

Table of Contents

AAG	Page 2	LEUCROTTA	Page 116
ADHERER	Page 4	LIVING STATUES	Page 119
ALGOID	Page 5	LIZARD	Page 121
APE	Page 7	LOCUST	Page 124
ARANEA	Page 10	MAGNESIUM SPIRIT	Page 125
ASTRAL LANTERN	Page 13	MARID	Page 126
AURUMVORAX	Page 14	MIST	Page 128
AVOLAKIA	Page 14	MUDMAN	Page 129
BAT	Page 18	MUDMAW	Page 132
BEETLE	Page 20	MUSTARD JELLY	Page 133
BEHOLDER-KIN	Page 22	NIMBLEWRIGHT	Page 134
BILE LORD	Page 23	NIXIE	Page 136
BILLYMAN	Page 33	PHRAINT	Page 138
BLINDHEIM	Page 36	PISTOL WRAITH	Page 142
BLOODBLOATER	Page 37	PLAGUE SPEWER	Page 143
BONESNAPPER	Page 39	PLASM	Page 145
CATERWAUL	Page 40	PRAYING MANTIS	Page 146
CAVE CRICKET	Page 42	QUARAPHON	Page 149
CENTIPEDE	Page 44	RAVID	Page 153
CHAGMAT	Page 46	RUIN CHANTER	Page 154
CHRONAL REPEATER	Page 48	SCORPIONFOLK	Page 155
CORAL	Page 49	SCYLLA	Page 157
CORPSE GATHERER	Page 50	SHADOW CIRCLE	Page 160
CRAB	Page 52	SHARK	Page 163
CRAWLING APOCALYPSE	Page 55	SHIMMERLING SWARM	Page 166
CRAWLING HEAD	Page 56	SIRRUSH	Page 166
DAKON	Page 58	SLUG	Page 169
DAO	Page 60	SNAKE	Page 171
DEADBORN	Page 62	SQUIRREL	Page 174
DEMON	Page 63	SUNDEW	Page 176
DEODANTH	Page 65	TABAXI	Page 177
DOG	Page 68	TERROR BIRD	Page 180
DRAGON TURTLE	Page 71	THOUGHT EATER	Page 183
ELEMENTAL	Page 72	ULGURSTASTA	Page 185
ENTOMBED	Page 85	UNGULOSIN	Page 188
EYE KILLER	Page 87	UVUUDAUM	Page 190
FLAIL SNAIL	Page 89	VARGOUILLE	Page 192
FROGHEMOTH	Page 90	VISAGE	Page 193
FUNGUS	Page 92	VOLT	Page 194
GEAR HOUND	Page 96	WASP	Page 195
GOATFOLK	Page 97	WHEEP	Page 199
GREY BROTHERHOOD	Page 101	WITHERSTENCH	Page 200
HOWLING ABOMINATION	Page 106	WORM	Page 202
IMMOTH	Page 108	YELLOW MUSK CREEPER	Page 207
JELLYFISH	Page 112	Appendix: Monsters by Role & Level	Page 209
KERCPA	Page 113		

All Conversions by James Sutherland.

All the monsters in this document should have the most current 4e math (i.e. post-*Monster Manual 3* changes).

A Note on Sources: Throughout this document, when I cite a monster's "source", I am citing the source that had the biggest influence on my conversion, which is not always the same thing as the original source of the monster.

AAG

An aag is a horrific and powerful undead monstrosity powered by shadow energies. Smart and social, aags work together to bring down challenging prey and are highly unlikely to succumb to infighting amongst themselves. A single aag is cunning, swift, strong and merciless; a nest of them magnifies all of these traits tremendously.

An aag has a hairless humanoid body about 7' tall. Its head has enlarged, yellow or red eyes, sharply pointed ears and vicious fangs. The monster's neck is snakelike and about three feet long, allowing the aag to whip its head around as quickly as a cat does its tail. Finally, an aag has huge albino bat-like wings sprouting from its shoulders, allowing it to fly with deadly speed and maneuverability.

Dark Schemers: An aag is motivated by sheer malice and a desire to spread fear and misery, but with a genius-level intellect, it is rare for an aag to settle for a few random killings in an area. Instead, an aag tends to develop intelligent plans that will lead to terrific levels of summoning in a widespread region: the spreading of plagues, the slow starvation of thousands, the rise of an irredeemable villain as a land's ruler, the flipping or sinking of an entire continent or island- these are far more worthy plots for an aag. Aags have no reservations about working with other evil creatures, but they also have no reservations about betraying their allies on a whim. Nonetheless, a relationship that leads to widespread misery is one that an aag or group of aags is fully capable of preserving for an extended period of time.

Insidious Reproduction: Aag reproduction is highly atypical for undead. When an aag wounds a creature but that creature survives the encounter, the creature bears an undetectable taint in its soul. This taint can be removed by a *remove affliction* or *break enchantment* ritual. There are also special, unique rituals or purification that will remove this taint. If a creature dies with the taint still on its soul, its body will rise as an aag at the next midnight.

Aag Level 18 Soldier

Medium shadow humanoid (undead)

XP 2,000

HP 139; **Bloodied** 69

Initiative +17

AC 34; **Fortitude** 31; **Reflex** 30; **Will** 29

Perception +19

Speed 8, fly 12

Darkvision

Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Bite (poison) * **At Will**

Attack: Melee 2 (one creature); +23 vs. AC.

Hit: 1d12+10 damage plus ongoing 10 poison damage (save ends).

(melee) Claws * **Recharge 4 5 6**

Attack: Melee 1 (one creature); +21 vs. Fortitude.

Hit: 2d8+7 damage, the target loses a healing surge and the aag regains 10 hit points.

MINOR ACTIONS

(close) Wing Buffet * **At Will** 1/round

Attack: Close burst 1 (each creature in burst); +21 vs. AC.

Hit: 1d6+5 damage and the aag pushes the target 1 square.

(close) Fearsome Presence (fear) * **Recharge** when the aag hits with *claws*

Attack: Close burst 3 (each enemy in burst); +19 vs. Will.

Hit: The aag marks the target and the target grants combat advantage to the aag (save ends both).

TRIGGERED ACTIONS

(melee) Feeding Frenzy (healing, necrotic) * **Recharge** when the aag reduces an enemy to 0 hit points

Trigger: A creature adjacent to the aag becomes bloodied.

Attack (Free Action): Melee 1 (the triggering creature); +21 vs. Fortitude.

Hit: 3d10+13 damage, plus ongoing 10 necrotic damage and the target is weakened (save ends both).

Miss: Half damage, plus ongoing 5 necrotic damage (save ends).

Effect: The aag regains 34 hit points.

Skills Intimidate +17, Stealth +20

Str 26 **Dex** 22 **Wis** 20

Con 21 **Int** 18 **Cha** 16

Alignment chaotic evil

Languages Common

Aag Plaguebearer

Level 18 Brute

Medium shadow humanoid (undead)

XP 2,000

HP 214; **Bloodied** 107

Initiative +15

AC 30; **Fortitude** 32; **Reflex** 30; **Will** 29

Perception +19

Speed 8, fly 12

Darkvision

Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Bite (disease, poison) * **At Will**

Attack: Melee 2 (one creature); +23 vs. AC.

Hit: 2d12+13 damage plus ongoing 10 poison damage (save ends) and the target is exposed to mindfire (DMG pg 50).

(melee) Claws * **Recharge 4 5 6**

Attack: Melee 1 (one creature); +21 vs. Fortitude.

Hit: 4d8+14 damage, the target loses a healing surge.

MINOR ACTIONS

(close) Fearsome Presence (fear) * **Recharge** when the aag hits with *claws*

Attack: Close burst 3 (each enemy in burst); +19 vs. Will.

Hit: The target grants combat advantage to the aag (save ends).

(close) Rancid Breath (poison) * **Encounter**

Attack: Close blast 2 (each creature in blast); +19 vs. Fortitude.

Hit: 4d10+7 poison damage and the target is dazed until the end of its next turn.

Skills Intimidate +15, Stealth +20

Str 26 **Dex** 22 **Wis** 20

Con 24 **Int** 16 **Cha** 12

Alignment chaotic evil

Languages Common

Aag Rot Mage

Level 19 Artillery

Medium shadow humanoid (undead)

XP 2,400

HP 141; **Bloodied** 70

Initiative +17

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

Perception +19

Speed 8, fly 12

Darkvision

Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Bite (poison) * **At Will**

Attack: Melee 2 (one creature); +23 vs. AC.

Hit: 1d12+13 damage plus ongoing 10 poison damage (save ends).

(melee) Claws * **Recharge 4 5 6**

Attack: Melee 1 (one creature); +21 vs. Fortitude.

Hit: 3d8+9 damage, the target loses a healing surge.

(ranged) Bring Forth the Rot (necrotic) * **At Will**

Attack: Range 10 (one creature); +24 vs. Fortitude.

Hit: 3d10+11 necrotic damage, plus the target is weakened until the end of its next turn.

(ranged) Visions from Beyond the Grave (necrotic, psychic) * **Encounter**

Attack: Range 10 (one creature); +24 vs. Will.

Hit: 6d6+13 necrotic and psychic damage and the target is blinded until the end of its next turn.

Miss: Half damage and the target is slowed until the end of its next turn.

MINOR ACTIONS

(close) **Fearsome Presence** (fear) * **Recharge** when the aag hits with *claws*

Attack: Close burst 3 (each enemy in burst); +20 vs. Will.

Hit: The target grants combat advantage to the aag (save ends).

Skills Stealth +22

Str 23 **Dex** 26 **Wis** 20

Con 21 **Int** 18 **Cha** 16

Alignment chaotic evil

Languages Common

Aag Villain

Level 30 Minion Brute

Medium shadow humanoid (undead)

XP 4,750

HP 1; a missed attack never damages a minion

Initiative +22

AC 42; **Fortitude** 43; **Reflex** 42; **Will** 41

Perception +26

Speed 8, fly 12

Darkvision

Immune disease, poison; **Resist** 30 necrotic

TRAITS

Terrifying Presence (fear) * **Aura 3**

Living creatures in the aura take a -2 penalty to attack rolls.

STANDARD ACTIONS

(mbasic) **Bite** * **At Will**

Attack: Melee 2 (one creature); +35 vs. AC.

Hit: 24 damage.

TRIGGERED ACTIONS

(melee) **Share Death** * **Encounter**

Trigger: The aag is reduced to 0 hit points.

Attack (No Action): Melee 1 (one creature); +33 vs. Fortitude.

Hit: The target loses a healing surge.

Skills Stealth +27

Str 22 **Dex** 24 **Wis** 23

Con 31 **Int** 27 **Cha** 25

Alignment chaotic evil

Languages Common

ADHERER

Source: 1e *Fiend Folio*.

At first glance, an adherer greatly resembles a filthy mummy, with what appear to be bandages covered in dirt and debris draped all over it. However, this is actually the adherer's skin, which has numerous folds and hanging strands and is covered in a sticky, glue-like substance.

Opportunistic Predators: Adherers are predatory and malicious but few in number. They often lurk near the lairs of other creatures, typically waiting to snatch a meal from the edges of a combat. At other times, an adherer might lie down on a surface and let rats, spiders and other creatures walk onto its body, where they become stuck, helpless prey.

Adherer

Medium natural humanoid

HP 51; Bloodied 25

AC 19; Fortitude 19; Reflex 17; Will 18

Speed 6

Vulnerable 5 fire

Level 5 Lurker

XP 200

Initiative +8

Perception +5

STANDARD ACTIONS

(mbasic) Sickly Blow * At Will

Attack: Melee 1 (one creature); +8 vs. Reflex.

Hit: 1d10+7 damage, and the adherer grabs the target (escape DC 19).

(m) Smother * At Will

Requirement: The adherer must have a creature grabbed.

Attack: Melee 1 (the grabbed creature); +8 vs. Fortitude.

Hit: 1d10+7 damage and ongoing 5 damage (save ends). If the target is grabbed at the end of its turn, the ongoing damage increases by 5.

TRIGGERED ACTIONS

(m) Sticky Skin * At Will

Trigger: An enemy hits the adherer with a close or melee weapon attack.

Attack (No Action): Melee 2 (the triggering creature); +8 vs. Reflex.

Hit: The weapon used in the triggering attack is disarmed and stuck to the adherer. A creature may make a Strength attack against the adherer's Reflex to grab a weapon stuck to it; the creature may then spend a minor action to make an Athletics check, DC 15, to pull it free.

Interpose Victim * Encounter

Requirement: The adherer must have a creature grabbed.

Trigger: An enemy hits the adherer with a melee attack.

Effect (Immediate Interrupt): The attack instead hits the creature grabbed by the adherer.

Skills Stealth +9

Str 19 Dex 15 Wis 16

Con 15 Int 7 Cha 8

Alignment evil

Languages Common

ALGOID

Source: 1e *Fiend Folio*.

Appearing as a humanoid creature made of a algae, an algoid is surrounded by a greenish haze of airborne algae and moisture.

Colony Creatures: An algoid is a colonial creature, consisting of a mass of algae that can form itself into a humanoid shape in order to leave the water and move about on land. Because they are composed of many primitive creatures working in concert, the combine mentality of an algoid is sometimes high enough that it achieves sentience. If this happens, it is quite common for the algoid to become psionically active as well.

Blood Drinkers: To maintain its form, an algoid requires blood. This accounts for the many hostile encounters creatures have with them. In some cases, an algoid has “starved” until it cannot maintain cohesion, only to reform abruptly when other creatures bleed in what appears to be an innocuous pool of algae.

Mindless Algoid

Medium natural humanoid (plant)

HP 55; Bloodied 27

AC 21; Fortitude 19; Reflex 15; Will 17

Speed 6, swim 6

Resist 10 fire, 5 weapons

Level 5 Soldier

XP 200

Initiative +5

Perception +4

Tremorsense 6

TRAITS

Conductive Cloud

Once per turn when the algoird takes lightning damage, each adjacent creature also takes 5 lightning damage.

STANDARD ACTIONS

(mbasic) Slam * At Will

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

Hit: 1d10+8 damage and the algoird marks the target until the end of the mindless algoird's next turn and pushes it 1 square.

TRIGGERED ACTIONS

(r) Hurl Slime * At Will

Trigger: A creature marked by the mindless algoird makes an attack that does not include the mindless algoird as a target.

Attack (Immediate Interrupt): Range 10 (the triggering creature); +10 vs. Reflex.

Hit: The target is blinded until the end of its next turn.

Str 18 **Dex** 12 **Wis** 15

Con 14 **Int** 1 **Cha** 1

Alignment unaligned

Languages -

Algoird Mosswarden

Level 6 Controller

Medium natural humanoid (plant)

XP 250

HP 70; **Bloodied** 35

Initiative +5

AC 20; **Fortitude** 20; **Reflex** 17; **Will** 18

Perception +5

Speed 6, swim 6

Tremorsense 6

Resist 10 fire

TRAITS

Conductive Cloud

Once per turn when the algoird takes lightning damage, each adjacent creature also takes 5 lightning damage.

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d10+9 damage.

(close) Psychic Blast (psychic) * Recharge when the mosswarden is first bloodied

Attack: Close blast 4 (enemies in the blast); +9 vs. Will; 3d6+3 psychic damage and the target is dazed (save ends).

(area) Restive Ground (zone) * Encounter

Effect: The mosswarden creates a zone in an area burst 2 within 10 squares. Enemies treat this zone as difficult terrain. The zone lasts until the end of the encounter.

Sustain Move: The mosswarden moves the zone up to 4 squares.

Skills skill modifier

Str 19 **Dex** 14 **Wis** 15

Con 14 **Int** 7 **Cha** 9

Alignment unaligned

Languages -

Algoird Mindbreaker

Level 7 Controller

Medium natural humanoid (plant)

XP 300

HP 78; **Bloodied** 39

Initiative +5

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

Perception +8

Speed 6, swim 6

Tremorsense 6

Resist 10 fire

TRAITS

Conductive Cloud

Once per turn when the algoid takes lightning damage, each adjacent creature also takes 5 lightning damage.

STANDARD ACTIONS

(mbasic) Slam * At Will

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

Hit: 2d8+6 damage.

(r) Psionic Thrust (psychic) * At Will

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

Hit: 2d6+8 psychic damage and algoid slides the target 2 squares.

(close) Psychic Blast (psychic) * Recharge when the mosswarden is first bloodied

Attack: Close blast 4 (enemies in the blast); +10 vs. Will; 3d6+4 psychic damage and the target is dazed (save ends).

(area) Rouse the Green (zone) * Encounter

Requirement: The algoid mindbreaker must be bloodied.

Attack: Burst 3 within 10 (creatures in the burst); +9 vs. Reflex.

Hit: The target falls prone and is restrained (save ends).

Effect: The burst becomes a zone of twining vegetation. An enemy that starts its turn in the zone takes 5 damage and treats the zone as difficult terrain. The zone lasts until the end of the encounter.

Str 18 **Dex** 14 **Wis** 20

Con 14 **Int** 7 **Cha** 9

Alignment unaligned

Languages -

APE

Source: Basic D&D (white ape); 1e *Monster Manual* (carnivorous ape); 3e *Monster Manual* (girallon).

While many apes are inoffensive and prefer to avoid contact with humanoids, others are dangerous and territorial. Some end up used as guards by savage tribes or evil clerics of faiths that give them influence over such beasts.

Ape

Level 2 Soldier

Medium natural beast

XP 125

HP 34; **Bloodied** 17

Initiative +5

AC 16; **Fortitude** 16; **Reflex** 14; **Will** 12

Perception +2

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 1d10+4 damage, and the target is slowed until the end of the ape's next turn.

MINOR ACTIONS

Invigorating Roar (healing) * Encounter

Effect: The ape beats its chest, spends a healing surge and regains an extra 1d6 hit points.

Skills Athletics +10

Str 18 **Dex** 15 **Wis** 12

Con 16 **Int** 4 **Cha** 9

Alignment unaligned

Languages Ape

Carnivorous Ape

Level 5 Brute

Medium natural beast

XP 200

HP 68; **Bloodied** 34

Initiative +5

AC 15; **Fortitude** 19; **Reflex** 17; **Will** 17

Perception +3

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 1d10+10 damage.

(m) Wild Rend * At Will

Attack: +10 vs. AC (one creature). The carnivorous ape unleashes a flurry of claws and bites.

Hit: 2d8+8 damage and the carnivorous ape slides the target one square to a square adjacent to the carnivorous ape.

MINOR ACTIONS

Invigorating Roar (healing) * Encounter

Effect: The carnivorous ape beats its chest, spends a healing surge and regains an extra 1d6 hit points.

Skills Athletics +12

Str 20 **Dex** 16 **Wis** 12

Con 16 **Int** 4 **Cha** 12

Alignment unaligned

Languages Ape

Cave Ape

Level 8 Lurker

Medium natural beast

XP 350

HP 72; **Bloodied** 36

Initiative +13

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

Perception +11

Speed 6, climb 4

Darkvision

TRAITS

Cave Sneak

A cave ape takes no penalty to Stealth checks for moving up to its speed.

Hidden Strike

When a cave ape hits an enemy that it is hidden from, it deals an extra 1d10 points of damage.

STANDARD ACTIONS

(mbasic) Claw * At Will

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

Hit: 2d8+7 damage.

MOVE ACTIONS

Sneaky Advance * At Will

Requirement: The cave ape must be hidden from the creature that it shifts adjacent to.

Effect: The cave ape shifts 4 squares to a square adjacent to an enemy. It remains hidden from that enemy until the end of its turn.

Sneaky Retreat * At Will

Effect: The cave ape shifts 4 squares. If it has any cover or concealment at the end of this shift, it may make a Stealth check with a +4 bonus to become hidden.

Skills Stealth +14

Str 20 **Dex** 21 **Wis** 15

Con 18 **Int** 6 **Cha** 12

Alignment unaligned

Languages Ape

White Ape

Level 10 Soldier

Large natural beast

XP 500

HP 87; Bloodied 44

Initiative +12

AC 24; Fortitude 24; Reflex 24; Will 21

Perception +9

Speed 7, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +15 vs. AC.

Hit: 1d8+5 damage and the target is marked (save ends).

(m) Savage Claws * At Will

Effect: The white ape makes two claw attacks. If both hit the same target, it is dazed until the end of its next turn and the white ape slides it 1 square to a square adjacent to the white ape.

MINOR ACTIONS

Invigorating Roar (healing) * Encounter

Effect: The white ape beats its chest, spends a healing surge and regains an extra 1d6 hit points.

Skills Athletics +16

Str 23 Dex 20 Wis 18

Con 18 Int 6 Cha 15

Alignment unaligned

Languages Ape

Girallon Smasher

Level 19 Elite Soldier

Large natural beast

XP 2,400

HP 360; Bloodied 180

Initiative +17

AC 35; Fortitude 34; Reflex 31; Will 31

Perception +15

Speed 8, climb 6

Saving Throws +2; Action Points 1

TRAITS

Threatening Fists * Aura 1

Each enemy that starts its turn in the aura is marked until the start of its next turn.

Combat Climber

The girallon does not provoke opportunity attacks by climbing.

STANDARD ACTIONS

(mbasic) Smash * At Will

Requirement: The girallon smasher cannot have more than three creatures grabbed.

Attack: Melee 2 (one creature); +24 vs. AC.

Hit: 3d8+14 damage.

(m) Girallon Grab * At Will

Requirement: The girallon smasher cannot have more than three creatures grabbed.

Attack: Melee 2 (one creature); +24 vs. AC.

Hit: 5d6+10 damage, and the target is grabbed (escape ends).

Effect: If the girallon smasher has less than four creatures grabbed, repeat the attack once against a different target.

(m) Smash Together * At Will

Requirement: The girallon smasher must have at least two creatures grabbed.

Attack: Melee 2 (each grabbed creature); +26 vs. AC.

Hit: 3d12+16 damage, and the target falls prone in a square adjacent to the girallon smasher and is no longer grabbed.

TRIGGERED ACTIONS

Defiant Roar * Recharge 4 5 6

Trigger: The girallon smasher is dazed, dominated or stunned.

Effect (No Action): The dazed, dominated or stunned condition ends. (If the power or effect creating the condition has other effects, they remain.)

Skills Acrobatics +20, Athletics + 24

Str 30 **Dex** 22 **Wis** 22

Con 20 **Int** 9 **Cha** 10

Alignment chaotic evil

Languages Ape

ARANEA

Source: 3e *Monster Manual*.

An aranea is a medium-sized spider with a pair of small humanoid arms that is able to change its shape into that of a female humanoid, usually a human or elf. Though they are rare, aranea have a distinct culture. They tend to dwell either in remote areas underground or in the forest, or secretly, hiding amongst their humanoid prey while disguised as one of them.

Creepy Reproduction: All aranea are female. To reproduce, an aranea must assume humanoid form and trick a male humanoid to mate with it. Later, it lays a clutch of already-fertilized eggs. When the eggs hatch, the aranea young devour each other until only a handful survive, growing more intelligent with each sister that they devour.

