn. Otherwise, attackers with reach function just like those without reach. This is usually most relevant when determining the area a character or monster threatens.

TIP: Watch out for the few creatures with threatening reach – they can threaten more than just squares adjacent to them.

13. A trio of "c" rules you might want to know.

- **Combat Advantage** – This gives you a +2 bonus to attack rolls when you're flanking, or when the target is under one of a number of conditions (dazed, surprised, etc.).
- **Cover** – If an enemy has cover, you get a -2 penalty to attack rolls against it. Your allies don't provide cover, but enemies do. There's also no penalty for making ranged attacks into melee.
- **Charging** – This is a standard action. Move up to your speed, and make a basic attack. You get a +1 bonus on the attack roll. You have to move at least 2 squares from your starting position, and you must charge to the nearest square from which you can attack your target. You can't charge if the nearest square is occupied, but you can charge over difficult terrain (it just costs you extra movement).

Notes collected from ENWorld:

Taking Your Turn

Start of your turn: This happens before you act. You take ongoing damage and regenerate, and any effects that occur on your turn happen at this point if they do not specify another time.

Actions on Your Turn: You can take your minor, move, and standard action here as well as any free actions or spending an action point. Occasionally, someone else will take a free action.

End of Your Turn: Roll saving throws and end certain effects now.

Opportunity Attacks (Opportunity Actions)

An opportunity attack is a basic attack against an adjacent enemy made in reaction to something the enemy has done. Use the ④ attack for all opportunity attacks.

- Moving out of a square adjacent to an enemy provokes an opportunity attack. Special types of movements do not apply, such as push/pull and slide, and effects that use the word "place" as well as shifts.
- **One Per Turn:** There is no limit on the amount of opportunity attacks you get a round but you only get 1 per given creature's turn.
- **Timing:** Opportunity attacks occur BEFORE the action/movement that triggered them.
- **Cover in Melee:** Melee cover does not prevent opportunity attacks.

Immediate Actions

Interrupts and reactions are immediate actions. Specific powers define the trigger for these actions. You can take only one immediate action per round, and you can't take an immediate action on your turn.

- **Interrupts** let you act before the triggering action is resolved. If the interrupt invalidates the trigger action, the action is lost.
- **Reactions** let you act immediately in response to a triggering action. The triggering action is completely resolved before you take your action.

Attack Modifiers

Special situations that modify a creature's attack roll are listed below. These are not full details of the situations in which they arise, only the modifiers associated with them.

- **Attacker charges:** +1 to attack
- **Attacker has combat advantage:** +2 to attack
- **Defender helpless:** Auto melee critical or +4 ranged attack with normal damage
- **Defender has cover:** -2 attack
- **Attacker is unable to see defender:** Defender is invisible for that attack

Effects and Conditions

Unless otherwise stated effects and conditions last until the end of the effected creatures next turn.

- **Until end of player's next turn:** The effect expires after the controlling player has completed his next turn.
- **Until end of round:** The effect expires at the end of the round, before initiative is checked again.
- **Until end of battle:** The effect continues to the end of battle.
- **(Save ends):** The effect continues until the target makes a successful saving throw.

Standard Conditions

• **Confused:** A confused creature acts randomly, Roll 1d20 and consult the table below.

Confusion d20 roll Result

1-5 *Controlled by its player*

6-15 *Takes no action*

16-20 *Controlled by opponent*

A confused creature can make only basic attacks and cannot use special powers.

• **Dazed:** A Dazed creature grants combat advantage to all attackers, cannot flank enemies, and can act only on its own turn. It cannot make opportunity attacks or use immediate actions.

• **Enervated:** An Enervated creature's attacks deal half damage.

• **Helpless:** As Stunned, AND melee attacks against the creature are automatic critical hits; all other attacks get a +4 bonus. A helpless creature is inactive.

• **Immobilized:** An Immobilized creature cannot move on its own but can otherwise act normally. It is still subject to effects that push, pull or otherwise transport it). An immobilized creature's speed is 0.

• **Invisible:** Other creatures do not have line of sight on this creature. It cannot be targeted by ranged attacks. This creature gains conceal 11 against attackers that cannot see it and +2 attack against defenders that that cannot see it. An enemy cannot make opportunity attacks against an invisible creature.

• **Slowed:** A Slowed creature's speed is reduced to 2.

• **Staggered:** As Dazed, AND the staggered creature cannot take actions other than basic attacks.

• **Stunned:** As Dazed, AND the stunned creature can take no actions. A Stunned creature is inactive.

Saving Throw

Conditions and ongoing effects sometimes allow a saving throw to remove them. Such effects state "save ends" in the text. A saving throw is made at the end of the effected creatures turn. A creature affected by more than one effect that allows a save may attempt a saving throw against each such effect.

A saving throw is a d20 roll with no modifiers, Consult the table below.