Spidery Viewpoint: An aranea's perspective is far more spider-like than humanoid in nature. They view humanoids primarily as prey and eat their mates. An aranea enjoys capturing a victim and storing it for later, so sometimes an aranea lair will have still-living creatures within it. An aranea has no problem staying hidden and still for hours while waiting for an opportunity to spring. Nonetheless, other creatures can sometimes strike temporary bargains with aranea with promises of live food or treasure.

Loose Alliances: Aranea do not prey on each other; instead, they coexist peacefully and sometimes even form loose alliances, but are not too prone to close association. However, an aranea does not form bonds of affection, nor does it feel any sense of love for its offspring. Instead, cold arachnid logic informs the relationships that an aranea forms. It is as likely to work with an evil human that promises it frequent live villagers to eat as it is another aranea.

Aranea Spy

Medium fey magical beast (spider)

Level 7 Lurker

XP 300

HP 64; **Bloodied** 32

Initiative +12

AC 20; **Fortitude** 18; **Reflex** 20; **Will** 19

Perception +9

Speed 6, climb 5 (spider climb)

Low-light vision

STANDARD ACTIONS

(mbasic or rbasic) Dagger (poison, weapon) * **At Will**

Attack: Melee 1 or ranged 5/10 (one creature); +12 vs. AC.

Hit: 2d4+5 damage, plus ongoing 5 poison damage (save ends).

(mbasic) Bite (poison) * **At Will**

Requirement: The aranea must be in its spiderlike form.

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

Hit: 1d6+7 damage, plus ongoing 5 poison damage (save ends).

(melee) Blinding Strike (weapon) * **At Will**

Attack: Melee 1 (one creature that is bloodied or taking ongoing poison damage); +12 vs. AC.

Hit: 3d4+12 damage, and the target is blinded (save ends).

Aftereffect: Until the end of the encounter, the target takes a -2 penalty to saving throws against poison effects.

MOVE ACTIONS

Shift into Shadow * **At Will**

Effect: The aranea spy shifts up to 3 squares and gains concealment until the end of its next turn.

MINOR ACTIONS

Change Shape (polymorph) * **At Will**

Effect: The aranea changes shape to become either a humanoid female of the aranea's choice or a spiderlike creature with a pair of small humanoid arms below its mandibles. This change lasts until the aranea uses this ability again (or until

another power or effect changes its shape). The aranea's humanoid forms all share the same basic face, and the aranea cannot impersonate specific individuals. While in humanoid form, the aranea loses the magical beast type and gains the humanoid type.

Skills Bluff +11, Insight +9, Stealth +13

Str 11 **Dex** 20 **Wis** 12

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

Alignment chaotic evil

Languages Aranea, Common, Elven

Equipment leather armor, 2 daggers

Aranea Webspinner

Level 7 Controller

Medium fey magical beast (spider)

XP 300

HP 77; **Bloodied** 38

Initiative +6

AC 21; **Fortitude** 17; **Reflex** 19; **Will** 21

Perception +5

Speed 6, climb 5 (spider climb)

Low-light vision

STANDARD ACTIONS

(mbasic or rbasic) Dagger (weapon) * **At Will**

Attack: Melee 1 or ranged 5/10 (one creature); +12 vs. AC.

Hit: 1d4+5 damage.

(area) Web * **Recharge** 4 5 6

Attack: Area burst 1 within 10 squares (each creature in burst); +10 vs. Reflex.

Hit: The target is restrained (escape DC 16).

Effect: The area of the burst becomes a zone of sticky webbing that persists for 1 hour. 10 points of fire damage to any creature or object in a square of the zone removes that square of the zone. The zone counts as difficult terrain, and any creature that ends its turn in the zone is immobilized (escape DC 11). Spiders are immune to the effects of the zone.

MINOR ACTIONS

(ranged) Spit Poison (poison) * **At Will** 1/round

Attack: Ranged 10 (one creature); +10 vs. Reflex.

Hit: 1d6+5 poison damage, plus ongoing 5 poison damage (save ends).

Change Shape (polymorph) * **At Will**

Effect: The aranea changes shape to become either a humanoid female of the aranea's choice or a spiderlike creature with a pair of small humanoid arms below its mandibles. This change lasts until the aranea uses this ability again (or until another power or effect changes its shape). The aranea's humanoid forms all share the same basic face, and the aranea cannot impersonate specific individuals. While in humanoid form, the aranea loses the magical beast type and gains the humanoid type.

Skills Arcana +10, Bluff +13

Str 11 **Dex** 17 **Wis** 14

Con 13 **Int** 15 **Cha** 20

Alignment chaotic evil

Languages Aranea, Common, Elven

Equipment 2 daggers, totem

Aranea Youth

Level 9 Minion Skirmisher

Medium fey magical beast (spider)

XP 100

HP 1; a missed attack never damages a minion

Initiative +10

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

Perception +4

Speed 6, climb 5 (spider climb)

Low-light vision

STANDARD ACTIONS

(mbasic or rbasic) Dagger (weapon) * **At Will**

Attack: Melee 1 or ranged 5/10 (one creature); +14 vs. AC.

Hit: 8 damage.

(melee) Bite (poison) * At Will

Requirement: The aranea must be in its spiderlike form.

Attack: Melee 1; +12 vs. Fortitude.

Hit: 5 damage, plus ongoing 5 poison damage (save ends). If the target is already taking ongoing poison damage, that poison damage increases by 2 instead.

MOVE ACTIONS

Scuttle * At Will

Effect: The aranea shifts up to 2 squares.

Str 11 **Dex** 18 **Wis** 10

Con 13 **Int** 15 **Cha** 15

Alignment chaotic evil

Languages Aranea, Common, Elven

Equipment leather armor, 2 daggers

Aranea Witch

Level 10 Elite Controller

Medium fey magical beast (spider)

XP 1,000

HP 50; **Bloodied** 101

Initiative +7

AC 24; **Fortitude** 20; **Reflex** 21; **Will** 25

Perception +7

Speed 6, climb 5 (spider climb)

Low-light vision

Saving Throws +2; **Action Points** 1

STANDARD ACTIONS

(mbasic or rbasic) Dagger (poison, weapon) * At Will

Attack: Melee 1 or ranged 5 (one creature); +15 vs. AC.

Hit: 2d4+3 damage, plus ongoing 10 poison damage (save ends).

(close) Witchy Words (charm, psychic) * At Will

Attack: Close burst 10 (one creature in burst); +13 vs. Will. Deafened creatures are immune to this attack.

Hit: 3d6+8 psychic damage.

Effect: The aranea witch slides the target up to 3 squares, and the target makes a basic attack as a free action at a target of the aranea's choice.

(close) Frightening Cackle (fear, psychic) * Encounter

Attack: Close burst 3 (each enemy in the burst); +12 vs. Will.

Hit: 4d10+5 psychic damage, and the aranea pushes the target up to 4 squares and the target suffers a -2 penalty to saving throws (save ends).

MINOR ACTIONS

Change Shape (polymorph) * At Will

Effect: The aranea changes shape to become either a humanoid female of the aranea's choice or a spiderlike creature with a pair of small humanoid arms below its mandibles. This change lasts until the aranea uses this ability again (or until another power or effect changes its shape). The aranea's humanoid forms all share the same basic face, and the aranea cannot impersonate specific individuals. While in humanoid form, the aranea loses the magical beast type and gains the humanoid type.

Skills Arcana +13, Bluff +15

Str 11 **Dex** 15 **Wis** 14

Con 13 **Int** 17 **Cha** 21

Alignment chaotic evil

Languages Aranea, Common, Elven

Equipment 2 daggers, totem

ASTRAL LANTERN

Source: 3e *Monster Manual*.

An astral lantern is a relic of ancient times. Once known as a lantern archon during the cosmological period called the Great Wheel, the few that remain haunt the Astral Sea like fireflies, occasionally finding their way through color pools or portals into other planes.

An astral lantern appears as a floating ball of light. Some ritualists have learned to summon them as guardians or simply for research. It appears as though astral lanterns have no way to reproduce in the current cosmology, and thus their numbers are slowly dwindling. Though astral lanterns are innately good-natured and inclined towards weal, they sometimes go insane due to the incredible changes to the fundamental structure of the multiverse that have occurred over the eons. Although pitiable, a mad astral lantern is somewhat dangerous.

Astral Lantern Level 2 Artillery

Tiny immortal animate (blind)

XP 125

HP 25; **Bloodied** 12

Initiative +5

AC 14; **Fortitude** 13; **Reflex** 16; **Will** 14

Perception +3

Speed fly 6 (hover); altitude limit 6

Blindsight 20

Resist 10 radiant

TRAITS

Insubstantial

The astral lantern takes half damage from any damage source, except those that deal necrotic damage. In addition, if the lantern takes necrotic damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(rbasic) Beam of Light (radiant) * At Will

Attack: Range 20 (one creature); +7 vs. Reflex.

Hit: 1d12+5 radiant damage.

(ranged) Blinding Beam (radiant) * Recharge 5 6

Attack: Range 20 (one creature); +7 vs. Reflex.

Hit: 1d12+5 radiant damage and the target is blinded until the end of its next turn.

Str 2 **Dex** 18 **Wis** 14

Con 12 **Int** 15 **Cha** 14

Alignment good

Languages Supernal

Flitting Astral Lantern Level 11 Minion Artillery

Tiny immortal animate (blind)

XP 150

HP 1; a missed attack never damages a minion

Initiative +11

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

Perception +8

Speed fly 6 (hover); altitude limit 6

Blindsight 20

Resist 10 radiant

STANDARD ACTIONS

(rbasic) Beam of Light (radiant) * At Will

Attack: Range 20 (one creature); +16 vs. Reflex.

Hit: 12 radiant damage.

TRIGGERED ACTIONS

(close) Blinding Death (radiant) * Encounter

Trigger: The lantern falls to 0 hit points.

Attack (No Action): Close burst 2 (creatures in burst); +14 vs. Fortitude.

Hit: The target is blinded until the end of its next turn.

Str 2 Dex 21 Wis 17
Con 12 Int 15 Cha 14
Alignment good

Languages Supernal

AURUMVORAX

The aurumvorax, also called a gold-eater, golden badger or golden gorger, is a small, tough, voracious, vicious beast that resembles an eight-legged badger. An aurumvorax is a carnivore, but it also must consume gold to live. Thus, aurumvorax are detested by dwarves and dragons. Nonetheless, some groups of gnomes befriend aurumvorax, and there are even a few instances in which the gnomes have managed to breed them.

Aurumvorax

Level 12 Elite Brute

Small natural beast

XP 1,400

HP 257; Bloodied 128

Initiative +10

AC 24; Fortitude 24; Reflex 24; Will 24

Perception +9

Speed 7

Resist weapons 5

Saving Throws +2; Action Points 1

TRAITS

Vicious Instinct

At the end of the aurumvorax' turn, it takes an extra standard action, even if it charges or is dazed, stunned or dominated.

STANDARD ACTIONS

(mbasic) Bite * At Will

Requirement: The aurumvorax may not have a creature grabbed.

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 2d8+11 damage, and the aurumvorax grabs the target (escape DC 20).

(melee) Claw Rake * At Will

Attack: Melee 1 (one creature grabbed by the aurumvorax); +18 vs. AC.

Hit: 4d6+16 damage.

(melee) Slaughtering Claws * Recharges when the aurumvorax starts and ends its turn without a creature grabbed

Attack: Melee 1 (one creature grabbed by the aurumvorax); +15 vs. Fortitude.

Hit: 4d10+8 damage, plus ongoing 10 damage (save ends).

TRIGGERED ACTIONS

(melee) Feral Riposte * Encounter

Requirement: The aurumvorax may not have a target grabbed.

Trigger: The aurumvorax is hit by a melee attack.

Effect (Immediate Reaction): The aurumvorax uses *bite* against the triggering creature.

Str 23 Dex 19 Wis 17
Con 21 Int 3 Cha 16

Alignment unaligned

Languages -

AVOLAKIA

Source: 3e *Monster Manual II*.

Avolakia are hideous creatures that combine the worst features of an octopus, a worm and an insect. In its natural form, it stands ten feet tall, with a pallid, grey-yellow wormlike body that shimmers with yellow slime. The creature supports itself and moves about on a set of six suckered tentacles, each of which is tipped by a staring yellow eye. Where

the creature's head should be, an avolakia has a sheath that contains a set of three cruelly hooked mandibles. Eight long, spidery arms tipped with insectoid claws protrude from ridges halfway up its body. Avolakia reek of mold and decay.

Unnatural Diet: Avolakia can eat living or dead flesh, but they find it disgusting. Instead, they prefer undead flesh, preferably fresh off the flank of a zombie. Because of this, avolakia interested in the arcane arts tends to necromancy, and every community of avolakia has large herds of undead that they treat as cattle.

Linked to Kyuss: Avolakia are known to have a preference for the worm-god Kyuss. They make living sacrifices during terrible rituals, seeking to grant power to (or receive power from) their restless deity. Some avolakia serve as priests, even assuming humanoid form to create cults of the Worm That Walks.

Alliances with Illithids: Avolakia are known to work with other intelligent creatures at times. Their most infamous alliances are with mind flayers. When the two species work together to capture prey, the illithids extract the brains and devour them while the avolakia animate the dead to serve as undead shock troops and food. Since they do not compete for resources (a brainless body makes a fine zombie), they rarely find themselves at cross purposes.

Avolakia Infiltrator	Level 10 Lurker
Large aberrant magical beast	XP 500
HP 82; Bloodied 41	Initiative +10
AC 24; Fortitude 20; Reflex 21; Will 25	Perception +10
Speed 5	Darkvision
STANDARD ACTIONS	
(mbasic) Claw * At Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC.	
<i>Hit:</i> 1d4+5 damage.	
(melee) Bite (poison) * Recharge 5 6	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC.	
<i>Hit:</i> 2d8+8 damage, and the target is weakened (save ends).	
Mess of Claws * At Will	
<i>Requirement:</i> The avolakia must have combat advantage against the target.	
<i>Effect:</i> The avolakia uses <i>claw</i> against the target three times.	
Frightful Presence (fear) * Encounter	
<i>Effect (close burst 3):</i> Each creature the burst grants combat advantage (save ends).	
MINOR ACTIONS	
Suggestive Words (charm) * Recharge 6	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. Will.	
<i>Hit:</i> The avolakia is invisible to the target until the end of the avolakia's next turn, and the target is dazed (save ends).	
Change Shape (polymorph) * At Will	
<i>Effect:</i> The avolakia assumes the shape of any small, medium or large humanoid. It can assume a specific shape to impersonate an individual, or it can take the form of a 'generic' human, dwarf, elf, etc. While in humanoid form, the avolakia can use neither <i>bite</i> nor <i>mess of claws</i> .	

Skills Bluff +19, Insight +18, Religion +15	
Str 14 Dex 13 Wis 21	
Con 16 Int 21 Cha 22	
Alignment evil	Languages Avolakia, Common, Deep Speech

Avolakia Adept	Level 12 Artillery
Large aberrant magical beast	XP 700
HP 95; Bloodied 47	Initiative +12
AC 24; Fortitude 22; Reflex 24; Will 26	Perception +10
Speed 5	Darkvision
STANDARD ACTIONS	
(mbasic) Claw * At Will	

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 1d10+11 damage.

(melee) Bite (poison) * **Recharge 5 6**

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+11 damage, and the target is weakened (save ends).

(ranged) Acid Bead (acid) * **At Will**

Attack: Ranged 10 (one creature); +17 vs. Reflex.

Hit: 3d6+8 acid damage, and each creature adjacent to the target takes 10 acid damage.

(ranged) Soul Rend (necrotic) * **Recharge 6**

Attack: Ranged 5 (one or two creatures); +16 vs. Will.

Hit: 3d8 necrotic damage and the target is dazed (save ends).

MINOR ACTIONS

Change Shape (polymorph) * **At Will**

Effect: The avolakia assumes the shape of any small, medium or large humanoid. It can assume a specific shape to impersonate an individual, or it can take the form of a 'generic' human, dwarf, elf, etc. While in humanoid form, the avolakia can't use *bite*.

Skills Religion +15

Str 16 **Dex** 23 **Wis** 18

Con 17 **Int** 20 **Cha** 22

Alignment evil

Languages Avolakia, Common, Deep Speech

Avolakia Ghostmaster Level 13 Controller (Leader)

Large aberrant magical beast

XP 800

HP 129; **Bloodied** 64

Initiative +8

AC 27; **Fortitude** 23; **Reflex** 24; **Will** 28

Perception +10

Speed 5

Darkvision

STANDARD ACTIONS

(mbasic) Claw * **At Will**

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 2d8+8 damage.

(melee) Bite (poison) * **Recharge 5 6**

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 3d8+8 damage, and the target is weakened (save ends).

(close) Blast of Fear (fear, psychic) * **Recharges** when an undead ally within 10 squares of the avolakia hits an enemy

Attack: Close blast 4 (each living enemy in blast); +16 vs. Will.

Hit: 1d12+8 psychic damage, the avolakia slides the target 1 square and the target grants combat advantage to undead (save ends).

MINOR ACTIONS

Direct the Dead * **At Will**

Effect: One undead minion of the avolakia's level or lower takes a standard action of the ghostmaster's choice.

Change Shape (polymorph) * **At Will**

Effect: The avolakia assumes the shape of any small, medium or large humanoid. It can assume a specific shape to impersonate an individual, or it can take the form of a 'generic' human, dwarf, elf, etc. While in humanoid form, the avolakia can't use *bite*.

Skills Arcana +16, Religion +16

Str 16 **Dex** 15 **Wis** 18

Con 17 **Int** 20 **Cha** 24

Alignment evil

Languages Avolakia, Common, Deep Speech

Avolakia Vermist

Large aberrant magical beast

HP 129; Bloodied 64

AC 29; Fortitude 25; Reflex 24; Will 26

Speed 5

Level 13 Soldier

XP 800

Initiative +10

Perception +10

Darkvision

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 2d8+8 damage.

(melee) Bite (poison) * At Will

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d8+8 damage, and the target is slowed (save ends).

(ranged) Gift of Worms * Recharge 6

Attack: Ranged 10 (one creature); +16 vs. Fortitude.

Hit: 3d10+10 damage, and the target takes ongoing 10 damage and is dazed (save ends both).

TRIGGERED ACTIONS

(close) Worms in the Blood * Encounter

Trigger: The avolakia becomes bloodied.

Attack (Free Action): Close burst 1 (each creature in the burst); +16 vs. Reflex.

Hit: The target takes ongoing 15 damage and a -2 penalty to saving throws (save ends both).

MINOR ACTIONS

Change Shape (polymorph) * At Will

Effect: The avolakia assumes the shape of any small, medium or large humanoid. It can assume a specific shape to impersonate an individual, or it can take the form of a 'generic' human, dwarf, elf, etc. While in humanoid form, the avolakia can't use *bite*.

Skills Religion +18

Str 21 **Dex** 15 **Wis** 18

Con 17 **Int** 20 **Cha** 20

Alignment evil

Languages Avolakia, Common, Deep Speech

Avolakia Master

Large aberrant magical beast

HP 180; Bloodied 90

AC 35; Fortitude 31; Reflex 32; Will 36

Speed 5

Level 21 Controller (Leader)

XP 3,200

Initiative +12

Perception +16

Darkvision

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +26 vs. AC.

Hit: 2d8+12 damage.

(melee) Bite (poison) * At Will

Attack: Melee 1 (one creature); +26 vs. AC.

Hit: 5d8+7 damage, and the target is slowed (save ends).

(ranged) Suggestion (charm) * At Will

Attack: Ranged 10 (one nondeafened creature); +24 vs. Will.

Effect: The avolakia master slides the target 1 square.

Hit: The target takes a standard action of the avolakia's choice as a free action. The only attacks that the avolakia can force the target to make are at will. The target gets a +4 bonus on any attack rolls or skill checks it makes as part of this action.

(area) Seize the Moment * Encounter

Effect: Area burst 1 within 10 (each ally in burst); each target may use a standard action as a free action.

(area) Psychic Tempest (psychic) * Encounter

Attack: Area burst 2 within 10 squares (each enemy in burst); +23 vs. Will.

Hit: 4d10+6 psychic damage and the target is dazed (save ends).

MINOR ACTIONS

Change Shape (polymorph) * At Will

Effect: The avolakia assumes the shape of any small, medium or large humanoid. It can assume a specific shape to impersonate an individual, or it can take the form of a 'generic' human, dwarf, elf, etc. While in humanoid form, the avolakia can't use *bite*.

TRIGGERED ACTIONS

Deflection Aura (force) * Recharges when first bloodied

Trigger: An attack hits the avolakia when it has no adjacent allies.

Effect (Immediate Interrupt): The avolakia gains a +4 bonus to AC against the triggering attack.

Skills Bluff +23, Diplomacy +23, Insight +22, Religion +22

Str 19 **Dex** 15 **Wis** 23

Con 23 **Int** 25 **Cha** 27

Alignment evil

Languages Avolakia, Common, Deep Speech

Avolakia Sophist

Level 21 Minion Controller

Large aberrant magical beast

XP 800

HP 1; a missed attack never damages a minion

Initiative +12

AC 35; **Fortitude** 31; **Reflex** 32; **Will** 36

Perception +16

Speed 5

Darkvision

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +26 vs. AC.

Hit: 11 damage.

(melee) Bite (poison) * At Will

Attack: Melee 1 (one creature); +24 vs. Fortitude.

Hit: 14 poison damage, and the target loses immune and resist poison (save ends).

MINOR ACTIONS

(ranged) Persuasive Sophism (charm) * At Will

Attack: Ranged 10 (one creature); +24 vs. Will.

Hit: The avolakia slides the target up to 2 squares.

Change Shape (polymorph) * At Will

Effect: The avolakia assumes the shape of any small, medium or large humanoid. It can assume a specific shape to impersonate an individual, or it can take the form of a 'generic' human, dwarf, elf, etc. While in humanoid form, the avolakia can't use *bite*.

Skills Bluff +23, Diplomacy +23, Insight +22

Str 19 **Dex** 15 **Wis** 23

Con 23 **Int** 25 **Cha** 27

Alignment evil

Languages Avolakia, Common, Deep Speech

BAT

Source: 3.5e *Monster Manual* (bat swarm, dire bat); 1e *Fiend Folio* (giant vampire bat)

Bats are flying mammals. Although many bats are harmless, eating fruit or insects, some monstrous types are quite dangerous to human and demihuman settlements.

Bat Swarm	Level 2 Skirmisher
Medium natural beast (swarm)	XP 125
HP 36; Bloodied 18	Initiative +6
AC 16; Fortitude 13; Reflex 16; Will 12	Perception +1
Speed 2, fly 6 (hover)	Blindsight 10
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	

TRAITS

Swarm Attack * Aura 1

A creature that ends its turn in the swarm takes 4 damage and is blinded until the start of its next turn.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Battering Wings * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 2d4 damage and the target is blinded until the start of its next turn.

TRIGGERED ACTIONS

(close) Blinding Burst of Bats * Encounter

Trigger: The bat swarm is reduced to 0 hit points.

Effect (Free Action): The target is blinded until the start of its next turn.

Str 5 **Dex** 17 **Wis** 10

Con 12 **Int** 2 **Cha** 6

Alignment unaligned

Languages -

Dire Bat	Level 8 Skirmisher
Medium natural beast	XP 350
HP 89; Bloodied 44	Initiative +11
AC 22; Fortitude 20; Reflex 22; Will 20	Perception +12
Speed 3, fly 8	Blindsight 10
Vulnerable 10 thunder (plus see <i>sensitive hearing</i>)	

TRAITS

Sensitive Hearing

If the dire bat takes thunder damage, it is deafened and loses blindsight until the end of its next turn.

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 2d8+7 damage.

Flyby Attack * At Will

Effect: The dire bat flies up to 8 squares without provoking opportunity attacks and uses *bite* at any point during that movement.

Skills Stealth +14

Str 15 **Dex** 21 **Wis** 17

Con 17 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Giant Vampire Bat

Level 10 Minion Skirmisher

Small shadow beast

XP Value

HP 1; a missed attack never damages a minion

Initiative +12

AC 24; **Fortitude** 22; **Reflex** 23; **Will** 21

Perception +8

Speed 2, fly 8

Blindsight 10

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 5 damage and the giant vampire bat attaches to the target. The target can free itself by killing the bat or by making an Acrobatics or Athletics check, DC 18, as a move action. While it is attached to the creature, whenever the target moves, shifts or teleports, the giant vampire bat moves, shifts or teleports with it. The target does not provoke opportunity attacks from the giant vampire bat and the giant vampire bat does not provoke opportunity attacks at all.

(melee) Bloodsucker * At Will

Requirement: The giant vampire bat must be attached to a creature.

Attack: Melee 1 (the creature to which the giant vampire bat is attached); +13 vs. Fortitude.

Damage: 12 damage and the target is weakened until the end of its next turn.

Str 5 **Dex** 21 **Wis** 17

Con 18 **Int** 3 **Cha** 13

Alignment unaligned

Languages -

BEETLE

Source: *Basic D&D* (oil beetle); 1e *Monster Manual II* (slicer beetle); 2e *Oriental Adventures Monstrous Compendium* (jishin mushi); homebrew (minotaur beetle).

There are many types of monstrous beetles in the world. Some are limited to small areas of specific islands or continents, while others, with minor variation, have spread far across the world.

Oil Beetle

Level 1 Controller

Small natural beast (insect)

XP 100

HP 32; **Bloodied** 16

Initiative +1

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

Perception +1

Speed 6, climb 4

Darkvision

STANDARD ACTIONS

(mbasic) Mandibles * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d6+3 damage.

(close) Oil Spray (acid, zone) * Recharges when first bloodied

Attack: Close blast 3 (each creature in blast); +3 vs. Reflex.

Hit: 1d6+3 acid damage and the target falls prone.

Effect: The area of the blast becomes a zone of oily ground until the end of the encounter. Any creature other than an oil beetle must make an Acrobatics check (DC 10) each time it enters or begins to walk, run or shift within the zone of fall prone, ending its movement. If a fire attack targets a creature within the zone, the zone ignites and deals 5 fire damage to each creature within the zone. In this case, the zone ends at the end of the turn in which the fire attack was made.

Str 13 **Dex** 12 **Wis** 13

Con 16 **Int** 1 **Cha** 5

Alignment unaligned

Languages -

Bodokod

Large natural beast (insect)

Level 2 Soldier

XP 125

Bodokod are dull and plodding beetles used by dwarves and other underground races as beasts of burden. Attempts to use a bodokod as a mount inevitably fail, as the beast merely gets confused and walks in circles. However, bodokod make excellent pack animals, being able to travel for days without stopping as long as they are given food and water on the move. Typically, a group using bodokod to carry their supplies in areas that are either well-patrolled or largely uninhabited will range ahead of their bodokod by up to several hours, letting the beetles catch up during rest breaks. Obviously, in areas plagued by bandits, this becomes a less tenable option.

HP 39; **Bloodied** 19

Initiative +1

AC 18; **Fortitude** 18; **Reflex** 10; **Will** 12

Perception +0

Speed 4

Darkvision

TRAITS

Inexorable Plod

If a bodokod uses both its standard and move actions to walk, it gains immunity to the slowed and immobilized conditions until it attacks or the end of its next turn.

STANDARD ACTIONS

(mbasic) Slow Bite * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 2d4+4 damage.

Effect: The bodokod is immobilized until the end of its next turn.

Skills Endurance +8

Str 18 **Dex** 7 **Wis** 8

Con 15 **Int** 1 **Cha** 4

Alignment unaligned

Languages -

Slicer Beetle

Medium natural beast (insect)

Level 7 Brute

XP 300

HP 93; **Bloodied** 46

Initiative +6

AC 19; **Fortitude** 21; **Reflex** 19; **Will** 17

Perception +4

Speed 5

Low-light vision

STANDARD ACTIONS

(mbasic) Slicing Mandibles * At Will

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

Hit: 2d8+10 damage (2d8+26 on a critical hit). If it scores a critical hit, the slicer beetle gets a bonus of +2d6 to critical severity. If this attack reduces a creature to 0 or fewer hit points, it also severs a random limb and the creature takes ongoing 10 damage (save ends).

TRIGGERED ACTIONS

Too Stupid to Stop * Encounter

Trigger: The slicer beetle is subject to an effect that a save can end.

Effect (Free Action): The slicer beetle makes a saving throw to end the triggering effect.

Str 20 **Dex** 16 **Wis** 13

Con 13 **Int** 1 **Cha** 4

Alignment unaligned

Languages -

Minotaur Beetle

Level 10 Skirmisher

Medium natural beast (insect)

XP 500

HP 103; **Bloodied** 51

Initiative +11

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

Perception +5

Speed 6

Low-light vision

STANDARD ACTIONS

(mbasic) Gore * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+5 damage.

Minotaur Charge * At Will

Effect: The minotaur beetle charges. If it hits, it deals an extra 1d8 damage, pushes the target 1 square and the target falls prone.

TRIGGERED ACTIONS

(melee) Belligerent Backup * At Will 1/round

Trigger: A creature makes an opportunity attack against the minotaur beetle that is triggered by the beetle moving.

Attack (Free Action): Melee 1 (the triggering creature); +13 vs. AC.

Hit: 1d8+2 damage.

Str 22 **Dex** 18 **Wis** 10

Con 15 **Int** 1 **Cha** 5

Alignment unaligned

Languages -

Jishin Mushi

Level 10 Controller

Medium natural beast (insect)

XP 500

HP 109; **Bloodied** 54

Initiative +7

AC 24; **Fortitude** 22; **Reflex** 23; **Will** 21

Perception +7

Speed 5

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d6+6 damage, or 4d6+6 against a prone target.

(close) Trembling Ground * At Will

Attack: Close blast 3 (each creature in blast); +11 vs. Reflex.

Hit: 2d6+6 damage and the target falls prone.

TRIGGERED ACTIONS

(close) Disorienting Vibrations * Recharges when the jishin mushi takes damage

Trigger: An enemy adjacent to the jishin mushi stands up.

Attack (Immediate Reaction): Close blast 2 (each standing creature in the blast, which must include the triggering creature); +11 vs. Reflex.

Hit: The target falls prone and cannot stand up (save ends).

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

Con 21 **Int** 3 **Cha** 10

Alignment unaligned

Languages -

BEHOLDER-KIN

Source: 2e I, Tyrant.

The beholder is one of the most feared monsters in all of Cydra, and is made far worse for its tendency to mutate, appearing in an incredible and disturbing variety of forms. Most follow the typical body plan of a central orb with attached

eyestalks, but some vary this; for example, the eye of the deep has a pair of great lobster-like claws, and other beholder-kin found only in large nests of beholders appear like trees festooned with eyes, are camouflaged as walls until they open their eyes, and come in even stranger varieties.

Eye of the Deep	Level 16 Elite Controller
Medium aberrant magical beast	XP 2,800
HP 310; Bloodied 155	Initiative +13
AC 30; Fortitude 27; Reflex 26; Will 31	Perception +18
Speed 0, fly 4 (hover), swim 6	Darkvision
Saving Throws +2; Action Points 1	

TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the eye of the deep.

Aquatic

The eye of the deep can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(melee) Claw * At Will

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 2d10+13 damage.

Double Claw * At Will

Effect: The eye of the deep uses *claw* twice. If both attacks hit the same target, it makes a secondary bite attack.

Secondary Attack: Melee 1 (the triggering creature); +21 vs. AC.

Hit: 2d8+3 damage.

(ranged) Eye Rays (variable) * At Will

Effect: The eye of the deep makes two of the following attacks, or all three if it is bloodied.

Attack (Paralyzing Ray) (charm): Ranged 10 (one creature); +19 vs. Will.

Hit: The target is immobilized (save ends).

Attack (Phantasmal Ray) (illusion, psychic): Ranged 10 (one creature); +19 vs. Will.

Hit: 2d12+11 psychic damage, and the eye of the deep slides the target up to 2 squares.

Attack (Lightning Ray) (lightning): Ranged 5 (one creature); +19 vs. Reflex.

Hit: 4d6+10 lightning damage, and if the target is bloodied, it is stunned until the end of its next turn.

MINOR ACTIONS

(close) Central Eye (radiant) * At Will 1/round

Attack: Close blast 4 (each creature in the blast); +17 vs. Reflex.

Hit: 2d6+5 radiant damage, and the target is blinded (save ends).

Str 21 **Dex** 21 **Wis** 18

Con 19 **Int** 18 **Cha** 25

Alignment chaotic evil

Languages Deep Speech

BILE LORDS

The Bile Lords are an ancient race of strange humanoids. Withered with age, shrouded in foul vapors, the Bile Lords are best known for their long tenancy in Bile Mountain, on Pesh, where they were a legend until the upper levels of the mountain were breached by the Sword Emperor's companions. Even upon their release, the Bile Lords showed little interest in the outside world, preferring to maintain their lair and continue their experiments upon its denizens.

The original Bile Lords were destroyed by the Sword Empire and his companions, their king overthrown and their mountain cleansed of their influence and remade into the Bile Mountain Casino under the aegis of Emperess Sybele. Eventually, with the fall of the Sword Empire, the casino fell into disrepair and its keepers died or fled. Who knows what Bile Mountain now holds?

Mysterious and Foul: The Bile Lords and the monsters under their control are mysterious and foul. No cults or religions worship them; they see mortal beings as tools to be used or raw materials to be “improved” by their vile rituals. The Bile Lords seem to be functionally immortal, and all are male. Whatever their method of reproduction is, no one but the Bile Lords are aware of it, but their numbers do slowly increase over time. The sorcerer-king Lillamere once speculated that they might all somehow be imperfect copies of their Bile King, but there has also been evidence that some of them have made attempts to usurp the crown of their king, and the Sword Emperor and his companions slew the Bile Lords in existence at the beginning of his reign; nonetheless, a few more have appeared in the centuries since Bile Mountain's fall, from whence no one knows.

Unique Beings: Even in their earliest days, the Bile Lords are fantastically powerful, but as one grows and ages, it becomes ever more puissant and gains more and more unique abilities. Most Bile Lords delve deeply into one warped realm of magic or another; a few focus instead of more physical pursuits, often involving surgery or slow vivisections performed on conscious and unwilling victims. Still others expand their mental power into the realm of psionics. No Bile Lord worships a deity, nor does any have a good relationship with the primal spirits; the Bile Lords are anathema to nature.

Experiment on Creatures: The Bile Lords are notorious for experimenting on creatures, creating unlikely crossbreeds or infecting creatures with bile, changing them into agonized monstrosities that are constantly wracked with pain and illness, yet are hideously powerful. A few of their experiments have proven able to breed true, most notably bile beasts and vomit hounds, but even these hate their own existence.

Almost Lethal Farts: There is a Thulian idiom describing something as “stinkier than a dog's fart” which is meant to imply that the thing being described does not exist or has impossible properties. Unfortunately, bile monsters of all sorts are extremely prone to having horrific gas that is so awful that, in some cases, it actually rises to the level of a threat. This taints the area within and around a bile monster's home. At best, its lair will be filled with a malodorous stench; at worst, it might obscure vision and even poison creatures bold enough to venture into it.

Bile Monster Template

Elite Brute

XP Elite

A bile monster is a creature that has been tainted by exposure to bile. This template is one method of modeling such a creature- one of the more successful of the Bile Lords' experiments.

Most bile monsters are found where the Bile Lords' influence or work extends, but some, able to travel far distances, are rarely found elsewhere. Not all of the Bile Lords' creations are modeled with this template, but it is a highly useful way to represent an 'average' bile monster in their service.

A bile monster seems to seep bile from its pores and has a very distinctive, unpleasant odor. A creature that has encountered bile monsters once can usually tell when it enters the area surrounding a bile monster's lair due to the scent.

The bile manticore sky hunter presented below is a sample bile monster, using the manticore sky hunter (MV 199) as the base creature; likewise, the bile ogre dreadnought below uses the ogre dreadnought (MM3 159) as a base creature.

Origin and Type A bile monster's origin changes to aberrant. It can be any type except for an animate.

Hit Points + 10/level + Constitution score

Defenses -1 AC, +2 Fortitude, -1 Reflex

Resist 10/tier acid, 10/tier poison

Saving Throws +2

Action Points 1

TRAITS

Agonized Existence

If the bile monster starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

Frenzied Attack * At Will

Effect: The bile monster makes two melee basic attacks.

(area) Spit Bile (acid, poison) * Encounter

Attack: Area burst 1 within 10 (each creature within burst); level +1 vs. Reflex.

Hit: 1d10+5 acid and poison damage, plus ongoing 5 acid and poison damage (save ends).

Level 11: 2d10+5 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

Level 21: 3d10+5 acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

Miss: Half damage.

Skills A bile monster loses training in Stealth.

Con +4

Bile Monster Theme

Another way to model a monster as a bile creature is by adding the bile monster theme to it. Although this does not make it as tough as using the bile monster template does, it nonetheless probably increases the monster's power somewhat. All bile monsters should have the *agonized existence* trait, and you may want to give them one or more additional powers or traits from the list below. (Most should have at least one attack or utility power from the list, but a bile monster whose only trait is its *agonized existence* models an almost-failed bile monster experiment well.)

Origin and Type: This theme should not be added to an animate as a rule, though there may be specific exceptions to this general rule at the dm's judgment. A bile monster's origin changes to aberrant.

Skill Modifications: +2 bonus to Endurance checks. -2 penalty to Stealth checks.

TRAITS

Agonized Existence (*all bile monsters should have this trait*)

If the bile monster starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

Bile Infusion

Any of the bile monster's attacks that deal damage with a keyword, such as psychic or fire, also deal acid and poison with that attack.

Resistance

The bile monster gains resist 5/tier acid and resist 5/tier poison.

ATTACK POWERS

STANDARD ACTIONS

(area) Spew Bile (acid, poison) * **Encounter**

Attack: Area burst 1 within 10 (each creature in the burst); level + 3 vs. Reflex.

Hit: 1d6 + level acid and poison damage, plus ongoing 5 acid and poison damage (save ends).

1st Level: 2d6 + ½ level acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

2nd Level: 2d8 + 1/3 level acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

(ranged) Spit Bile (acid, poison) * **At Will**

Attack: Ranged 20 (one creature); level + 3 vs. Reflex.

Hit: 2d6 + level acid and poison damage.

TRIGGERED ACTIONS

(close) Bile Eruption (acid, poison) * **Encounter**

Trigger: The bile monster becomes bloodied.

Attack (No Action): Close blast 1 (the triggering creature); level +1 vs. Reflex.

Hit: 5/tier acid and poison damage, and the target is blinded (save ends).

UTILITY POWERS

MINOR ACTIONS

The Power of Pain * **Recharge 5, 6**

Effect: The bile monster makes a saving throw.

Bile Manticore Sky Hunter Level 13 Elite Brute (Leader)

Large aberrant magical beast

XP 1,600

HP 286; Bloodied 143

Initiative +14

AC 28; Fortitude 28; Reflex 25; Will 23

Perception +14

Speed 6, fly 8

Resist 20 acid, 20 poison

Saving Throws +2; Action Points 1

TRAITS

Shielding Wings * Aura 1

Allies gain a +2 bonus to AC and Reflex while in the aura.

Agonized Existence

If the bile monster starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +18 vs.AC.

Hit: 2d10+10 damage, or 2d10+12 if the target is marked by the manticore.

(ranged) Tail Spike * At Will

Attack: Ranged 10 (one creature); +18 vs. AC.

Hit: 2d8+6 damage.

Frenzied Attack * At Will

Effect: The bile monster makes two melee basic attacks.

(area) Spit Bile (acid, poison) * Encounter

Attack: Area burst 1 within 10 (each creature within burst); level +1 vs. Reflex.

Hit: 2d10+5 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

Miss: Half damage.

MINOR ACTIONS

Threatening Roar (charm) * At Will

Effect: Close burst 1 (enemies in the burst). The manticore marks each target until the end of the manticore's next turn.

TRIGGERED ACTIONS

(ranged) Defender's Spike * At Will

Trigger: An enemy within 5 squares of the manticore and marked by the manticore makes an attack that doesn't include it as a target.

Effect (Immediate Reaction): The manticore uses *tail spike* against the triggering enemy. This attack does not provoke opportunity attacks.

Str 23 Dex 22 Wis 17

Con 22 Int 4 Cha 10

Alignment chaotic evil

Languages Common

Bile Ogre Dreadnought

Level 14 Elite Brute

Large aberrant humanoid

XP 2,000

HP 300; Bloodied 150

Initiative +12

AC 29; Fortitude 30; Reflex 23; Will 26

Perception +12

Speed 8

Resist 20 acid, 20 poison

Saving Throws +2; Action Points 1

TRAITS

Agonized Existence

If the bile monster starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

Threatening Reach

The dreadnought can make opportunity attacks against all enemies within 2 squares of it.
Effect.

STANDARD ACTIONS

(mbasic) Greatsword (weapon) * At Will

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 1d12+16 damage, and the target is immobilized until the end of the dreadnought's next turn.

Frenzied Attack * At Will

Effect: The bile monster makes two melee basic attacks.

(area) Spit Bile (acid, poison) * Encounter

Attack: Area burst 1 within 10 (each creature within burst); level +1 vs. Reflex.

Hit: 2d10+5 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

Miss: Half damage.

TRIGGERED ACTIONS

Dreadnought Resolve * Recharge 4 5 6

Trigger: The dreadnought fails a saving throw.

Effect (No Action): The dreadnought rerolls the saving throw with a +2 bonus.

Skills Athletics +19

Str 24 **Dex** 16 **Wis** 20

Con 24 **Int** 8 **Cha** 23

Alignment chaotic evil

Languages Common, Giant

Equipment plate armor, greatsword

Failed Bile Serpent

Level 15 Skirmisher

Large aberrant beast

XP Value

A failed bile serpent is an example of a failed experiment by the Bile Lords. Although it is not up to the standards of the Bile Lords, it is nonetheless a very dangerous monster. Failed Bile Lord experiments often do not survive their generation, and those that do rarely survive for more than a few weeks. Even those that can survive frequently choose death over the constant agony and horror of their unnatural transformation.

It is impossible to determine what sort of venomous snake was the original stock for the failed bile serpent, but in its new form, ragged, wet groups of scales constantly hang from the serpent as if it is shedding its skin. Brown and yellow bile leak from the thing's body, and it looks sickly.

HP 144; **Bloodied** 72

Initiative +13

AC 29; **Fortitude** 27; **Reflex** 28; **Will** 26

Perception +10

Speed 7

TRAITS

Horrible Pain

Because the failed bile serpent is in constant horrible pain, it gains a +4 bonus to its defenses against attacks with the charm or fear keywords.

STANDARD ACTIONS

(mbasic) Fanged Strike (poison) * At Will

Attack: Melee 2 (one creature); +20 vs. AC.

Hit: 2d10+5 damage, plus ongoing 10 damage and the target loses a move action each round (save ends both).

(melee) Slithering Strike * At Will

Effect: The failed bile serpent shifts up to 3 squares and makes the following attack at any point during that shift.

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 3d10+7 damage.

TRIGGERED ACTIONS

Bile Reply (acid, poison) * Encounter

Trigger: The failed bile serpent is hit by a ranged attack.

Attack (Immediate Reaction): Ranged 10 (the triggering creature); +18 vs. Reflex.

Hit: 4d8+5 acid and poison damage.

Str 23 **Dex** 19 **Wis** 16

Con 16 **Int** 2 **Cha** 9

Alignment unaligned

Languages -

Bile Beast**Level 19 Solo Brute**

Huge aberrant magical beast

XP 12,000

A bile beast is a terrible monster created by the Bile Lords. It is quadrupedal, though it is impossible to ascertain what the base stock from which it was created was. A bile beast has a long, thick tail that trails behind it for balance, like that of a large reptile.

HP 900; **Bloodied** 450

Initiative +12

AC 30; **Fortitude** 35; **Reflex** 29; **Will** 31

Perception +15

Speed 6, swim 5

Darkvision

Resist 20 acid, 20 poison

Saving Throws +5; **Action Points** 2

TRAITS**Agonized Existence**

If the bile beast starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS**(mbasic) Rancid Bite (acid, poison) * At Will**

Attack: Melee 2 (one creature); +24 vs. AC.

Hit: 4d8+6 damage, plus ongoing 15 acid and poison damage (save ends).

Frenzied Attack * At Will

Effect: The bile beast uses *bite* up to four times, no more than twice against a single opponent.

(close) Bile Breath (acid, poison) * Recharge 5, 6

Attack: Close blast 5 (each creature in blast); +20 vs. Reflex.

Hit: 4d12+4 acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

MOVE ACTIONS**Inescapable Rage * At Will**

Requirement: The bile beast must be bloodied.

Effect: The bile beast moves up to 9 squares to a space within 2 squares of an enemy.

MINOR ACTIONS**Wracking Bile * At Will**

Effect: The bile beast takes 50 points of damage and ends all conditions affecting it.

TRIGGERED ACTIONS**(melee) Foul Eruption (acid, poison) * At Will**

Requirement: The bile beast must be bloodied.

Trigger: The bile beast takes damage.

Attack (Immediate Reaction): Melee 1 (one creature); +22 vs. Reflex.

Hit: 4d6+16 acid and poison damage, plus ongoing 10 acid damage (save ends). (This does not stack with ongoing acid and poison damage.)