Saving Throw d20 Roll Result

1-9 *Effect continues*

10-19 *Effect ends*

20 *All effects that allow a save end*

Death and Dying

Over the course of a battle, your character takes damage from attacks. Damage reduces your hit points.

• **Bloodied.** When your current hit points drop to one-half your maximum hit points or lower, you are bloodied. Certain powers work only (or work better) against bloodied opponents.

• **Dying:** When your current hit points drop to 0 or lower, you fall unconscious and dying. Any damage you take continues to reduce your current hit points until your character dies.

• **Death Saving Throw:** When you are dying you make a saving throw at the end of your turn each round. If you succeed (roll 10 or higher), there is no change in your condition. If you fail the save (roll lower than 10), you slip one step closer to death. If you fail three times, your character dies.

Death: When you take damage that reduces your current hit points to a negative number that's the same as your bloodied number, or if you fail your death save three times, your character dies.

Combat Advantage

When making an attack, a creature gets +2 bonus on the attack roll if it has combat advantage against the target. An attacking creature can get combat advantage in a number of situations

• It is invisible to the target.

• It is flanking the target.

• The target is affected by a condition that grants combat advantage.

Bull Rush

To initiate a bull rush, you need to make a Strength Check vs. the target's Fortitude Defense. This does not provoke an Opportunity Attack. If you succeed, you may push the target 1 space. The margin of success doesn't matter, and 1 space is the maximum that a target can be moved with Bull Rush (without taking special abilities).

Push, Pull, & Slide

These are the methods by which you move a target. You can push a target forward, diagonally forward or to the side. You can pull a target towards you, diagonally towards you, or to the side. And you can slide a target in any direction. Forced movement does not incur opportunity attacks.

Grapple

You can attempt a grapple check with anything that is within 1 size category of you. To initiate, you make a Strength Check vs. Reflex Defense. This also doesn't provoke an Opportunity Attack. If you fail, nothing happens. If you succeed, you cause your target to be "Immobilized" for one round, unable to move, can otherwise take actions, but grants combat advantage to attackers. The target can escape his immobilized condition using an Acrobatics vs. Reflex or Athletics check vs. Fortitude. You may move the target 1 square by succeeding on an additional grapple check in the following round.

Full Defense

You don't take any actions, but you get a +2 to all defense scores until the start of your next turn.

Skills

Acrobatics: Use this skill to test your balance on narrow or unstable surfaces, to escape from a grab or from restraints, or (if you're trained) to reduce your damage when you fall.

Arcana: You have knowledge about magic and magical effects, and (if you're trained) you know how to detect persistent magical effects.

Athletics: Use this skill to climb, swim, or jump.

Bluff: Use this skill to make what's false appear to be true, fast-talk a guard, con a merchant or tell lies.

Diplomacy: Use this skill to influence others with tact and social grace, change opinions, inspire good will, and to negotiate a deal in good faith.

Dungeoneering: You have knowledge about forging a path through a dungeon complex, recognize dungeon hazards, and finding food in the Underdark.

Endurance: Use this skill to stave off ill effects and to push beyond normal physical limits.

Heal: Use this skill to administer first aid, stabilize a dying character, grant a saving throw, or treat a disease.

History: You have knowledge about history, including significant events, legends, customs, and traditions.

Insight: Use this skill to discern intent and decipher body language, making a best guess as to a target's motives, attitudes, and truthfulness.

Intimidate: Use this skill to influence others through hostile actions and overt threats.

Nature: You have knowledge related to finding your way through the wilderness, recognizing natural hazards, and living off the land.

Perception: Use this skill to notice clues, spot imminent dangers, and locate hidden objects.

Religion: You have knowledge of religious traditions.

Stealth: Use this skill to move and hide silently.

Streetwise: You know how to get the lay of the land in an urban setting.

Thievery: Use this skill to disable traps, open locks, pick pockets and perform other slights of hand.

SAMPLE ENCOUNTERS

These appear to be some of the encounters in the dungeon delve.

Encounter 3: Unexpected Visitors

2 hobgoblin soldiers (level 3 soldiers)

2 hobgoblin archers (level 3 artillery)

1 hobgoblin warcaster (level 3 controller)

Encounter 4: The Big Boss

Set Up (Encounter Level 4)

2 kobold slingers (level 1 artillery)

1 kobold wyrm Priest (level 3 artillery)

2 kobold dragonshields (level 2 soldiers)

4 kobold minions (level 1 minions)

1 crushing rock (level 3 trap)

Encounter 5: Almost There...

Set Up (Encounter Level 4)

3 human berserkers (level 3 brutes)

1 human mage (level 4 artillery)

1 shadark-kai chainfighter (level 6 skirmisher)

Pre-Generated PCs

If you don't have the pregen PCs, you can download them at:

<http://wizards.com/dnd/files/ExperienceCharacters.zip>

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