Skills Endurance +21

Str 26 **Dex** 16 **Wis** 22

Con 25 **Int** 8 **Cha** 15

Alignment chaotic evil

Languages understands Giant

Bile Lord Neophyte

Large aberrant humanoid

Level 21 Controller

XP 3,200

A Bile Lord is a tall, yellow-skinned humanoid that looms well over 12' tall. Usually highly gaunt and frail in appearance, Bile Lords are actually very tough. A Bile Lord is surrounded by a haze of stinking yellowish vapors. Bile Lords always appear extremely ancient and all are male; the only female entity known to have a strong connection to the Bile Lords was the Queen of Guts.

HP 200; **Bloodied** 100

AC 35; **Fortitude** 35; **Reflex** 31; **Will** 34

Speed 8

Resist 20 acid, 20 poison

Initiative +13

Perception +16

Darkvision

TRAITS

Aged Reek * **Aura** 3

Non-bile creatures in the aura suffer a -2 penalty to defenses and saving throws.

STANDARD ACTIONS

(mbasic) Claw (acid, poison) * **At Will**

Attack: Melee 2 (one creature); +26 vs. AC.

Hit: 4d6+10 damage, plus ongoing 10 acid and poison damage and the target is slowed (save ends both).

(ranged) Psychic Assault (psychic) * **Recharges** when no creature is affected by this power

Attack: Ranged 20 (one creature); +24 vs. Will.

Hit: 3d10+13 psychic damage, and the target is dazed (save ends).

First Failed Save: The target is instead dominated (save ends).

(area) Bile Burst (acid, poison) * **Encounter**

Attack: Burst 2 within 20 (each creature in burst); +23 vs. Reflex.

Hit: 3d8+5 acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

MINOR ACTIONS

Parasitic Healing (healing) * **Encounter**

Effect: The Bile Lord chooses one or more allies within a close burst 3. Each chosen ally takes 25 points of damage that cannot be prevented or redirected. For each ally targeted, the Bile Lord regains 20 hit points.

Skills Arcana +23

Str 21 **Dex** 17 **Wis** 22

Con 24 **Int** 26 **Cha** 26

Alignment evil

Languages Giant

Bile Beast Guardian

Huge aberrant magical beast

Level 21 Elite Soldier

XP 6,400

HP 402; **Bloodied** 201

AC 35; **Fortitude** 36; **Reflex** 31; **Will** 33

Speed 6, swim 5

Resist 20 acid, 20 poison

Saving Throws +2; **Action Points** 1

Initiative +15

Perception +22

Darkvision

TRAITS

Agonized Existence

If the bile beast starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

(mbasic) Rancid Bite (acid, poison) * **At Will**

Attack: Melee 2 (one or two creatures); +26 vs. AC.

Hit: 4d8+4 damage, plus ongoing 15 acid and poison damage and the target is slowed (save ends both).

(ranged) Thick Spew (acid, poison) * **Encounter**

Attack: Range 10 (one creature or two adjacent creatures); +24 vs. Reflex.

Hit: 3d10+10 acid and poison damage, plus ongoing 10 acid and poison damage and the target is immobilized (save ends both).

Aftereffect: The target is slowed (save ends).

MOVE ACTIONS

(melee) Overbear * **At Will**

Effect: The bile beast moves up to 3 squares to a space adjacent to at least one slowed or immobilized creature.

Attack : Melee 1 (one slowed or immobilized creature); +26 vs. Fortitude.

Hit: The target falls prone and suffers a -2 penalty to saving throws until it starts its turn standing.

TRIGGERED ACTIONS

(close) Bile-Filled Wound (acid, poison) * **Recharges** when first bloodied

Trigger: The bile beast takes at least 20 points of damage from a single attack.

Attack (Immediate Reaction): Close blast 2 (each creature in the blast); +22 vs. Reflex.

Hit: The target falls prone and takes ongoing 10 acid and poison damage (save ends).

Skills Endurance +22

Str 27 **Dex** 16 **Wis** 24

Con 25 **Int** 8 **Cha** 15

Alignment chaotic evil

Languages understands Giant

Spitting Bile Beast

Huge aberrant magical beast

HP 314; **Bloodied** 157

AC 33; **Fortitude** 36; **Reflex** 31; **Will** 33

Speed 6, swim 5

Resist 20 acid, 20 poison

Saving Throws +2; **Action Points** 1

Level 21 Elite Artillery

XP 6,400

Initiative +13

Perception +22

Darkvision

TRAITS

Agonized Existence

If the bile beast starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

(mbasic) Rancid Bite (acid, poison) * **At Will**

Attack: Melee 2 (one or two creatures); +26 vs. AC.

Hit: 4d8+4 damage, plus ongoing 10 acid and poison damage (save ends).

(rbasic) Spit Bile (acid, poison) * **At Will**

Attack: Range 20 (one creature); +26 vs. Reflex.

Hit: 2d10+10 acid and poison damage plus ongoing 10 acid and poison damage (save ends).

Double Attack * **At Will**

Effect: The bile beast makes two basic attacks.

TRIGGERED ACTIONS

Angry Attention * **Recharges** when first bloodied

Trigger: The bile beast becomes marked or affected by a defender aura.

Effect (Immediate Reaction): The bile beast makes a basic attack against the creature marking it or whose defender aura affects it.

Frothing Ferocity * **Encounter**

Trigger: The bile beast becomes bloodied.

Effect (Immediate Reaction): The bile beast moves up to 4 squares. It can move through enemies' spaces during this movement. Each enemy whose space it enters during this movement falls prone. At the end of this movement, the bile beast pushes each enemy with whom its space overlaps to the nearest unoccupied space.

Skills Endurance +22
Str 27 **Dex** 16 **Wis** 24
Con 25 **Int** 8 **Cha** 15
Alignment chaotic evil

Languages understands Giant

Bile Lord

Level 27 Elite Controller

Large aberrant humanoid

XP 22,000

HP 506; **Bloodied** 253
AC 40; **Fortitude** 42; **Reflex** 37; **Will** 40
Speed 8
Immune disease; **Resist** 30 acid, 30 poison
Saving Throws +2; **Action Points** 1

Initiative +21
Perception +21
Darkvision

TRAITS

Aged Reek * **Aura** 4

Non-bile creatures in the aura suffer a -2 penalty to defenses and saving throws.

STANDARD ACTIONS

(mbasic) Claw (acid, poison) * **At Will**

Attack: Melee 2 (one creature); +32 vs. AC.

Hit: 4d6+13 damage, plus ongoing 15 acid and poison damage and the target is slowed (save ends both).

(ranged) Psychic Assault (psychic) * **Recharges** when no creature is affected by this power

Attack: Ranged 20 (one creature); +30 vs. Will.

Hit: 4d10+13 psychic damage, and the target is dazed (save ends).

First Failed Save: The target is instead dominated (save ends).

(area) Bile Burst (acid, poison) * **Recharges** when first bloodied

Attack: Burst 2 within 20 (each creature in burst); +28 vs. Reflex.

Hit: 3d8+5 acid and poison damage, plus ongoing 25 acid and poison damage (save ends).

MINOR ACTIONS

Swift Assault * **At Will** 1/round

Effect: The Bile Lord uses *claw* or *psychic assault*.

Parasitic Healing (healing) * **Encounter**

Effect: The Bile Lord chooses one or more allies within a close burst 3. Each chosen ally takes 50 points of damage that cannot be prevented or redirected. For each ally targeted, the Bile Lord regains 40 hit points and makes a saving throw.

TRIGGERED ACTIONS

(close) Sickening Exhalation * **Encounter**

Trigger: The Bile Lord is damaged by a melee attack.

Attack (Immediate Reaction): Close blast 2, which must include the triggering creature (each creature in the blast); +28 vs. Fortitude.

Hit: 2d8+9 poison damage.

Effect: The Bile Lord shifts 1 square.

Skills Arcana +31, History +28
Str 24 **Dex** 26 **Wis** 26
Con 29 **Int** 30 **Cha** 30
Alignment evil

Languages Giant, Ancient Giant

Elder Bile Beast

Huge aberrant magical beast

HP 1272; **Bloodied** 636

AC 39; **Fortitude** 44; **Reflex** 38; **Will** 40

Speed 6, swim 5

Resist 30 acid, 30 poison

Saving Throws +5; **Action Points** 2

Level 28 Solo Brute

XP 12,000

Initiative +20

Perception +22

Darkvision

TRAITS

Agonized Existence

If the bile beast starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

(mbasic) Rancid Bite (acid, poison) * At Will

Attack: Melee 2 (one creature); +33 vs. AC.

Hit: 6d8+9 damage, plus ongoing 20 acid and poison damage (save ends).

Frenzied Attack * At Will

Effect: The bile beast uses *bite* up to four times.

(close) Bile Breath (acid, poison) * Recharge 5, 6

Attack: Close blast 5 (each creature in blast); +29 vs. Reflex.

Hit: 4d12+11 acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

MOVE ACTIONS

Inescapable Rage * At Will

Requirement: The bile beast must be bloodied.

Effect: The bile beast moves up to 9 squares to a space within 2 squares of an enemy.

MINOR ACTIONS

Wracking Bile * At Will

Effect: The bile beast takes 75 points of damage and ends all conditions affecting it.

TRIGGERED ACTIONS

(melee) Foul Eruption (acid, poison) * At Will

Requirement: The bile beast must be bloodied.

Trigger: The bile beast takes damage.

Attack (Immediate Reaction): Melee 1 (one creature); +31 vs. Reflex.

Hit: 6d6+18 acid and poison damage, plus ongoing 10 acid damage (save ends). (This does not stack with ongoing acid and poison damage.)

Skills Endurance +28

Str 33 **Dex** 22 **Wis** 27

Con 28 **Int** 8 **Cha** 15

Alignment chaotic evil

Languages understands Giant

Bile Lord Sorcerer

Large aberrant humanoid

HP 408; **Bloodied** 204

AC 40; **Fortitude** 43; **Reflex** 40; **Will** 42

Speed 8

Immune disease; **Resist** 30 acid, 30 poison

Saving Throws +2; **Action Points** 1

Level 29 Elite Artillery

XP 30,000

Initiative +22

Perception +21

Darkvision

TRAITS

Aged Reek * Aura 4

Non-bile creatures in the aura suffer a -2 penalty to defenses and saving throws.

STANDARD ACTIONS

(mbasic) Claw (acid, poison) * **At Will**

Attack: Melee 2 (one creature); +34 vs. AC.

Hit: 4d6+13 damage, plus ongoing 15 acid and poison damage and the target is slowed (save ends both).

(ranged) Bile Bolt (acid, poison) * **At Will**

Attack: Range 20 (one creature); +36 vs. Fortitude.

Hit: 6d8+10 acid and poison damage.

Effect: The Bile Lord repeats the attack once on the same target or a creature within 4 squares of the target.

(close) Thunderous Force (force, thunder) * **Encounter**

Requirement: The Bile Lord must be bloodied.

Attack: Close burst 3 (each creature in the burst); +32 vs. Fortitude.

Hit: 6d10 force and thunder damage and the Bile Lord pushes the target up to 5 squares and knocks it prone.

Miss: Half damage and the target chooses: the target falls prone or the Bile Lord pushes the target up to 3 squares.

(area) Bile Burst (acid, poison) * **Recharges** when first bloodied

Attack: Burst 2 within 20 (each creature in burst); +32 vs. Reflex.

Hit: 3d8+5 acid and poison damage, plus ongoing 25 acid and poison damage (save ends).

MINOR ACTIONS

Parasitic Healing (healing) * **Encounter**

Effect: The Bile Lord chooses one or more allies within a close burst 3. Each chosen ally takes 60 points of damage that cannot be prevented or redirected. For each ally targeted, the Bile Lord regains 45 hit points and makes a saving throw.

TRIGGERED ACTIONS

(close) Sickening Exhalation * **Encounter**

Trigger: The Bile Lord is damaged by a melee attack.

Attack (Immediate Reaction): Close blast 2, which must include the triggering creature (each creature in the blast); +32 vs. Fortitude.

Hit: 3d8+8 poison damage.

Effect: The Bile Lord shifts 1 square.

Skills Arcana +32

Str 24 **Dex** 26 **Wis** 26

Con 29 **Int** 30 **Cha** 31

Alignment evil

Languages Giant, Ancient Giant

BILLYMAN

Source: Homebrew.

A billymen is a type of demon in service to Bleak, a god of darkness whose entire purpose is to oppose the Light. Bleak's servants include undead, demons, foul human cultists, dark ones, shadows and even a renegade cabal of mind flayers, but few are as ubiquitous as billymen.

Foul Lusts: A billyman appears as a naked man with the head of a goat. Most billymen wield two weapons, typically longswords, with vicious aplomb. When in combat, billymen enter a state of obvious sexual arousal. Woe unto those captured by billymen; very quickly they beg for death, but few are granted their wish until the billymen have sated their obscene lusts.

Cascade of Evil: The most dangerous aspect of an encounter with a billyman is the reckless disregard with which it summons more of its fellows from the Abyss. When a group of heroes encounters a billyman, those familiar with its tactics know to focus all their attacks on it immediately to prevent it from calling up a small army of lackeys.

Billyman Slayer

Medium elemental humanoid (demon)

HP 98; **Bloodied** 49

AC 26; **Fortitude** 23; **Reflex** 23; **Will** 23

Speed 6

Level 9 Soldier

XP 400

Initiative +10

Perception +6

Darkvision

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

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

Hit: 1d8+4 damage, and the target is marked until the end of the billyman slayer's next turn.

(m) Dual Strike * At Will

Requirement: The billyman must have two longswords.

Effect: The billyman slayer makes two longsword attacks.

(c) Summon Billymen (summoning) * Recharge 6

Effect: Close burst 10; five billyman lackeys appear in unoccupied squares within range. They act immediately after the billyman slayer's turn. Summoned lackeys are worth normal xp.

TRIGGERED ACTIONS

(m) Forget-Me-Not (weapon) * At Will

Trigger: An enemy marked by the billyman slayer leaves an adjacent square.

Attack (Opportunity Action): Melee 1 (the triggering creature); +16 vs. AC.

Hit: 1d8 damage and ongoing 5 damage (save ends).

Skills Intimidate +12

Str 20 **Dex** 18 **Wis** 15

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

Alignment chaotic evil

Languages Abyssal, Common

Equipment 2 longswords

Billyman Lackey

Medium elemental humanoid (demon)

HP 1; a missed attack never damages a minion

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

Speed 6

Level 7 Minion Soldier

XP 75

Initiative +8

Perception +4

Darkvision

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one or two creatures); +12 vs. AC.

Hit: 5 damage.

(c) Summon Billyman (summoning) * Recharge 6

Requirement: It may not be the billyman lackey's first turn in combat.

Effect: Close burst 5; one billyman lackey appears in unoccupied squares within range. It acts immediately after the turn of the lackey that summoned it. Summoned lackeys are worth normal xp.

Skills Intimidate +11

Str 18 **Dex** 17 **Wis** 13

Con 17 **Int** 16 **Cha** 16

Alignment chaotic evil

Languages Abyssal, Common

Equipment 2 longswords

Billyman Acolyte of Bleak

Level 13 Controller

Medium elemental humanoid (demon)

XP 800

HP 130; **Bloodied** 65

Initiative +8

AC 27; **Fortitude** 26; **Reflex** 24; **Will** 29

Perception +12

Speed 6

Darkvision

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 1d8+6 damage.

(m) Dual Strike * At Will

Requirement: The billyman must have two longswords.

Effect: The billyman acolyte makes two longsword attacks.

(r) Inky Attacker * At Will

Attack: Ranged 20 (one creature); +17 vs. Reflex.

Hit: 3d6+11 cold damage and the billyman acolyte conjures an inky attacker in the target's square that lasts until the end of the billyman acolyte's next turn. Any creature that starts its turn in the inky attacker's square is blinded until the end of its next turn. See also *Black Sustain*.

(c) Summon Billymen (summoning) * Recharge 6

Effect: Close burst 10; five billyman mockers appear in unoccupied squares within range. They act immediately after the billyman slayer's turn. Summoned mockers are worth normal xp.

MINOR ACTIONS

Black Sustain * At Will

Effect: The billyman acolyte of Bleak sustains up to three inky attackers.

TRIGGERED ACTIONS

(c) Bleed Blackness * Encounter

Trigger: The billyman acolyte becomes bloodied.

Attack (Immediate Reaction): Close burst 3; +15 vs. Will.

Hit: The target is blinded (save ends).

Effect: The burst becomes a zone of darkness until the end of the billyman acolyte's next turn. This blocks line of sight for all creatures without the demon keyword.

Skills Intimidate +14, Religion +16

Str 20 **Dex** 15 **Wis** 22

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

Alignment chaotic evil

Languages Abyssal, Common

Equipment 2 longswords, symbol of Bleak

Billyman Mocker

Level 13 Minion Controller

Medium elemental humanoid (demon)

XP 200

HP 1; a missed attack never damages a minion

Initiative +10

AC 27; **Fortitude** 25; **Reflex** 24; **Will** 29

Perception +12

Speed 6

Darkvision

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one or two creatures); +12 vs. AC.

Hit: 8 damage.

(c) Summon Billyman (summoning) * Recharge 6

Requirement: It may not be the billyman lackey's first turn in combat.

Effect: Close burst 5; one billyman mocker appears in an unoccupied square within range. It acts immediately after the turn of the lackey that summoned it. Summoned mockers are worth normal xp.

MINOR ACTIONS

(r) Make Mockery * At Will 1/round

Attack: Range 10 (one creature); +17 vs. Will.

Hit: The billyman mocker slides the target 1 square.

Skills Intimidate +17

Str 19 **Dex** 19 **Wis** 13

Con 17 **Int** 16 **Cha** 22

Alignment chaotic evil

Languages Abyssal, Common

Equipment 2 longswords

BLINDHEIM

Source: 1e *Fiend Folio*.

A blindheim is a strange creature that resembles a semi-humanoid frog with oversized eyes. They dwell in dark areas, especially underground, and almost always near water.

Beams of Light: All blindheims are capable of projecting beams of intense light from their eyes. They use these beams both to illuminate their surroundings and to help them obtain prey. While a blindheim is fairly small, like a frog, it is willing to eat prey of any size that it can manage. Blindheims can be very persistent, following difficult prey for hours and making occasional attempts to snatch a straggler from a group or the like.

Not Tool Users: Blindheims are surprisingly smart and actually communicate with each other in a limited, croaking language. However, despite having hand-like forelimbs that are capable of crudely manipulating objects, blindheims neither make nor typically use tools.

Blindheim

Level 2 Controller

Small natural magical beast

XP 125

HP 34; **Bloodied** 17

Initiative +3

AC 16; **Fortitude** 12; **Reflex** 14; **Will** 16

Perception +10

Speed 6, swim 6

Darkvision

TRAITS

Blind Advantage

The blindheim gains a +5 bonus to damage against blinded creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d6+1 damage.

(c) Blinding Flash (radiant) * Encounter

Attack: Close blast 6 (each creature in blast); +5 vs. Reflex.

Hit: 2d6 radiant damage and the target is blinded (save ends).

Miss: Half damage and the target suffers a -1 penalty to attack rolls (save ends).

MINOR ACTIONS

(r) Blinding Beams * At Will 1/round

Attack: Ranged 10 (one creature); +7 vs. Reflex.

Hit: 1d4 radiant damage and the target is blinded until the end of its next turn.

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

Con 10 **Int** 5 **Cha** 11

Alignment unaligned

Languages Blindheim

Amber-Eyed Blindheim

Level 3 Artillery

Small natural magical beast

XP 150

HP 34; **Bloodied** 17

Initiative +3

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

Perception +10

Speed 6, swim 6

Darkvision

TRAITS

Blind Advantage

The blindheim gains a +5 bonus to damage against blinded creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d6+2 damage.

(r) Radiant Beams (radiant) * At Will

Attack: Ranged 10 (one or two creatures); +8 vs. Reflex.

Hit: 1d10+3 radiant damage, and the target is dazzled (save ends). If the target is already dazzled, it is instead blinded (save ends). While a creature is dazzled, it suffers a -2 penalty to attack rolls and Perception checks.

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

Con 10 **Int** 5 **Cha** 11

Alignment unaligned

Languages Blindheim

BLOODBLOATER

Source: 3e *Fiend Folio*.

The bloodbloater is a type of ooze that is similar to some types of jellyfish. A typical bloodbloater resembles a thick, translucent pancake about 2' in diameter and 3" thick. A bloodbloater has a red nucleus, making it easy to spot. Bloodbloaters take their name from their method of feeding- they suck the blood from their victims, swelling up and becoming bright pink as they do so.

Sea Swarms: Bloodbloaters typically appear in swarm consisting of hundreds of the things, dwelling in the ocean in vast numbers. Often, the presence of a single swarm is an indication that many more of the monsters are in the area. When a single lone bloodbloater is encountered, it is almost always a solitary individual that has become separated from its swarm; wise sailors know to prepare for an entire swarm's appearance at any moment.

Prone to Mutation: Bloodbloater mutants of various forms have been found from time to time, ranging from solitary bloodbloaters grown to the size of a man to strange bloodsuckers full of poison gas. The burst bodies of other, less viable bloodbloater variants have washed up on ocean shores the world over. Sages speculate that because they are a swarming type of ooze, the apparent incidence of mutation is actually simply the result of so many bloodbloaters existing, and that they are no more prone to mutation than other oozes are.

Bloodbloater Ooze Swarm

Level 5 Soldier

Medium natural beast (aquatic, blind, ooze, swarm)

XP 200

HP 64; **Bloodied** 32

Initiative +6

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

Perception +4

Speed 3, swim 6

Tremorsense 12

Immune blind, prone; **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks; see also *flinch from flame*

TRAITS

Swarm Attack * Aura 1

Any enemy that starts its turn in the aura takes 5 damage and is slowed until the end of its turn. If it is suffering untyped ongoing damage, it instead takes 10 damage and is slowed until the end of its turn.

Aquatic

The bloodbloater ooze swarm can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the bloodbloater ooze swarm moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The bloodbloater ooze swarm cannot be knocked prone.

Swarm

The bloodbloater ooze swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The bloodbloater ooze swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Flinch from Flame

When the bloodbloater ooze swarm takes fire damage, it is also pushed 1 square, 2 if bloodied.

STANDARD ACTIONS

(mbasic) Bloodsucking Swarm * Usage

Attack: Melee 1 (one creature); +8 vs. Fortitude.

Hit: 1d10 damage and ongoing 5 damage (save ends).

Str 18 **Dex** 15 **Wis** 15

Con 16 **Int** 1 **Cha** 1

Alignment unaligned

Languages -

Lone Bloodbloater

Small natural beast (blind, ooze)

Level 5 Minion Controller

XP 50

HP 1; a missed attack never damages a minion

Initiative +8

AC 19; **Fortitude** 18; **Reflex** 17; **Will** 16

Perception +4

Speed 3, swim 6

Tremorsense 12

Immune blind, prone

TRAITS

Aquatic

The bloodbloater ooze swarm can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the bloodbloater ooze swarm moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The bloodbloater ooze swarm cannot be knocked prone.

STANDARD ACTIONS

(mbasic) Sticky Tendril * At Will

Requirement: The lone bloodbloater cannot be attached to another creature.

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

Hit: 6 damage and the lone bloodbloater attaches itself to the target (save ends). While attached to the target, the lone bloodbloater shares its space and moves with it whenever the target moves. Neither the lone bloodbloater nor the creature it is attached to provoke opportunity attacks while it is attached.

(m) Bloodsucker * At Will

Attack: Melee 1 (one creature that the lone bloodbloater is attached to); +9 vs. Fortitude.

Hit: 5 damage plus ongoing 3 damage (save ends). If the target is already taking untyped ongoing damage, it instead suffers a -2 penalty on saving throws to end the ongoing damage until the end of its next turn.

Str 8 **Dex** 18 **Wis** 14

Con 14 **Int** 1 **Cha** 1

Alignment unaligned

Languages -

Mutant Bloodbloater

Level 12 Soldier

Medium natural beast (aquatic, blind, ooze)

XP 700

HP 125; **Bloodied** 62

Initiative +11

AC 27; **Fortitude** 26; **Reflex** 22; **Will** 21

Perception +10

Speed 3, swim 6

Tremorsense 12

Immune blind, prone; **Vulnerable** fire (see *flinch from flame*)

TRAITS

Aquatic

The mutant bloodbloater can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the mutant bloodbloater ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The mutant bloodbloater cannot be knocked prone.

Flinch from Flame

When the mutant bloodbloater takes fire damage, it is also pushed 1 square, 2 if bloodied.

STANDARD ACTIONS

(mbasic) Bloodsucking Tendril * At Will

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 2d6+8 damage plus ongoing 10 damage and the target is slowed (save ends both).

TRIGGERED ACTIONS

(c) Bloody Spray (acid, fire) * Encounter

Trigger: The mutant bloodbloater becomes bloodied.

Attack (Immediate Reaction): Close burst 2 (each creature in burst); +13 vs. Reflex.

Hit: 4d8+7 acid and fire damage.

Miss: Half damage.

Str 24 **Dex** 16 **Wis** 19
Con 21 **Int** 2 **Cha** 2

BONESNAPPER

Source: 1e *Fiend Folio*.

The bonesnapper is a descendant of the ancient, nearly-extinct reptile behemoths. Smaller than the kin from which they descended, bonesnappers are stupid and aggressive. A bonesnapper hunts voraciously and has an instinct for hoarding the bones of its victims.

Bonesnapper

Level 3 Brute

Medium natural beast (reptile)

XP 150

HP 60; **Bloodied** 30

Initiative +1

AC 15; **Fortitude** 18; **Reflex** 13; **Will** 14

Perception +2

Speed 6

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 3d6+4 damage.

(melee) Bone-Crushing Bite * At Will

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: 3d6+4 damage and the target takes a -2 penalty to attack rolls (save ends).

(melee) Bone-Cracking Bite * Encounter

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: 4d6+4 damage and the target takes a -2 penalty to attack rolls and Fortitude until it spends a healing surge.

Str 21 **Dex** 10 **Wis** 12

Con 20 **Int** 2 **Cha** 7

Alignment unaligned

Languages -

Elder Bonesnapper

Level 20 Brute

Large natural beast (reptile)

XP 2,800

HP 240; **Bloodied** 120

Initiative +14

AC 32; **Fortitude** 35; **Reflex** 31; **Will** 31

Perception +16

Speed 7

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +25 vs. AC.

Hit: 4d8+22 damage.

(melee) Bone-Crushing Bite * At Will

Attack: Melee 1 (one creature); +23 vs. Fortitude.

Hit: 4d8+22 damage and the target takes a -2 penalty to attack rolls (save ends).

(melee) Bone-Cracking Bite * Encounter

Attack: Melee 1 (one creature); +23 vs. Fortitude.

Hit: 5d12+28 damage and the target takes a -2 penalty to attack rolls and Fortitude until it spends a healing surge.

Str 30 **Dex** 18 **Wis** 23

Con 30 **Int** 2 **Cha** 12

Alignment unaligned

Languages -

CATERWAUL

Source: 1e *Fiend Folio*.

The caterwaul is a feline predator that is exceptionally fleet of foot and as intelligent as a human. A caterwaul is capable of moving either on only its hind legs, keeping a more upright posture, or on all fours, allowing it to move with astonishing speed.

Scattered Prides: Caterwauls prefer a solitary existence except when mating, but live in loose prides scattered over a wide area. When one caterwaul encounters trouble, its packmates sometimes respond to its wails. What first appears to be an encounter with a single caterwaul can sometimes quickly turn into an encounter with the entire pack.

Caterwaul Runner

Level 6 Skirmisher

Medium natural magical beast

XP 250

HP 68; **Bloodied** 34

Initiative +11

AC 20; **Fortitude** 17; **Reflex** 21; **Will** 16

Perception +11

Speed 10

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d10+7 damage.

(melee) Running Attack * At Will

Effect: The caterwaul moves up to 5 squares.

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d10+9 damage, the caterwaul pushes the target 1 square and the target falls prone.

(close) Unnerving Caterwaul (fear) * Encounter

Attack: Close blast 4 (enemies in the blast); +7 vs. Will.

Hit: The target is weakened (save ends).

MOVE ACTIONS

Astonishing Reflexes * At Will

Effect: The caterwaul shifts up to 5 squares.

Skills Stealth +14

Str 17 **Dex** 23 **Wis** 16

Con 12 **Int** 12 **Cha** 15

Alignment unaligned

Languages Common, Caterwaul

Caterwaul Pouncer

Level 7 Soldier

Medium natural magical beast

XP 300

HP 76; **Bloodied** 38

Initiative +10

AC 23; **Fortitude** 18; **Reflex** 21; **Will** 18

Perception +11

Speed 10

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 2d6+1 damage.

(mbasic) Claws * At Will

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

Hit: 1d8+3 damage.

Swift Attacks * At Will

Effect: The caterwaul pouncer uses *bite* and *claws* at the same target. If both attacks hit, the target falls prone.

(close) Unnerving Caterwaul (fear) * Encounter

Attack: Close blast 4 (each enemy in the blast); +8 vs. Will.

Hit: The target is weakened (save ends).

MOVE ACTIONS

Leap Away * Encounter

Effect: The caterwaul pouncer jumps 3 squares without provoking opportunity attacks. It gains a +2 bonus to AC and Reflex until the end of its next turn.

Skills Stealth +14

Str 20 **Dex** 20 **Wis** 16

Con 12 **Int** 10 **Cha** 12

Alignment unaligned

Languages Common, Caterwaul

Relentless Caterwaul

Level 10 Solo Skirmisher

Medium natural magical beast

XP 2,500

HP 206; **Bloodied** 103

Initiative +14

AC 24; **Fortitude** 20; **Reflex** 25; **Will** 21

Perception +13

Speed 10

Low-light vision

Saving Throws +5; **Action Points** 2

TRAITS

Relentless

At the start of the caterwaul's turn, it loses the dazed, immobilized, slowed or stunned condition. If it is dominated, the caterwaul takes its normal complement of actions and then the creature dominating it chooses one action for it.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 3d8+5 damage (or 4d8+5 damage if the relentless caterwaul is bloodied).

Sprinting Attack * At Will

Effect: The relentless caterwaul shifts its speed and uses *bite* up to three times during this shift.

MOVE ACTIONS

Extraordinary Speed * At Will

Effect: The relentless caterwaul shifts up to 3 squares and gains a +4 bonus to speed until the end of its next turn. If it triggers an opportunity attack by moving before the end of its next turn, it can use *bite* against the creature making the opportunity attack as a free action.

Incredible Leap * Recharge 6

Effect: The relentless caterwaul jumps up to 5 squares without triggering opportunity attacks.

MINOR ACTIONS

(melee) Claw * At Will

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

Hit: The target falls prone.

(close) Unnerving Caterwaul (fear) * Encounter

Attack: Close blast 4 (each enemy in blast); +12 vs. Will.

Hit: The target is weakened (save ends).

Skills Acrobatics +17, Athletics +12, Stealth +17

Str 15 **Dex** 25 **Wis** 16

Con 15 **Int** 12 **Cha** 18

Alignment unaligned

Languages Common, Caterwaul

CAVE CRICKET

Source: S4 *The Lost Caverns of Tsojcanth*.

Cave crickets are giant jumping crickets found in subterranean areas. Although they are not hostile, they can sometimes be dangerous, as they are easily disturbed by light or sound and can cause confusion or injuries, as their powerful legs are capable of delivering a powerful kick.

Cave crickets can be found in nearly any underground environment. They have migrated across the Underdark and entered the Shadowdark and Feydark, where they evolved into new and more dangerous forms than their mundane forebears.

Giant Cave Cricket

Level 6 Minion Skirmisher

Small natural beast (insect)

XP 63

HP 1; a missed attack never damages a minion

Initiative +9

AC 20; **Fortitude** 18; **Reflex** 19; **Will** 18

Perception +3

Speed 6

Darkvision

STANDARD ACTIONS

(mbasic) Kick * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 7 damage.

MOVE ACTIONS

Hop * At Will

Effect: The cricket jumps up to 4 squares.

Str 10 **Dex** 19 **Wis** 10

Con 10 **Int** 2 **Cha** 8

Alignment unaligned

Languages -

Cave Cricket Swarm

Large natural beast (insect, swarm)

Level 10 Skirmisher

XP 500

HP 98; **Bloodied** 49

AC 24; **Fortitude** 22; **Reflex** 23; **Will** 22

Speed 6

Initiative +12

Perception +7

Darkvision

Resist half damage from melee and ranged attacks; **Vulnerable** 10 to close and area attacks

TRAITS

Kicking Swarm * Aura 1

Each creature that ends its turn in the aura takes 5 damage.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Hopping Swarm * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+4 damage, and the swarm may shift up to 3 squares, ignoring difficult terrain.

TRIGGERED ACTIONS

Crickets in All Directions (zone) * Recharge 5 6

Requirement: The swarm must be bloodied.

Trigger: The swarm takes damage from a close or area attack.

Effect (Immediate Reaction): The swarm is removed from play, creating a zone of hopping, panicked crickets in a close burst 2. Any creature that ends its turn within the zone is blinded until the start of its next turn. At the start of the swarm's next turn, the zone ends and the swarm reappears in a space of its choice within the zone.

Str 10 **Dex** 21 **Wis** 15

Con 10 **Int** 2 **Cha** 8

Alignment unaligned

Languages -

Vampire Cricket

Small shadow beast

Level 11 Minion Skirmisher

XP 150

Cave crickets that came to dwell in the Shadowfell have developed a taste for blood. Over many generations, these insects have become far more dangerous than their natural kin. Though vampire crickets are not actually undead, they do share many of the typical undead traits, such as an aversion to sunlight and a thirst for blood. Nonetheless, and despite their shadow origin, they are living beings.

HP 1; a missed attack never damages a minion

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

Speed 6

Initiative +12

Perception +8

Darkvision

STANDARD ACTIONS

(mbasic) Kick * At Will

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

Hit: 10 damage.

(melee) Bite * At Will

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

Hit: 8 damage and the vampire cricket grabs the target (escape DC 13).

Sustain Standard: The cricket sustains the grab and the target takes 11 damage.

MOVE ACTIONS

Hop * At Will

Effect: The cricket jumps up to 4 squares.

Str 10 Dex 21 Wis 16
Con 13 Int 2 Cha 8
Alignment unaligned

Languages -

CENTIPEDE

Source: 1e *Monster Manual* (giant centipede).

Cydra has many types of dangerous centipedes in it. Some are dangerous due to their size, others due to the intensity of their venom. There are many more harmless types, some as large as a goliath's arm, that eat only rotten leaves or other detritus; these can still present a momentary fright, even if they pose no real danger to humanoids.

Black Centipede

Level 1 Skirmisher

Small natural beast

XP 100

HP 32; Bloodied 16

Initiative +6

AC 15; Fortitude 13; Reflex 15; Will 11

Perception +0

Speed 7, climb 6 (spider climb)

Tremorsense 6

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d10 damage and make a secondary attack.

Secondary Attack: Melee 1 (the target of the primary attack); +4 vs. Fortitude.

Hit: Ongoing 5 poison damage (save ends).

MOVE ACTIONS

Skittering Shift * At Will

Effect: The black centipede shifts up to 4 squares.

Skills Stealth +9

Str 11 Dex 18 Wis 11

Con 16 Int 1 Cha 4

Alignment unaligned

Languages -

Skittering Centipede

Level 1 Minion Skirmisher

Tiny natural beast

XP 25

HP 1; a missed attack never damages a minion

Initiative +5

AC 15; Fortitude 12; Reflex 15; Will 10

Perception +1

Speed 6, climb 5 (spider climb)

TRAITS

Skittering Movement

A skittering centipede does not provoke opportunity attacks when it enters another creature's space.

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Effect: The skittering centipede shifts up to 2 squares before and after the attack.

Attack: Melee 0 (one creature); +4 vs. Fortitude.

Hit: 2 damage plus ongoing 4 poison damage (save ends). Saving throws made to end this effect gain a +2 bonus.

Str 2 Dex 16 Wis 13

Con 12 Int 1 Cha 6

Alignment unaligned

Languages -

Scarlet Centipede

Level 2 Elite Lurker

Small natural beast

XP 250

HP 64; **Bloodied** 32

Initiative +10

AC 16; **Fortitude** 14; **Reflex** 16; **Will** 11

Perception +1

Speed 8, climb 6 (spider climb)

Saving Throws +2; **Action Points** 1

TRAITS

Hidden Threat

If the scarlet centipede starts its turn hidden from a creature, its melee attacks deal an extra 1d8 damage to that creature until the end of its turn.

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d6+4 damage plus ongoing 2 poison damage (save ends). If the target is already taking ongoing poison damage, that damage instead increases by 2.

(melee) Latching Bite (poison) * Encounter

Attack: Melee 1 (one creature); +5 vs. Reflex.

Hit: 3d6+3 damage and the target is grabbed (escape DC 9) and takes ongoing 5 poison damage (save ends).

Scarlet Thrashing * At Will

Requirement: The scarlet centipede must be bloodied.

Effect: The scarlet centipede uses *bite*, shifts up to 3 squares and uses *bite* again.

Scuttle Away * At Will

Effect: The scarlet centipede shifts its speed. It may climb as part of this shift, and it ignores difficult terrain. At the end of this shift, the scarlet centipede may make a Stealth check to hide if it is in difficult terrain or has any cover or concealment.

Skills Stealth +11

Str 8 **Dex** 20 **Wis** 11

Con 14 **Int** 2 **Cha** 8

Alignment unaligned

Languages -

Black Centipede Swarm

Level 13 Skirmisher

Medium natural beast (swarm)

XP 800

HP 135; **Bloodied** 67

Initiative +13

AC 26; **Fortitude** 25; **Reflex** 28; **Will** 23

Perception +6

Speed 7, climb 6 (spider climb)

Tremorsense 6

Resist half damage from melee and ranged attacks; **Vulnerable** 10 to close and area attacks

TRAITS

Swarm Attack (poison) * Aura 1

Each creature that ends its turn in the aura takes 10 poison damage.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Swarm of Bites (poison) * At Will

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 2d6+4 damage plus ongoing 10 poison damage and the target is slowed (save ends both).

(melee) Centipede Road * Recharge 5 6

Effect: The black centipede swarm shifts up to 3 squares, then makes the following attack.

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

Hit: 3d10+5 damage and the target falls prone and is caught on the centipede road (save ends). While caught on the centipede road, the target cannot regain its feet and, whenever the black centipede swarm shifts, the target is pulled to a square adjacent to the black centipede swarm.

MOVE ACTIONS

One Million Legs * At Will

Effect: The black centipede swarm shifts up to 7 spaces.

Str 11 **Dex** 20 **Wis** 11

Con 23 **Int** 1 **Cha** 4

Alignment unaligned

Languages -

CHAGMAT

Source: Dragon Magazine #63.

The chagmat are a race of hideous creatures that resemble upright spiders, with near-humanoid form. These terrifying monsters have warred on mammalian races, from orc to elf to human, and are known to suck the blood out of captive or slain humanoids. These terrifying creatures are without scruples or mercy; only by agreeing to help them gather more “food” can mammals hope to survive in an area ruled by chagmat.

A Dying Race: Although the chagmat are very dangerous, they are dying out. Long ago their wars with humans and dwarves led to a zealous crusade that reduced their numbers past the point of long-term survival; now the few tribes that survive must hide and prey on goblins or kobolds, lest the dwarven and human communities that remember the threat they once posed renew their crusade.

Chagmat Warrior

Level 2 Soldier

Medium natural magical beast (spider)

XP 125

HP 37; **Bloodied** 18

Initiative +5

AC 18; **Fortitude** 14; **Reflex** 14; **Will** 13

Perception +2

Speed 6, climb 4 (spider climb)

Tremorsense 6

Resist 5 poison

TRAITS

Distracting Swordplay

Marked enemies adjacent to the chagmat warrior suffer a -2 penalty to saving throws.

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d8+5 damage, and the target is marked until the end of the chagmat warrior's next turn.

(m) Double Sword (weapon) * At Will

Effect: The chagmat warrior makes two longsword attacks, each at a different opponent.

TRIGGERED ACTIONS

Two Shields are Better Than One * Encounter

Trigger: The chagmat warrior is attacked by a creature it has marked.

Effect (Immediate Interrupt): The chagmat warrior gains a +4 bonus to AC and Reflex against the triggering attack.

Str 15 **Dex** 14 **Wis** 13

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

Alignment evil

Languages Chagmat, Common

Equipment studded leather armor, 2 shields, 2 longswords

Chagmat Captain

Medium natural magical beast (spider)

HP 53; **Bloodied** 26

AC 20; **Fortitude** 17; **Reflex** 16; **Will** 16

Speed 6, climb 4 (spider climb)

Resist 5 poison

Level 4 Soldier

XP 175

Initiative +6

Perception +4

Tremorsense 6

TRAITS

Distracting Swordplay

Marked enemies adjacent to the chagmat captain suffer a -2 penalty to saving throws.

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 2d8+3 damage, and the target is marked until the end of the chagmat captain's next turn.

(m) Double Sword (weapon) * At Will

Effect: The chagmat captain makes two longsword attacks, each at a different opponent.

(m) Focused Strike (weapon) * At Will

Requirement: The chagmat captain must be wielding two longswords.

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 1d8+8 damage and the target is marked until the end of the chagmat captain's next turn.

Effect: The chagmat captain spits webs at the target as a secondary attack.

Secondary Attack: Melee 1 (the primary target); +7 vs. Reflex.

Hit: The target is immobilized (save ends).

MINOR ACTIONS

(r) Spit Poison (poison) * Encounter

Attack: Ranged 4; +7 vs. Fortitude; 3d6+3 poison damage and ongoing 5 poison damage (save ends).

TRIGGERED ACTIONS

Two Shields are Better Than One * Encounter

Trigger: The chagmat captain is attacked by a creature it has marked.

Effect (Immediate Interrupt): The chagmat captain gains a +4 bonus to AC and Reflex against the triggering attack.

Str 18 **Dex** 14 **Wis** 15

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

Alignment evil

Languages Chagmat, Common

Equipment studded leather armor, 2 shields, 2 longswords

Chagmat Priest

Medium natural magical beast (spider)

HP 89; **Bloodied** 44

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

Speed 6, climb 4 (spider climb)

Resist 5 poison

Level 8 Controller (Leader)

XP 350

Initiative +6

Perception +9

Tremorsense 6

TRAITS

Spider Frenzy * Aura 10

Allies with the spider keyword in the aura can shift 3 squares as a move action.

STANDARD ACTIONS

(mbasic) Mace (weapon) * At Will

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

Hit: 1d8+7 damage.

(m) Poisoned Blow (poison, weapon) * At Will

Attack: Melee 1 (one creature);

(a) Poisonous Web (poison, zone) * Encounter

Damage: 1d10+1 poison damage, and ongoing 10 poison damage (save ends).

TRIGGERED ACTIONS

Equipment studded leather armor, 2 shields, mace, unholy spider symbol

Secondary Attack: Melee 1 (one creature other than the primary target); +25 vs. AC.

Hit: 2d10+5 necrotic damage and the choral repeater shifts up to 3 squares to a space adjacent to an enemy other than the primary or secondary target and makes the following tertiary attack.

Tertiary Attack: Melee 1 (one creature other than the primary or secondary target); +25 vs. AC.

Hit: 2d6+4 necrotic damage.

Effect: If the choral repeater only hit one target with this power, that target is stunned (save ends). If the choral repeater hit two targets, each target is dazed (save ends). If the choral repeater hit all three targets, each target is slowed (save ends).

MOVE ACTIONS

Choral Adjustment * Encounter

Effect: The choral repeater teleports up to 10 squares, regains 40 hit points and makes a saving throw.

Str 25 **Dex** 28 **Wis** 23

Con 23 **Int** 15 **Cha** 17

Alignment unaligned

Languages Supernal

CORAL

Source: Homebrew.

Though most formations of coral are more terrain than creatures, some types are dangerous, either as hazards, traps or creatures. A few even achieve sentience and motility.

Although coral is technically a communal animal, spells and effects interact with it as if it were a plant and coral has the plant keyword.

Brain coral is a small communal organism that resembles a normal, pink and grey coral formation. However, it is slightly mobile and very intelligent. Brain corals subsist off of organic debris in the water, but they require certain nutrients found only in intelligent creatures to maintain their own communal sentience. Often, brain coral will join forces with other aquatic monsters, such as sahuagin, locathah or others, to cooperate to bring down prey.

Brain Coral

Level 5 Controller

Small natural animate (blind, plant)

XP 200

HP 53; **Bloodied** 26

Initiative -2

AC 19; **Fortitude** 19; **Reflex** 14; **Will** 18

Perception +4

Speed 2

Blindsight 16

Resist 10 psychic, 5 weapons

STANDARD ACTIONS

(ranged) Mind Lash (psychic) * At Will

Attack: Range 10 (one creature); +8 vs. Will.

Hit: 1d10+8 psychic damage, and the brain coral pulls the target 4 squares.

(close) Psychic Static (psychic) * Encounter

Requirement: The brain coral must be bloodied.

Attack: Close burst 4 (enemies in burst); +6 vs. Will.

Hit: 2d8+2 psychic damage plus the target is stunned until the end of its next turn.

Effect: Ongoing 5 psychic damage (save ends).

MINOR ACTIONS

(ranged) Brain Lock (charm) * Recharge when the brain coral hits with *mind lash*

Attack: Range 5 (one creature); +8 vs. Will.

Hit: The target is immobilized (save ends).

Miss: The target is slowed (save ends).

Str 4 Dex 3 Wis 15
Con 15 Int 20 Cha 15
Alignment unaligned

Languages telepathy 10

CORPSE GATHERER

Source: 3e *Monster Manual* 2.

A corpse gatherer is an entire graveyard animated and empowered by the powers of shadow. It seeks to devour more dead bodies to increase its size and power; ultimately, a corpse gatherer will kill and absorb everything as it seeks to increase the pall of death over the land.

A Lingering Taint: A corpse gatherer comes to be when malevolent, intelligent undead are buried in an unsanctified graveyard. Sometimes the essence of the undead seeps into the ground, gradually contaminating the bones resting and the earth around them. Once conditions are right, it only takes the intentional spilling of fresh blood from an innocent to cause the corpse gatherer to stir.

A Quick and Terrible Disaster: Once a corpse gatherer rises from the ground, it moves quickly to slay and absorb everything around it, rapidly leaving a devastated landscape and a trail of zombies behind it. Worse yet, once it has left enough animate bodies behind, they slowly gather to form another corpse gatherer. A single such monster can thus leave an entire continent depopulated and overrun by undead in mere weeks if not destroyed.

Profane Taint: One of the most terrible aspects of a corpse gatherer's appearance in an area is that its very presence might corrupt and sterilize the ground, making it impossible for plants to grow where it has lingered. The profane taint of the corpse gatherer is so strong that the tainted soil must be removed completely before new life can spring up. Some priests and sages claim that such tainted soil spreads into the surrounding earth like ivy, slowly poisoning all the land near the initial taint. The danger posed by a corpse gatherer thus sometimes outlasts the monster itself for years or decades.

Corpse Gatherer	Level 25 Solo Soldier
Gargantuan shadow animate (undead)	XP 35,000
HP 928; Bloodied 464	Initiative +17
AC 41; Fortitude 39; Reflex 36; Will 37	Perception +16
Speed 8, burrow 4	Darkvision
Immune disease, poison; Vulnerable 15 radiant	
Saving Throws +5; Action Points 2	

TRAITS

Profane Taint * Aura 10

No area in the aura is considered holy ground. Powers with the Healing keyword used within the aura heal half the normal amount of hit points.

Grow through Death

When the corpse gatherer takes necrotic damage or kills a living creature, it gains regeneration 15 (save continues).

STANDARD ACTIONS

(mbasic) Graveyard Slam (necrotic) * At Will

Attack: Melee 3 (one creature); +30 vs. AC.

Hit: 4d6+19 necrotic damage and the target is marked until the end of the corpse gatherer's next turn.

(melee) Clawing Mass of Gathered Limbs * At Will

Attack: Close blast 3 (each living creature in blast); +28 vs. AC.

Hit: 3d8+12 damage and the target is marked until the end of the corpse gatherer's next turn.

(melee) Consume (necrotic) * Recharge when the corpse gatherer hits with *graveyard grasp*

Attack: Melee 3 (each creature grabbed by the corpse gatherer); +26 vs. Fortitude.

Hit: 4d10+17 necrotic damage. If the target is at 0 or fewer hit points, it is consumed by the corpse gatherer (escape DC 28). While consumed, the target is removed from play. No creature has line of effect or line of sight to the target, nor does the target have line of effect or line of sight to any creature other than the corpse gatherer. At the start of its turn, the consumed creature takes 25 necrotic damage. If a creature dies within the corpse gatherer, its soul is bound and it cannot be returned to life until the corpse gatherer is destroyed.

MOVE ACTIONS

Trample * At Will

Effect: The corpse gatherer moves up to 4 squares and may move through other creatures' spaces. Any creature whose space it moves through takes 30 points of damage and is knocked prone. If the corpse gatherer ends its turn sharing its space with one or more creatures, it uses *graveyard grasp* against each creature in its space as a free action.

MINOR ACTIONS

Release Corpses * At Will 1/round

Requirement: There cannot be more than ten released corpses within 10 squares of the corpse gatherer.

Effect: Up to four released corpses appear adjacent to the corpse gatherer. The released corpses act immediately after the corpse gatherer.

FREE ACTIONS

Gather Corpse (healing) * At Will

Effect: The corpse gatherer destroys an adjacent undead minion of 22nd or higher level and ends one condition affecting it.

TRIGGERED ACTIONS

(melee) Graveyard Grasp * At Will

Requirement: The corpse gatherer may not have more than four creatures grabbed.

Trigger: An enemy marked by the corpse gatherer within 3 squares of it shifts or makes an attack that does not include it as a target.

Attack (Opportunity Action): Melee 3 (the triggering creature); +28 vs. Reflex.

Hit: The target is grabbed (escape DC 29).

Str 28 Dex 16 Wis 19

Con 24 Int 10 Cha 24

Alignment chaotic evil

Released Corpse

Level 25 Minion Brute

Medium natural humanoid, zombie

XP Value

HP 1; a missed attack never damages a minion

Initiative +10

AC 37; **Fortitude** 40; **Reflex** 34; **Will** 37

Perception +12

Speed 4

Darkvision

Immune disease; **Resist** 20 necrotic, 30 poison

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +30 vs. AC.

Hit: 20 damage and the target loses resist necrotic, immunity to fear and immunity to necrotic (save ends all).

TRIGGERED ACTIONS

(melee) Death Grab * At Will

Trigger: An attack reduces the released corpse to 0 hit points.

Attack (No Action): Melee 1 (the attacking enemy); +28 vs. Reflex.

Hit: The target is grabbed by the dead zombie (save ends). If the target is already grabbed by a dead zombie, it instead takes a -1 penalty to saving throws and Acrobatics or Athletics checks until the death grab ends. This penalty stacks up to a maximum of -5. While grabbed by a dead zombie, the target is immobilized, but may spend a move action to make an Acrobatics or Athletics check, DC 29, to move half its speed.

Str 18 Dex 6 Wis 10

Con 28 Int 4 Cha 6

Alignment evil

CRAB

Source: 1e *Monster Manual* (giant crab); 3e *Eberron Campaign Setting* (carcass crab); 3.5e *Monster Manual III* (siege crab).

Crabs come in all shapes and sizes. Most are small enough that they present no danger to man, but there are exceptional specimens, and given the sheer number of crabs that crawl in the oceans of Cydra, some of these exceptions are exceptional indeed.

Delicious and Useful: Many types of crabs, properly cooked, are a delicious part of the diet of folk that live near the sea. The shells of giant crabs can be used in building, decoration or (properly treated) in the construction of armor. Many seaside villages rejoice when a giant crab is spotted nearby despite the danger it presents to the community, for it is also an opportunity.

Giant Crab

Level 4 Soldier

Small natural beast (aquatic)

XP 175

HP 59; **Bloodied** 29

Initiative +6

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

Perception +4

Speed 5

TRAITS

Aquatic

The crab can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Stability

Whenever an effect would knock the giant crab prone, it makes a saving throw. If it succeeds, it is not knocked prone.

STANDARD ACTIONS

(mbasic) Claw * At Will

Requirement: The giant crab may not have more than one creature grabbed.

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 2d8+3 damage and the target is grabbed (escape DC 14).

(melee) Squeeze * At Will

Attack: Melee 1 (each creature grabbed by the giant crab); +5 vs. Fortitude.

Hit: 1d8+5 damage.

Effect: The grab ends.

Str 16 **Dex** 14 **Wis** 14

Con 19 **Int** 1 **Cha** 5

Alignment unaligned

Languages -

Crab Swarm

Level 7 Skirmisher

Medium natural beast (aquatic, swarm)

XP 300

HP 80; **Bloodied** 40

Initiative +10

AC 21; **Fortitude** 19; **Reflex** 21; **Will** 18

Perception +6

Speed 6

Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

TRAITS

Crab Swarm * Aura 1

Any creature that ends its turn in the aura takes 5 damage.

Aquatic

The crab swarm can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Swarm

The crab swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The crab swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Clinging Crabs * At Will

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

Hit: 1d8+5 damage and ongoing 5 damage (save ends).

Effect: The crab swarm shifts 1 square.

Str 7 **Dex** 20 **Wis** 15

Con 16 **Int** 1 **Cha** 6

Alignment unaligned

Languages -

Monstrous Crab

Level 9 Skirmisher

Medium natural beast (aquatic)

XP 400

HP 98; **Bloodied** 49

Initiative +9

AC 23; **Fortitude** 24; **Reflex** 20; **Will** 21

Perception +7

Speed 5

TRAITS

Aquatic

The crab can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Stability

Whenever an effect would knock the crab prone, it makes a saving throw. If it succeeds, it is not knocked prone.

STANDARD ACTIONS

(mbasic) Claw * At Will

Requirement: The monstrous crab may not have a creature grabbed.

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

Hit: 3d8+4 damage, plus the target is grabbed (escape DC 17).

(melee) Crush * At Will

Attack: Melee 1 (one creature grabbed by the monstrous crab); +12 vs. Fortitude.

Hit: 2d12+8 damage. On a critical hit, the target is also stunned (save ends).

Miss: Half damage.

MOVE ACTIONS

Scuttle * Recharge 5 6

Effect: The monstrous crab shifts 2 squares. If it has a creature grabbed, it pulls that creature up to 2 squares to a space adjacent to the monstrous crab.

Str 20 **Dex** 16 **Wis** 16

Con 18 **Int** 1 **Cha** 5

Alignment unaligned

Languages -

Carcass Crab

Level 15 Lurker

Large natural beast (aquatic)

XP 1,200

A carcass crab is an immense crab that prefers to scavenge from battlefields, using the corpses spread all around it as camouflage as it feasts. A carcass crab is covered with spines that end up bristling with gore and parts of bodies, bits of banners and the like, further enhancing the monster's disguise.

HP 114; **Bloodied** 57

Initiative +15

AC 29; **Fortitude** 30; **Reflex** 26; **Will** 26

Perception +11

Speed 6

TRAITS

Spines (poison) * Aura 1

A creature in the aura that makes a melee attack against the carcass crab takes 5 damage plus ongoing 5 poison damage (save ends).

Aquatic

The crab can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Stability

Whenever an effect would knock the crab prone, it makes a saving throw. If it succeeds, it is not knocked prone.

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +20 vs. AC.

Hit: 4d8+5 damage. If the carcass crab was hidden at the start of its turn, it also grabs the target (escape DC 22).

(melee) Crush * At Will

Attack: Melee 2 (one grabbed creature); +18 vs. Fortitude.

Hit: 6d8+7 damage and the grab ends.

Miss: Half damage and the grab ends.

Battlefield Camouflage * At Will

Effect: The carcass crab moves 3 squares. If it ends this move with cover or concealment, it may make a Stealth check to hide as a free action.

Skills Stealth +16 (+21 on a battlefield)

Str 23 **Dex** 19 **Wis** 19

Con 18 **Int** 3 **Cha** 11

Alignment unaligned

Languages -

Siege Crab

Level 20 Soldier

Gargantuan natural beast (aquatic)

XP 2,800

Siege crabs are immense crabs used by various aquatic races as troop transports. These great crabs are so large that it actually carries other creatures within its grotesquely thick shell with it. A siege crab can contain up to 16 medium or small creatures or 4 large creatures in its shell. While in the shell, a creature can take no actions except free actions and has line of sight and line of effect only to other creatures within the shell.

HP 191; **Bloodied** 95

Initiative +17

AC 36; **Fortitude** 35; **Reflex** 31; **Will** 32

Perception +16

Speed 6

TRAITS

Aquatic

The crab can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Thick Shell

While it is not bloodied, the siege crab gains resist 10 acid, cold, fire, lightning, poison and weapons. While it is bloodied, the siege crab gains vulnerable 10 all.

Stability

Whenever an effect would knock the crab prone, it makes a saving throw. If it succeeds, it is not knocked prone.

STANDARD ACTIONS

(mbasic) Huge Claw * At Will

Attack: Melee 3 (one creature); +25 vs. AC.

Hit: 3d8+15 damage, and the siege crab gains threatening reach 3 against the target until the beginning of the siege crab's next turn.

(melee) Trample * Recharge 6

Effect: The siege crab moves up to 6 squares. It can pass through other creatures' spaces during this movement.

Attack: Melee 0 (each creature whose space the siege crab moves through); +21 vs. Fortitude.

Hit: 3d10+10 damage and the target is knocked prone.

MINOR ACTIONS

Disgorge Troops * At Will

Requirement: The siege crab must have troops within it.

Effect: Up to four creatures that are within the siege crab's shell appear in empty spaces adjacent to it. These creatures roll for initiative immediately upon exiting the crab.

Skills Endurance +21

Str 26 **Dex** 20 **Wis** 23

Con 23 **Int** 2 **Cha** 7

Alignment unaligned

Languages -

CRAWLING APOCALYPSE

Source: 3e *Sandstorm*.

A crawling apocalypse is a relic of an ancient era. Found in what are now desert wastes, crawling apocalypses are self-impelled weapons from ancient wars fought eons ago. Now bereft of purpose, some of these things have gone mad, while others still seek to destroy long-vanished adversaries, annihilating whatever crosses their path.

A crawling apocalypse appears to be a nest of withered, desiccated tentacles topped by a barrel-like body surmounted by two huge staring orbs. Ancient cerements caked with desert dirt and sand swath a crawling apocalypse's form.

Decrepit Crawling Apocalypse Level 10 Soldier

Huge elemental magical beast (undead) XP 500

HP 102; **Bloodied** 51

Initiative +7

AC 25; **Fortitude** 23; **Reflex** 20; **Will** 22

Perception +10

Speed 6, burrow 5 (tunneling)

Resist 10 necrotic; **Vulnerable** 10 fire

TRAITS

Despair (fear) * **Aura** 4

Living creatures in the aura suffer a -2 penalty on attack rolls.

Regeneration

The crawling apocalypse regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the crawling apocalypse takes fire damage, its regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Barbed Tentacles * At Will

Attack: Melee 3 (one creature); +15 vs. AC.

Hit: 2d10+7 damage, and the target takes ongoing 5 damage and is marked by the crawling apocalypse (save ends both).

(close) Storm of Tentacles * Recharge 5 6

Attack: Close burst 2 (each enemy in burst); +15 vs. AC.

Hit: 2d6+4 damage and the target falls prone.

Str 22 **Dex** 10 **Wis** 20

Con 14 **Int** 18 **Cha** 20

Alignment unaligned

Languages usually one or more extinct languages

Crawling Apocalypse Destroyer Level 18 Soldier

Huge elemental magical beast (undead) XP 8,000

HP 170; **Bloodied** 85

Initiative +11

AC 33; **Fortitude** 31; **Reflex** 28; **Will** 30

Perception +15

Speed 6, burrow 5 (tunneling)

Resist 15 necrotic; **Vulnerable** 10 fire

TRAITS

Despair (fear) * **Aura** 4

Living creatures in the aura suffer a -2 penalty on attack rolls.

Regeneration

The crawling apocalypse regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the crawling apocalypse takes fire damage, its regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Barbed Tentacles (necrotic) * **At Will**

Attack: Melee 3 (one creature); +23 vs. AC.

Hit: 3d10+6 damage, and the target takes ongoing 10 necrotic damage and is marked by the crawling apocalypse (save ends both).

(close) Wrathful Spasm * **Recharge 6**

Attack: Close burst 2 (each creature in burst); +23 vs. AC.

Hit: 3d10+8 damage, and the target falls prone.

TRIGGERED ACTIONS

Rotting Wound (necrotic) * **At Will**

Trigger: An enemy marked by the crawling apocalypse moves or shifts.

Effect (Opportunity Action): The triggering enemy takes 10 necrotic damage.

Str 27 **Dex** 10 **Wis** 23
Con 18 **Int** 23 **Cha** 23

Alignment unaligned

Languages usually one or more extinct languages

CRAWLING HEAD

Source: 3e Fiend Folio.

Spawned from the severed head of a giant, a crawling head is a horrific undead monstrosity that resembles a huge, bloated head grown to enormous size, with a seething mass of arteries, veins and viscera depending from the wound of its neck. Just beneath the surface of its translucent skin, the crawling head contains many sacs that bulge with the severed heads it had devoured.

Created by Mortals: Because of their immense power and their origination from giants, which might lead one to think that crawling heads were creations of the primordials or beings of similar nature. In truth, however, they are the creation of a series of powerful mortal necromancers that dwelt in the City of Skulls that surrounded the Bleak Academy. The first crawling head destroyed its creator, but was brought under control by the vampiric headmistress of the academy. The secrets to creating these mostrosities have since spread, but the enigma of how to control them remains.

Deadly Headhunters: Crawling heads leave a trail of mangled bodies behind, but always eat the heads of their victims. These heads are then stored in the many bulging sacs half-visible beneath the skin of the crawling head, where they wail, producing the crawling head's cacophany aura. Over time, older heads gradually dissolve away, consumed by the crawling head for sustenance.

Insane but Intelligent: Although crawling heads are insane and often have no real ambition or goal other than the consumption of victims' heads, they are brilliant. Some grow bored and carry out intricate plots for their amusement; such plots always involve spreading misery and death and the devourment of many heads. Crawling heads, while not prone to ally with living creatures, sometimes do so for short periods in order to amuse themselves or spread confusion, but such alliances usually end in disaster for the living partners.

Crawling Head Wailer

Huge elemental beast (giant, undead)

HP 178; **Bloodied** 89

AC 35; **Fortitude** 38; **Reflex** 34; **Will** 37

Speed 5

Immune disease; **Resist** 15 necrotic, 20 poison

Level 24 Artillery

XP 6,050

Initiative +10

Perception +16

Darkvision

TRAITS

Cacophany (fear) * **Aura 5**

Living creatures that end their turn in the aura grant combat advantage until the end of their next turn.

Flinch from the Light

When a crawling head wailer takes radiant damage, it takes a -2 penalty to melee and ranged attacks until the end of its next turn.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d8+16 damage.

(ranged) Terrifying Scream (fear, psychic) * **At Will**

Attack: Ranged 10 (one creature); +29 vs. Will.

Hit: 4d6+18 psychic damage and the target takes 10 points of psychic damage whenever it is subjected to a fear effect (save ends).

(close) Banshee Wail (fear, necrotic, psychic) * **Recharge** when first bloodied

Attack: Close blast 5 (each creature in blast); +26 vs. Will.

Hit: 4d10+10 necrotic and psychic damage, plus ongoing 15 necrotic and psychic damage (save ends).

First Failed Save: The ongoing damage increases to 25.

Second Failed Save: The target dies.

Miss: Half damage and ongoing 10 necrotic and psychic damage (save ends).

Str 20 **Dex** 7 **Wis** 19

Con 28 **Int** 20 **Cha** 24

Alignment chaotic evil

Languages Common, Giant

Ravenous Crawling Head

Level 24 Brute

Huge elemental beast (giant, undead)

XP 6,050

HP 278; **Bloodied** 139

Initiative +10

AC 36; **Fortitude** 38; **Reflex** 33; **Will** 37

Perception +16

Speed 5

Darkvision

Immune disease; **Resist** 15 necrotic, 20 poison

TRAITS

Cacophany (fear) * **Aura 5**

Living creatures that end their turn in the aura grant combat advantage until the end of their next turn.

Cringe from the Light

When a ravenous crawling head takes radiant damage, it grants combat advantage until the start of its next turn.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 5d10+13 damage (5d12+63 on a critical hit).

(melee) Vorpall Bite * Encounter

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 8d12+8 damage (5d12+104 on a critical hit) and the target is dazed (save ends).

Miss: Half damage.

Effect: If this damage reduces a creature to 0 hit points or below, the crawling head decapitates the target and swallows its head. (In many cases, this will slay the target.)

(close) Visceral Grasp * Recharge 6

Attack: Close blast 3 (each creature in blast); +25 vs. Reflex.

Hit: 3d10+14 damage and the target is pulled up to 2 squares and grabbed (escape DC x).

Str 20 Dex 7 Wis 19
Con 28 Int 20 Cha 24
Alignment chaotic evil

Languages Common, Giant

DAKON

Source: 1e *Fiend Folio*.

A dakon is an intelligent, civilized ape from the Feywild. Typically shy and inoffensive, when aroused to anger a community of dakons is very dangerous. Dwelling deep in the jungles and forests of the Feywild, these creatures are surprisingly numerous but rarely encountered.

Hidden Communities: Dakon cities often include thousands of these creatures, with domesticated animals, agricultural areas, fantastic temples and incredible buildings. However, these communities are hidden in thick fey jungles and concealed from outsiders by a combination of woodcraft and magic.

Dangerous Appetites: One of the few things that creates problems between dakons and other races is their appetite for elf (or eladrin) flesh. To these apes, there is no delicacy more tempting, no flavor more enticing, no meat more delicious than elf. While many dakons refuse to eat elf because of moral qualms, many others poach elf when the opportunity arises.

Domesticated Animals: Dakon communities often have allies in the form of fey beasts that they use as pets or for meat. Some dakon communities include displacer beast packs that coexist with them; others have communities of blink dogs, drakes or others.

Dakon	Level 12 Minion Brute
Medium fey beast, ape	XP 250
HP 1; a missed attack never damages a minion	Initiative +10
AC 24; Fortitude 25; Reflex 24; Will 24	Perception +9
Speed 6, climb 6 (forest walk)	Lowlight vision

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 12 damage, or 15 against a prone enemy.

MOVE ACTIONS

Brachiate

Requirement: The dakon must be in or adjacent to terrain consisting of trees.

Effect: The dakon moves its climb speed. Each square of this movement must be within 3 squares of a tree. If an enemy makes an opportunity attack against the dakon during this movement, the dakon gains resist all 10 against the damage dealt by this attack, and the attacker falls prone.

Skills Athletics +17

Str 22 Dex 18 Wis 17

Con 18 Int 15 Cha 15

Alignment unaligned

Languages Dakon, Elven

Dakon Poacher	Level 13 Skirmisher
Medium fey beast, ape	XP 800
HP 130; Bloodied 65	Initiative +12
AC 27; Fortitude 25; Reflex 26; Will 25	Perception +14
Speed 6, climb 6 (forest walk)	Lowlight vision

TRAITS

Elf Hungry

The dakon poacher gets a +1 bonus to attack rolls and a +4 bonus to damage rolls against elves, eladrin, half-elves and Drow.

STANDARD ACTIONS

(mbasic) Grab * At Will

Requirement: The dakon may not have more than one creature grabbed.

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

Hit: 2d6+6 damage, and the target is grabbed (escape DC 21).

(mbasic) Slam * At Will

Requirement: The dakon may not have more than one creature grabbed.

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d6+9 damage.

(melee) Squeeze and Poach * At Will

Requirement: The dakon must have at least one creature grabbed.

Attack: Melee 1 (each creature grabbed by the dakon poacher); +16 vs. Fortitude.

Hit: 3d10+9 damage.

Effect: The dakon poacher shifts 6 squares and pulls each Medium or smaller creature grabbed by it to a space adjacent to it.

MOVE ACTIONS

Brachiate

Requirement: The dakon must be in or adjacent to terrain consisting of trees.

Effect: The dakon moves its climb speed. Each square of this movement must be within 3 squares of a tree. If an enemy makes an opportunity attack against the dakon during this movement, the dakon gains resist all 10 against the damage dealt by this attack, and the attacker falls prone.

Skills Athletics +17

Str 22 **Dex** 18 **Wis** 17

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

Alignment unaligned

Languages Dakon, Elven

Dakon Guard

Level 13 Soldier

Medium fey beast, ape

XP 800

HP 130; **Bloodied** 65

Initiative +12

AC 29; **Fortitude** 25; **Reflex** 25; **Will** 26

Perception +15

Speed 6, climb 6 (forest walk)

Lowlight vision

STANDARD ACTIONS

(mbasic) Spear (weapon) * At Will

Attack: Melee 2 (one creature); +18 vs. AC.

Hit: 3d6+11 damage, and the dakon guard marks the target until the end of its next turn.

MOVE ACTIONS

Brachiate

Requirement: The dakon must be in or adjacent to terrain consisting of trees.

Effect: The dakon moves its climb speed. Each square of this movement must be within 3 squares of a tree. If an enemy makes an opportunity attack against the dakon during this movement, the dakon gains resist all 10 against the damage dealt by this attack, and the attacker falls prone.

TRIGGERED ACTIONS

(melee) Warding Jab (weapon) * At Will

Trigger: A marked enemy threatened by the dakon guard moves or shifts.

Attack (Immediate Interrupt): Melee 2 (the triggering creature); +20 vs. AC.

Hit: 3d6+11 damage, the dakon guard slides the target 1 square and the target is immobilized until the end of its turn.

Skills Athletics +17

Str 22 **Dex** 17 **Wis** 19

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

Alignment unaligned
Equipment spear

Languages Dakon, Elven

DAO

Source: S4 *The Lost Caverns of Tsojcanth*.

Dao are elemental creatures of earth. Constant rivals of the efreeti and djinni, dao are as egotistical as their fiery adversaries and extraordinarily powerful. The only thing preventing them from prosecuting a successful war against the efreeti is the daos' lack of numbers.

Masters of All They Survey: Similar to efreeti, dao see themselves as lords and masters of other creatures and the environment they are in. Wherever a dao finds itself, it considers itself to be the natural leader of all other creatures in the area. More than one tale of the dao depicts them being defeated by their own ambitions and their inability to contain their desire to master both the creatures and the territory around it.

Manipulators and Deceivers: Dao are infamous for complicated, long-term plans that involve manipulating other creatures into doing their bidding. Many dao use illusions to fool “lesser” beings, and they take great pleasure in trickery and deception. A creature that unravels a dao plot earns its enmity unto death.

The Measure of Arrogance: Most dao are so arrogant that they cannot conceive of natural creatures having the will and intellect to successfully oppose them. Because of this, dao tend to underestimate mortal adversaries. This is one of the few weaknesses that the daos' enemies can exploit, making them susceptible to flattery and to tricks that rely on the daos' inflated sense of their own abilities or their disdain for others. Only other powerful elemental creatures are worthy of concern to the dao mind.

Dao Slaver

Large elemental humanoid (earth)

Level 24 Controller

XP 6,050

HP 220; **Bloodied** 110

Initiative +18

AC 28; **Fortitude** 26; **Reflex** 28; **Will** 26

Perception +14

Speed 6

Darkvision

STANDARD ACTIONS

(mbasic) Scimitar (weapon) * At Will

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d6+18 damage (2d6+42 on a critical hit).

(melee) Petrifying Touch * At Will

Attack: Melee 2 (one restrained creature); +27 vs. Will.

Hit: The target is petrified (save ends).

Second Failed Save: The target is instead petrified for 24 hours. This effect can also end if the stone heart of the dao slaver is crumbled over the petrified creature.

(close) Net (weapon) * At Will

Requirement: The dao slaver must be wielding a net.

Attack: Close blast 4 (each creature in blast); +25 vs. Reflex.

Hit: The target is restrained until it escapes (DC 27) or cuts it way free by spending a standard action and inflicting a total of at least 30 points of damage to the net with an edged weapon (no attack roll required).

Miss: The target is slowed until the end of its next turn.

Skills Intimidate +24

Str 25 **Dex** 22 **Wis** 14

Con 20 **Int** 28 **Cha** 24

Alignment evil

Languages Primordial

Equipment chainmail, scimitar, 4 nets

Dao Illusionist

Large elemental humanoid (earth)

HP 170; Bloodied 85

AC 38; Fortitude 36; Reflex 36; Will 38

Speed 6

Level 24 Lurker

XP 6,050

Initiative +18

Perception +14

Darkvision

STANDARD ACTIONS

(mbasic) Dagger (weapon) * **At Will**

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d6+18 damage.

(ranged) Sudden Appearance (fear, illusion, psychic) * **At Will**

Requirement: The dao illusionist must be invisible.

Effect: An illusion of an elemental monster appears adjacent to an enemy within 10 squares of the illusionist and makes the following attack against it, then vanishes. (It may appear in an occupied square).

Attack: Ranged 10 (one creature); +27 vs. Will.

Hit: 4d10+26 psychic damage and the illusionist slides the target 3 squares.

Vanish (illusion, teleportation) * **At Will**

Effect: The dao illusionist becomes invisible until it uses a standard action, then teleports 10 squares.

MINOR ACTIONS

(Type) Advanced Illusion (illusion, zone) * **Recharge 5 6**

Effect: The dao illusionist creates an illusion in a zone in an area burst 3 within 10 squares. It can create or hide up to 4 squares of terrain within the burst. It may create difficult, blocking or challenging terrain or make any terrain appear as clear terrain. Cloaked terrain still functions normally. Terrain created by the illusionist does not effect it, but does effect other creatures normally. If the dao creates challenging creation, it chooses Acrobatics, Athletics, Dungeoneering, Nature or Perception; a creature entering the terrain must make a check on the chosen skill, DC 22, to overcome the terrain or fall prone. A creature about to enter terrain created or cloaked by this power may make an Insight check, DC 27, as an immediate interrupt to penetrate the illusion. A creature may also spend a minor action to attempt an Insight check to attempt to penetrate the illusion on a square of terrain. Each square of terrain remains until the end of the encounter or until penetrated.

Skills Bluff +24, Stealth +23

Str 25 **Dex** 22 **Wis** 14

Con 20 **Int** 28 **Cha** 24

Alignment evil

Languages Primordial

Equipment dagger

Dao Granite Guard

Large elemental humanoid (earth)

HP 285; Bloodied 142

AC 37; Fortitude 41; Reflex 35; Will 38

Speed 6

Level 25 Brute

XP 7,000

Initiative +15

Perception +21

Darkvision

TRAITS

Aura Name (keywords) * **Aura** x

Effect.

Trait Name (keywords)

Effect.

STANDARD ACTIONS

(mbasic) Stonebreaking Smash (weapon) * **At Will**

Attack: Melee 2 (one creature); +30 vs. AC.

Hit: 4d10+20 damage.

Effect: Unless the target is flying, each square adjacent to it becomes difficult terrain.

(area) Wall of Stone * **Encounter**

Effect: The dao granite guard creates a wall of stone in an area wall 6 within 20 squares. This wall is up to 6 squares high and is blocking terrain. Each square of the wall can be destroyed with 100 points of damage, but is immune to cold, fire, lightning, necrotic, poison, psychic and radiant damage. A destroyed square becomes difficult terrain. The wall and difficult terrain created by destroyed sections of it last until the end of the encounter.

Str 29 Dex 16 Wis 19

Con 25 Int 24 Cha 21

Alignment evil

Languages Primordial

Equipment plate armor, maul

DEADBORN

Source: 3e *Monster Manual V*.

Deadborn are natural creatures altered before birth, either in the womb or the egg, to spontaneously arise as undead when slain. Although the first deadborn were vultures created from the eggs of giant eagles by evil cultists of Bleak, the techniques and rituals now exist to create deadborn of many different types.

Shunned Outcasts: Deadborn are shunned by other natural creatures of their type. While a few come to associate with undead or creatures from the Shadowfell, most live out a miserable and lonely existence whose pitiful nature is only re-emphasized by the creature's subsequent undeath. Most deadborn are abandoned by their parents, though they seem to be able to survive of exceptionally sparse sustenance.

Full of Spite: Deadborn are born malevolent and are evil through and through, even in cases where the creature would seem to be too stupid to act out of malice. A deadborn creature prefers to torment its prey with a slow death, sometimes even eating helpless creatures alive, and will often take the opportunity to cause misfortune to other creatures simply out of its evil nature.

Breeding Horrors: In the very rare case when deadborn meet and mate- usually a violent and unwholesome affair- they have proven able to breed true, producing other deadborn creatures as offspring. Students of necromancy claim that this is a wonder, but most other scholars find the very concept horrifying.

Deadborn Vulture

Level 9 Skirmisher

Large natural beast

XP 400

HP 80; **Bloodied** 40

Initiative +10

AC 22; **Fortitude** 21; **Reflex** 22; **Will** 21

Perception +4

Speed 3, fly 8 (clumsy)

Immune disease

TRAITS

Moving Target

When the deadborn vulture moves at least 4 squares on its turn and does not have the undead keyword, it gains a +2 bonus to AC and Reflex until the end of its next turn.

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 2d10+6 damage.

(close) Foul Breath (poison) * Encounter (see also *deadborn*)

Attack: Close blast 3 (each creature in blast); +10 vs. Fortitude.

Hit: 3d8+11 poison damage, and the target is dazed (save ends).

TRIGGERED ACTIONS

Deadborn * Encounter

Trigger: The deadborn is first reduced to 0 hit points.

Effect (No Action): The deadborn vulture reanimates with 25 hit points. It gains the shadow origin and undead keyword. *Foul breath* recharges and it uses it as a free action.

Str 15 **Dex** 18 **Wis** 10
Con 20 **Int** 10 **Cha** 17
Alignment chaotic evil

Languages Common

Deadborn Hulk

Level 14 Brute

Large natural beast

XP 1,000

A deadborn hulk is a deadborn creature created from an unborn bear. In life, the creature grows into an immense, malformed bear with oversized claws and twisted legs that make it difficult for the hulk to move quickly.

HP 136; **Bloodied** 68

Initiative +9

AC 26; **Fortitude** 28; **Reflex** 24; **Will** 26

Perception +12

Speed 4

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 4d8+9 damage and the target is grabbed (escape DC 21).

(melee) Bite * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d10+9 damage, or 4d10+11 against a target grabbed by the bear.

MOVE ACTIONS

Burst of Speed * Recharges when the deadborn hulk is hit by a ranged or area attack

Requirement: The deadborn hulk must not have the undead keyword.

Effect: The deadborn hulk moves up to 8 squares and gains a +2 bonus to its attack rolls until the end of its turn.

TRIGGERED ACTIONS

Deadborn * Encounter

Trigger: The deadborn is first reduced to 0 hit points.

Effect (No Action): The deadborn hulk reanimates with 42 hit points. It gains the shadow origin and undead keyword.

Skills Athletics +19, Intimidate +11

Str 24 **Dex** 15 **Wis** 20

Con 20 **Int** 4 **Cha** 8

Alignment chaotic evil

Languages Common

DEMON

Demons come in forms as varied as the layers of the Abyss. The only traits common to all demons are malevolence and a desire to destroy.

Whisper Demon

Level 9 Lurker

Medium elemental humanoid (demon)

XP 400

A whisper demon is an insubstantial, ghostly creature that leers and smirks. It looks somewhat humanoid, but its form is shifting and distorted. Whisper demons are utterly insane, and love to watch other creatures kill themselves.

HP 69; **Bloodied** 34

Initiative +11

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

Perception +1

Speed 6

Darkvision

TRAITS

Maddening Whispers (charm) * **Aura** 3

A creature without the demon keyword that starts its turn in the aura makes a basic attack against itself. If the creature reduces itself to 0 hit points this way and subsequently dies during the encounter, it rises in one minute as a mad wraith.

Insubstantial

The whisper takes half damage from any damage source, except those that deal force damage. In addition, if the demon takes force damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(mbasic) Draining Touch (necrotic) * **At Will**

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

Hit: 2d8 necrotic damage and the target is slowed (save ends).

(close) Luring Whispers (charm) * **Recharges** when the whisper demon uses *maddening disappearance*

Attack: Close burst 10 (creatures in burst); +10 vs. Will.

Hit: The target moves its speed towards the whisper demon as a free action and deals an extra 2d6 points of damage if it hits itself until the end of its next turn.

Maddening Disappearance * **Recharges** when an enemy in the demon's aura hits itself

Effect: The whisper demon is removed from play. At the end of its next turn, it reappears within 10 squares of its departure space. Its aura is inactive until the start of its next turn.

Str 5 **Dex** 17 **Wis** 5
Con 17 **Int** 10 **Cha** 21
Alignment chaotic evil

Languages Abyssal

Alkith Demon

Level 14 Soldier

Medium immortal animate (demon, ooze)

XP 1,000

An alkith is a quivering mass of Abyssal phosphorescent green corruption, overgrown with a cracked, leathery coating and constantly emitting foul vapors and bursts of fluid. Thick, pustulent knobs that resemble eyes dot its surface. Alkiths serve Juiblex, the Faceless Lord.

HP 144; **Bloodied** 72

Initiative +14

AC 30; **Fortitude** 28; **Reflex** 26; **Will** 24

Perception +10

Speed 6

Darkvision

Immune disease, poison; **Resist** 20 acid

TRAITS

Noxious Vapors (poison) * **Aura** 2

Creatures in the aura gain vulnerable 5 poison and cannot shift.

Amorphous Form

An alkith moves at full speed while squeezing and can move through an opening as small as 1" in diameter.

STANDARD ACTIONS

(mbasic) Slimy Slam (acid, poison) * **At Will**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d6+6 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

(close) Toxic Cloud (poison) * **Recharge** when first bloodied

Attack: Close burst 1 (creatures in burst); +16 vs. Fortitude.

Hit: 3d10+6 poison damage, and the target is dazed and weakened (save ends both).

Miss: Half damage and the target is dazed until the end of its next turn.

Skills Endurance +19

Str 16 **Dex** 20 **Wis** 17
Con 24 **Int** 14 **Cha** 13
Alignment chaotic evil

Languages Abyssal

DEODANTH

Source: *Arduin Grimoire*.

Deodanths are strange, silver-skinned creatures with a strange, elfin look to their features and wicked barbed spurs on the backs of their hands. They often seem to be motivated by attempts to interfere with things that have not happened yet, lending some credence to their claims about their origins.

Deodanth despondents are physically marked, usually being slightly smaller and scrawnier-looking than others of their kind. Many have a withered limb or minor but noticeable deformities.

Travelers from the Future: Deodanths claim to be vampiric elves from the future, but not all of their claims hold up to scrutiny; for instance, they seem to be largely ignorant of the racial separation between the elves and the eladrin, and deodanths that claim to have been in the present for only a short time often seem ignorant of the very existence of eladrins. One thing is certain, however: deodanths have an uncanny mastery over their own personal time frame. They are deadly opponents that prefer elven and especially eladrin victims (all of whom they insist on referring to as elves).

Deodanth Despondant

Level 13 Controller

Medium natural humanoid (time, undead)

XP 800

HP 124; **Bloodied** 62

Initiative +11

AC 26; **Fortitude** 23; **Reflex** 29; **Will** 30

Perception +8

Speed 8

Darkvision

Resist 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Deodanth Spur (psychic) * **At Will**

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d4+6 damage, and the target takes 10 psychic damage the first time it makes an attack before the end of its next turn.

(r) Brittle Smile (psychic) * **At Will**

Attack: Ranged 10 (one or two creatures); +19 vs. Will.

Hit: 2d8+7 psychic damage, and the deodanth despondent slides the target 1 square.

Special: This attack does not trigger opportunity attacks.

(c) Arresting Stare * **Encounter**

Attack: Close blast 5 (each enemy in blast); +19 vs. Will.

Hit: The target is weakened and immobilized (save ends both).

MOVE ACTIONS

Timeslip * **At Will**

Effect: The deodanth vanishes into the timestream and is removed from play. At the start of each of its turns, the deodanth may choose to make a saving throw. If it succeeds, it reappears in the square it last occupied. If that square is occupied, the deodanth instead appears in the nearest available open space, and both it and the creature or object occupying the space it was originally in suffer 3d10 points of damage. When it reappears, the deodanth gains combat advantage against adjacent creatures until the end of its turn. If the deodanth does not choose to make a saving throw at the start of its turn, it reappears after five minutes.

Skills Stealth +18

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

Con 16 **Int** 21 **Cha** 23

Alignment evil

Languages Common, Elven, Deodanth

Deodanth Sentry

Level 15 Soldier

Medium natural humanoid (time, undead)

XP 1,200

HP 144; **Bloodied** 72

Initiative +15

AC 31; **Fortitude** 29; **Reflex** 29; **Will** 29

Perception +14

Speed 8

Darkvision

Resist 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Deodanth Spur * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 5d4+11 damage and the target is marked until the end of the deodanth sentry's next turn.

(m) Vulgar Slash * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 4d4+3 damage and ongoing 10 damage (save ends). The target is marked as long as it is taking this ongoing damage.

MOVE ACTIONS

Timeslip * At Will

Effect: The deodanth vanishes into the timestream and is removed from play. Any creatures marked by it are no longer marked. At the start of each of its turns, the deodanth may choose to make a saving throw. If it succeeds, it reappears in the square it last occupied. If that square is occupied, the deodanth instead appears in the nearest available open space, and both it and the creature or object occupying the space it was originally in suffer 3d10 points of damage. When it reappears, the deodanth gains combat advantage against adjacent creatures until the end of its turn. If the deodanth does not choose to make a saving throw at the start of its turn, it reappears after five minutes.

TRIGGERED ACTIONS

(c) Hypnotic Gaze (charm, gaze) * At Will

Trigger: A creature marked by the deodanth sentry makes an attack that does not include it as a target.

Attack (Immediate Interrupt): Close burst 5 (the triggering creature); +20 vs. Will.

Hit: The deodanth sentry slides the target 3 squares. The target must end this slide closer to the deodanth sentry than it began it. The attack targets the triggering deodanth sentry instead of the intended target.

Skills Stealth +18

Str 20 **Dex** 22 **Wis** 15

Con 16 **Int** 22 **Cha** 21

Alignment evil

Languages Common, Elven, Deodanth

Deodanth Slipper

Level 16 Lurker

Medium natural humanoid (time, undead)

XP 1,400

HP 118; **Bloodied** 59

Initiative +19

AC 30; **Fortitude** 27; **Reflex** 30; **Will** 28

Perception +10

Speed 8

Darkvision

Resist 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Deodanth Spur * At Will

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 5d4+12 damage.

(m) Instantaneous Assault * At Will

Requirement: The deodanth slipper must have been out of play at the start of its turn.

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 36 ave. 4d12+10 damage and the target is slowed (save ends).

Temporal Jaunt * At Will

Effect: The deodanth vanishes into the timestream and is removed from play. At the start of any of its turns, the deodanth may choose to return to any unoccupied space within 5 squares of the square it vanished from. It gains combat advantage against any creatures adjacent to it when it reappears until the start of its next turn.

TRIGGERED ACTIONS

Temporal Flicker (teleportation) **Recharge** when first bloodied

Trigger: An attack targets the deodanth slipper's Reflex.

Effect (Immediate Interrupt): The deodanth slipper teleports 4 squares.

Skills Stealth +20
Str 19 **Dex** 25 **Wis** 15
Con 16 **Int** 22 **Cha** 21
Alignment evil

Languages Common, Elven, Deodanth

Deodanth Eladricide	Level 17 Soldier
Medium natural humanoid (time, undead)	XP 1,600
HP 160; Bloodied 80	Initiative +16
AC 33; Fortitude 31; Reflex 30; Will 29	Perception +10
Speed 8	Darkvision
Resist 20 necrotic; Vulnerable 15 radiant	

STANDARD ACTIONS

(mbasic) Deodanth Spur * At Will

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 5d4+13 damage and the target is marked until the end of the deodanth eladricide's next turn.

(m) Elf-Slaying Spur * At Will

Requirement: The target must be an elf, eladrin, drow or half-elf.

Attack: Melee 1 (one creature); +24 vs. AC.

Hit: 5d4+13 damage and the target loses a healing surge and is marked (save ends).

(m) Vampiric Bite (necrotic) * At Will

Attack: Melee 1 (one creature granting combat advantage); +20 vs. Fortitude.

Hit: 3d6+10 damage and the deodanth eladricide regains 10 hit points.

MOVE ACTIONS

Timeslip * At Will

Effect: The deodanth vanishes into the timestream and is removed from play. Any creatures marked by it are no longer marked. At the start of each of its turns, the deodanth may choose to make a saving throw. If it succeeds, it reappears in the square it last occupied. If that square is occupied, the deodanth instead appears in the nearest available open space, and both it and the creature or object occupying the space it was originally in suffer 3d10 points of damage. When it reappears, the deodanth gains combat advantage against adjacent creatures until the end of its turn. If the deodanth does not choose to make a saving throw at the start of its turn, it reappears after five minutes.

TRIGGERED ACTIONS

Sudden Assault (teleportation) * At Will

Trigger: A creature marked by the deodanth eladricide makes an attack that does not include the eladricide as a target.

Effect (Immediate Interrupt): The deodanth eladricide teleports 5 squares to a space adjacent to the triggering creature and makes a basic attack against it.

Skills skill modifier
Str 24 **Dex** 22 **Wis** 15
Con 16 **Int** 22 **Cha** 21
Alignment evil
Equipment grisly trophies

Languages Common, Elven, Deodanth

Deodanth Lifesucker	Level 20 Lurker
Medium natural humanoid (time, undead)	XP 2,800
HP 142; Bloodied 71	Initiative +23
AC 34; Fortitude 33; Reflex 35; Will 31	Perception +12
Speed 8	Darkvision
Resist 20 necrotic; Vulnerable 15 radiant	

STANDARD ACTIONS

(mbasic) Deodanth Spur * At Will

Attack: Melee 1 (one creature); +25 vs. AC.

Hit: 6d4+13 damage.

(c) Captivating Gaze (charm, gaze) * **At Will**

Attack: Close blast 5 (enemies in blast); +21 vs. Will.

Hit: The target is immobilized (save ends).

(m) Deodanth Embrace (charm, necrotic) * **At Will**

Attack: Melee 1 (one dazed, immobilized, restrained or stunned creature); +23 vs. Will.

Hit: 5d8+4 necrotic damage, the target is grabbed (until escape) and cannot target the deodanth lifesucker with any attacks (save ends). The deodanth lifesucker regains 20 hit points.

(m) Feed * **At Will**

Attack: Melee 1 (one creature grabbed by the deodanth lifesucker); +23 vs. Fortitude.

Hit: 6d8+10 necrotic damage and the grab ends.

MOVE ACTIONS

Timeslip * **At Will**

Effect: The deodanth vanishes into the timestream and is removed from play. Any creatures marked by it are no longer marked. At the start of each of its turns, the deodanth may choose to make a saving throw. If it succeeds, it reappears in the square it last occupied. If that square is occupied, the deodanth instead appears in the nearest available open space, and both it and the creature or object occupying the space it was originally in suffer 3d10 points of damage. When it reappears, the deodanth gains combat advantage against adjacent creatures until the end of its turn. If the deodanth does not choose to make a saving throw at the start of its turn, it reappears after five minutes.

Skills skill modifier

Str 24 **Dex** 28 **Wis** 15

Con 16 **Int** 21 **Cha** 2

Alignment evil

Languages Common, Elven, Deodanth

DOG

Dogs are both faithful companions, hard workers and dangerous adversaries. While some dogs are too small to present an individual threat to adventurers, even they can be dangerous in numbers, and a dog trained for war can be a terrible threat. Halflings have even trained dogs for riding, and other small races, especially gnomes and goblins with no wolf allies in the vicinity, sometimes emulate them.

Other planes have a variety of magical types of dog or hound, including blink dogs, which teleport from the Feywild to the world and back in an instant.

Guard Dog

Small natural beast

Level 1 Brute

XP 100

HP 36; **Bloodied** 18

Initiative +1

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

Perception +7

Speed 7

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d10+5 damage.

TRIGGERED ACTIONS

Spring Back * **Recharge 5 6**

Trigger: The guard dog is subjected to forced movement.

Effect (Immediate Reaction): The guard dog moves up to 3 squares. If it ends this movement adjacent to an enemy, it makes the following attack.

Attack: Melee 1 (one creature); +4 vs. AC.

Hit: 1d10 damage.

Str 15 **Dex** 12 **Wis** 15
Con 16 **Int** 3 **Cha** 12
Alignment unaligned

Languages -

Hunting Dog

Small natural beast

Level 2 Minion Skirmisher

XP 31

HP 1; a missed attack never damages a minion

Initiative +6

AC 16; **Fortitude** 14; **Reflex** 14; **Will** 14

Perception +8

Speed 8

TRAITS

Harrier

Enemies adjacent to the hunting ground lose concealment.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 4 damage, or 6 damage if the hunting dog has combat advantage.

Str 13 **Dex** 17 **Wis** 15
Con 10 **Int** 3 **Cha** 11
Alignment unaligned

Languages -

Blink Dog

Medium fey magical beast

Level 2 Skirmisher

XP 125

HP 34; **Bloodied** 17

Initiative +6

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

Perception +7

Speed 8

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d8+5 damage.

Blinking Attack * At Will

Effect: The blink dog uses *bite*. Either before or after the attack, it teleports up to 3 spaces. If it teleports before the attack, it gets a +2 bonus to its attack roll. If it teleports after the attack, it gets a +2 bonus to AC and Reflex until the beginning of its next turn.

Skills Athletics +7
Str 13 **Dex** 17 **Wis** 13
Con 10 **Int** 10 **Cha** 11
Alignment unaligned

Languages understands Elven

War-Trained Mastiff

Medium natural beast

Level 7 Skirmisher

XP 300

HP 80; **Bloodied** 40

Initiative +7

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

Perception +5

Speed 7

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 2d10+4 damage.

(melee) Savage * At Will

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

Hit: 3d10+4 damage and the target is dazed (save ends).

MOVE ACTIONS

(melee) Bowl Over * Recharge 6

Effect: The war-trained mastiff moves up to 4 squares.

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

Hit: The target falls prone.

Str 19 **Dex** 15 **Wis** 15

Con 16 **Int** 3 **Cha** 12

Alignment unaligned

Languages -

Equipment studded leather barding

Blink Hound

Level 10 Minion Skirmisher

Medium fey magical beast

XP 125

HP 1; a missed attack never damages a minion.

Initiative +12

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

Perception +13

Speed 8

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 9 damage.

(m) Blinking Attack (teleportation) * **At Will**

Effect: The blink hound uses *bite*. Either before or after the attack, it teleports 3 squares.

TRIGGERED ACTIONS

(Type) Blink Away (teleportation) * **Encounter**

Trigger: The blink hound is hit by a close or area attack.

Effect (Immediate Interrupt): The blink hound teleports 3 squares.

Skills Athletics +13

Str 17 **Dex** 21 **Wis** 17

Con 13 **Int** 12 **Cha** 14

Alignment unaligned

Languages understands Elven

Blink Dog Pack Leader

Level 11 Elite Soldier (Leader)

Medium fey magical beast

XP 1200

HP 218; **Bloodied** 109

Initiative +11

AC 27; **Fortitude** 25; **Reflex** 23; **Will** 23

Perception +13

Speed 8

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 2d10+8 damage and the target is marked until the end of the pack leader's next turn.

(m) Blinking Attack (teleportation) * **At Will**

Effect: The blink dog pack leader uses *bite*. Either before or after the attack, it teleports 3 squares.

MOVE ACTIONS

Blink (teleportation) * **Recharge 3 4 5 6**

Effect: The blink dog pack leader teleports 5 squares.

MINOR ACTIONS

Pack Attack (teleportation) * **Recharge 5 6**

Effect: Up to three blink dog allies that can see the blink dog pack leader teleport 4 squares as a free action.

TRIGGERED ACTIONS

(m) Blinking Pursuit (teleportation) * **At Will**

Trigger: A creature marked by the blink dog pack leader makes an attack that does not include the pack leader as a target.

Effect (Immediate Reaction): The blink dog pack leader teleports up to 8 squares to a square adjacent to the triggering creature and makes the following attack.

Attack: +18 vs. AC.

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

Skills Athletics +15, Insight +13

Str 21 **Dex** 18 **Wis** 17

Con 13 **Int** 12 **Cha** 14

Alignment unaligned

Languages understands Elven

DRAGON TURTLE

Source: 2e *Monstrous Manual*.

A relative of true dragons with a hard-backed shell similar to that of a turtle, a dragon turtle is a tremendously dangerous creature found in and near waterways.

Voracious Eaters: Dragon turtles will claim a huge territory of hundreds of square miles. They will devour anything in their territory- fish, human sailors, even other dragon turtles. The meeting of two dragon turtles is sure to be an epic conflict, unless it is during the mating season. Dragon turtles often come into conflict with aquatic elves, merfolk and other communities of sea folk, and are almost invariably seen as treacherous and selfish.

Dragon Turtle

Huge fey magical beast (aquatic, reptile)

HP 179; **Bloodied** 89

AC 37; **Fortitude** 38; **Reflex** 36; **Will** 36

Speed 5, swim 8

Resist 30 fire

Level 24 Artillery

XP 6,050

Initiative +21

Perception +17

Darkvision

TRAITS

Hot Steam * **Aura 5**

Creatures in the aura other than dragon turtles have their resistance to fire reduced by 20, and the dragon turtle gains concealment against creatures outside the aura.

Aquatic

The dragon turtle can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Cracking Shell

If the dragon turtle takes cold damage, it suffers a -2 penalty to AC and Fortitude until the end of its next turn.

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d6+18 damage.

(ranged) Scalding Spit (fire) * **At Will**

Attack: Ranged 10 (one creature); +29 vs. Reflex.

Hit: 3d10+13 fire damage, and the target takes 10 fire damage at the start of its next turn.

(close) Scalding Cloud (fire) * **Recharges** when the dragon turtle is first bloodied

Attack: Close blast 6 (each creature in blast); +27 vs. Reflex.

Hit: 4d12+8 fire damage, plus ongoing 10 fire damage (save ends).

Skills Endurance +26
Str 25 **Dex** 25 **Wis** 21
Con 29 **Int** 16 **Cha** 25
Alignment chaotic evil

Languages Common, Draconic

ELEMENTAL

Source: 1e *Monster Manual* (invisible stalker); 1e *Fiend Folio* (phantom stalker, thoqqua); 1e *Monster Manual II* (crystal); 2e *Planescape Campaign Set* (fundamental); 2e *Monstrous Manual* (elemental tempest); 2e *Planescape Monstrous Compendium Annual 3* (wavefire); 3e *Fiend Folio* (living holocaust); 3e *Stormwrack* (caller from below); 3e *Monster Manual III* (cinder swarm, stone spike); 3e *Monster Manual V* (ruin elemental); homebrewed (living tremor).

There are an almost infinite variety of elementals, composed of one material or a mix of several. The very distinction between creature and environment has significantly less meaning on the Elemental Chaos than in the natural world, and an elemental can be born and die much like a storm, forming from the native material around it and then dissipating again.

Since elementals don't participate in the sort of predator/prey cycle that natural beings do, they tend to tolerate other, different elementals, so a variety of elemental types are sometimes found together.

Dust Devil

Level 1 Controller

Medium elemental animate (air, earth)

XP 100

A dust devil appears as a small whirlwind of dust and debris. Easily bound by conjuration rituals, dust devils are notorious for sweeping enemies up into their own form.

HP 30; **Bloodied** 15

Initiative +3

AC 15; **Fortitude** 13; **Reflex** 15; **Will** 11

Perception -1

Speed 6, fly 6

Low-light vision

TRAITS

Dust Cloud * **Aura** 2

Creatures within the aura gain concealment from all creatures except the dust devil.

STANDARD ACTIONS

(mbasic) Cyclone Blow * **At Will**

Attack: Melee 1 (one creature); +4 vs. Reflex.

Hit: 1d8+4 damage and the dust devil pushes the target 1 square.

(melee) Whirlwind Grab * **Encounter**

Attack: Melee 1 (one creature); +4 vs. Reflex.

Hit: 2d6+3 damage and the dust devil pulls the target into its space and grabs it (escape DC 19). While the target is grabbed, it is dazed, and if the dust devil enters a square, it slides the target into that square. In addition, while the target is grabbed, the dust devil may make the following secondary attack against it as a standard action.

Secondary Attack: Melee 0 (the primary target); +4 vs. Reflex.

Hit: 1d8+4 damage.

Str 11 **Dex** 17 **Wis** 9

Con 14 **Int** 3 **Cha** 9

Alignment unaligned

Languages Primordial

Stone Spike

Level 1 Brute

Medium elemental animate (earth)

XP 100

A spike stone appears to be a mass of stone with long cone-shaped spikes protruding from it. Stone spikes are generally inoffensive, but are not difficult to bind as guardian creatures. Duergar and dwarves both are known to employ stone spikes to guard areas against intrusion.

HP 39; **Bloodied** 19

Initiative -1

AC 14; **Fortitude** 15; **Reflex** 10; **Will** 13

Perception +0

Speed 5, burrow 4 (earth walk)

STANDARD ACTIONS

(mbasic) Spike * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 2d6+3 damage and the stone spike pushes the target 1 square.

(melee) Smash * Encounter

Attack: Melee 1 (one creature); +4 vs. AC.

Hit: 2d10+3 damage and the target is stunned until the end of its next turn.

Miss: Half damage.

Str 18 **Dex** 8 **Wis** 11
Con 18 **Int** 4 **Cha** 11

Alignment unaligned

Languages Primordial

Fundamental

Level 3 Minion Skirmisher

Tiny elemental beast

XP 38

A fundamental is a small expression of a single elemental force, such as fire, thunder, stone, etc. It appears as a fragile, bat-like entity about the size of a housecat, composed completely of its elemental material. A fundamental is easily disrupted.

HP 1; a missed attack never damages a minion

Initiative +6

AC 17; **Fortitude** 13; **Reflex** 18; **Will** 15

Perception +1

Speed 0, fly 8 (hover)

TRAITS

Elemental Nature (see below)

Many fundamentals deal energy damage of some kind rather than normal physical damage. If it is important to know what type of damage a specific fundamental deals, roll 1d10: 1- acid, 2- cold, 3- fire, 5- lightning, 6- necrotic, 7- poison, 8- radiant, 9- thunder, 10 through 12- physical damage.

STANDARD ACTIONS

(mbasic) Brush of Power (variable) * At Will

Attack: Melee 0 (one creature); +6 vs. Reflex.

Hit: 5 damage of a type determined by the fundamental's elemental nature.

TRIGGERED ACTIONS

(close) Death Burst (variable) * Encounter

Trigger: The fundamental is reduced to 0 hit points.

Attack (No Action): Close burst 1 (each creature in the burst); +4 vs. Reflex.

Hit: 4 damage of a type determined by the fundamental's elemental nature.

Str 2 **Dex** 17 **Wis** 11
Con 5 **Int** 1 **Cha** 7

Alignment unaligned

Languages Primordial

Crysmal

Level 6 Soldier

Medium elemental animate (earth)

XP 250

A crysmal is a crystalline elemental that vaguely resembles a scorpion. Crysmals are a rare example of elementals that sometimes have psionic powers, because their crystalline structure seems to resonate with psychic energies.

HP 76; **Bloodied** 38

Initiative +8

AC 22; **Fortitude** 18; **Reflex** 18; **Will** 19

Perception +6

Speed 6

Vulnerable 5 thunder

STANDARD ACTIONS

(mbasic) Crystal Bludgeon * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d10+9 damage.

(ranged) Crystal Shard * Encounter

Attack: Ranged 10 (one creature); +11 vs. AC.

Hit: 2d8+7 damage.

Effect: The crysmal takes 5 points of damage.

TRIGGERED ACTIONS

(melee) Trip * At Will

Trigger: An adjacent enemy moves or shifts.

Attack (Opportunity Action): Melee 1 (the triggering creature); +9 vs. Reflex.

Hit: 1d10 damage, and the target falls prone.

Str 17 Dex 16 Wis 16

Con 20 Int 7 Cha 10

Alignment unaligned

Languages Primordial

Psychic Crysmal

Level 7 Elite Controller

Medium elemental animate (earth)

XP 600

HP 158; Bloodied 79

Initiative +6

AC 21; Fortitude 19; Reflex 17; Will 21

Perception +6

Speed 6

Vulnerable 5 thunder

Saving Throws +2; Action Points 1

TRAITS

Psychic Overcharge

When the psychic crysmal takes psychic damage, it gains an action point. It can spend one action point per round.

STANDARD ACTIONS

(mbasic) Crystal Bludgeon * At Will

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

Hit: 1d10+10 damage.

(ranged) Crystal Shard * Encounter

Attack: Ranged 10 (one creature); +12 vs. AC.

Hit: 2d8+8 damage.

Effect: The crysmal takes 5 points of damage.

(area) Psionic Bomb (lightning, psychic) * Encounter

Attack: Area burst 1 within 10 squares (each enemy in the burst); +8 vs. Will.

Hit: 2d6+7 psychic damage, and the target is dazed (save ends).

MINOR ACTIONS

(ranged) Disorient * At Will

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

Hit: The target is dazed until the end of its next turn. If the crysmal hits the target with an attack while it is dazed by this power, the attack deals an extra 15 psychic damage.

Str 17 Dex 16 Wis 16

Con 15 Int 10 Cha 19

Alignment unaligned

Languages Primordial

Thoqqua

Medium elemental beast (earth, fire)

Level 7 Soldier

XP 300

HP 82; **Bloodied** 41

Initiative +8

AC 23; **Fortitude** 20; **Reflex** 19; **Will** 18

Perception +5

Speed 6, burrow 3 (see *hot tunneling*)

Tremorsense 6

Resist 10 fire; **Vulnerable** 10 cold

TRAITS

Heat (fire) * Aura 2

Any creature that enters or ends its turn in the aura takes 5 fire damage and is slowed until the end of its next turn. Creatures with the fire keyword are immune to the aura.

STANDARD ACTIONS

(mbasic) Flaming Slam (fire) * At Will

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

Hit: 1d8+3 damage plus 5 fire damage.

(melee) Flaming Charge (fire) * Encounter

Effect: The thoqqua charges up to 8 squares and makes the following attack in place of a melee basic attack.

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

Hit: 2d8+3 damage plus 10 fire damage and ongoing 5 fire damage (save ends), and the thoqqua pushes the target 3 squares and knocks it prone.

Str 20 **Dex** 16 **Wis** 14

Con 18 **Int** 3 **Cha** 9

Alignment unaligned

Languages Primordial

Invisible Stalker

Medium elemental humanoid (air)

Level 10 Lurker

XP 500

An invisible stalker is a playful form of air elemental that is composed of pure wind, so it is naturally invisible.

Invisible stalkers do not seem to understand the difference between living creatures and dead bodies, probably due to the lack of distinction between elementals and their environment.

HP 81; **Bloodied** 40

Initiative +14

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

Perception +9

Speed 6, fly 12

TRAITS

Blustery Invisibility

The invisible stalker is invisible but is surrounded by blowing winds and debris. Despite its invisibility, enemies may attack it as if it merely had concealment (but see also *Still Winds*). The invisible stalker has combat advantage against creatures that cannot detect invisible creatures, so it usually gains a +2 bonus on attack rolls.

STANDARD ACTIONS

(mbasic) Invisible Strike * At Will

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

Hit: 2d8+9 damage.

(m) Unseen Strangulation * Recharge when the invisible stalker uses *Still Winds*

Requirement: The invisible stalker must have used *Still Winds* on its previous turn.

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

Hit: 2d10+8 damage and the target is grabbed (Escape DC x). Until it escapes the grab, it takes ongoing 10 damage.

(close) Forceful Gust * Recharge 6

Attack: Close blast 6 (creatures in blast); +13 vs. Reflex.

Hit: 3d6+5 damage and the target is pushed 3 squares and knocked prone.

Miss: The target is pushed 1 square.

Still Winds * At Will

Effect: The invisible stalker stills the winds that surround it. Until the end of its next turn, enemies treat it as if it were fully invisible.

Skills Stealth +15

Str 23 **Dex** 20 **Wis** 18

Con 15 **Int** 7 **Cha** 8

Alignment unaligned

Languages Primordial

Elder Stone Spike

Level 11 Elite Brute

Large elemental animate (earth)

XP 1,200

HP 288; **Bloodied** 144

Initiative +4

AC 23; **Fortitude** 26; **Reflex** 20; **Will** 22

Perception +5

Speed 5, burrow 4 (earth walk)

Saving Throws +2; **Action Points** 1

STANDARD ACTIONS

(mbasic) Spike * At Will

Attack: Melee 2 (one creature); +16 vs. AC.

Hit: 4d8+4 damage and the stone spike pushes the target up to 3 squares.

Spike Hedge * At Will

Effect: The spike stone uses *spike* four times. If at least two of these attacks hit the same target, the target also takes ongoing 10 damage (save ends).

(melee) Great Spike * Recharges 5 6 while bloodied

Attack: Melee 3 (one creature); +16 vs. AC.

Hit: 4d10+11 damage, the spike stone pushes the target up to 5 squares and the target falls prone.

(melee) Smash * Encounter

Attack: Melee 2 (one creature); +14 vs. AC.

Hit: 4d10+11 damage and the target is stunned until the end of its next turn.

Miss: Half damage.

Str 23 **Dex** 8 **Wis** 11

Con 24 **Int** 8 **Cha** 18

Alignment unaligned

Languages Primordial

Phantom Stalker

Level 12 Soldier

Medium elemental humanoid (fire)

XP 700

There is some debate as to whether phantom stalkers are summoned or created. Their first appearance, long ago, was the result of an attempt by a mad pyromancer to conjure a fiery variant of the invisible stalker. Since then, they have been encountered periodically in the service of one ritualist or another, but there are no accounts of them on the Elemental Chaos.

HP 118; **Bloodied** 59

Initiative +12

AC 28; **Fortitude** 24; **Reflex** 24; **Will** 24

Perception +7

Speed 6, fly 8

Resist 20 fire; **Vulnerable** 10 cold

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 2d4+5 damage, and the phantom stalker marks the target (save ends).

Double Claw * At Will

Effect: The phantom stalker uses *claw* twice.

(melee) Flaming Claw * Encounter

Attack: Melee 1 (one creature); +15 vs. Reflex.

Hit: 5d6+8 fire damage, plus ongoing 10 fire damage (save ends).

TRIGGERED ACTIONS

Flame of Challenge (fire) * At Will

Trigger: A creature marked by the phantom stalker and within 4 squares of it makes an attack that does not include it as a target.

Effect (Free Action): The triggering creature takes 5 fire damage.

Skills skill modifier

Str 23 **Dex** 19 **Wis** 13

Con 14 **Int** 5 **Cha** 19

Alignment unaligned

Languages Primordial

Cinder Swarm

Level 13 Skirmisher

Large elemental animate (swarm)

XP 800

A cinder swarm is a swarm of ember-sized fire elementals that work together as a single entity. Such a swarm is very dangerous in any area where the terrain might catch fire.

HP 131; **Bloodied** 65

Initiative +8

AC 27; **Fortitude** 24; **Reflex** 27; **Will** 24

Perception +14

Speed fly 6 (hover); maximum altitude 1 square

Resist 20 fire, half damage from melee or ranged attacks; **Vulnerable** 10 cold, 10 against close or area attacks

TRAITS

Burning Cinders (fire) * Aura 1

Any creature that enters or ends its turn in the aura takes 10 fire damage. At the end of the cinder swarm's turn, any unattended inflammable objects such as paper, dry wood or cloth that are in the aura catch fire.

Swarm

The cinder swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Burn (fire) * At Will

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

Hit: 1d12+4 fire damage, plus ongoing 10 fire damage (save ends).

(melee) Shroud of Cinders (fire) * At Will

Effect: The cinder swarm shifts 4 squares. It can pass through or end its turn in spaces occupied by other creatures. It makes the following attack against each creature whose space it enters.

Attack: Melee 0 (each creature whose space the swarm enters); +14 vs. Reflex.

Hit: 1d10+10 fire damage, and the target is slowed until the end of its turn turn.

MOVE ACTIONS

Burst of Cinders (teleportation) * Encounter

Effect: The cinder swarm teleports 5 squares.

Str 4 **Dex** 23 **Wis** 15

Con 19 **Int** 4 **Cha** 9

Alignment unaligned

Languages Primordial

Wavefire

Level 13 Skirmisher

Large elemental animate (fire, water)

XP 800

A wavefire is a type of elemental composed of scalding-hot water. Essentially a living, near-boiling wave, the wavefire is an exotic, rare and ancient form of elemental, and some individual wavefires claim to be so ancient that they remember not just a precursor arrangement of the Elemental Chaos when it was divided into individual planes of fire, water, magma, ash, etc, but *another* previous arrangement that predated even those planes. The veracity of these claims is unknown, but sages claim that the Elemental Chaos had indeed gone through periods of greater order than the present.

HP 126; **Bloodied** 63
AC 27; **Fortitude** 23; **Reflex** 28; **Will** 24
Speed 6, swim 12
Resist 15 fire; **Vulnerable** 15 cold

Initiative +14
Perception +10
Tremorsense 4 in water

STANDARD ACTIONS

(mbasic) Scalding Touch (fire) * At Will

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

Hit: 3d8+8 fire damage, and any open flames the target is carrying are extinguished.

Boiling Charge (fire) * At Will

Effect: The wavefire charges and makes the following attack in place of a basic attack. It does not provoke opportunity attacks for its movement.

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

Hit: 3d8+8 fire damage, and the target is dazed until the end of its next turn.

Miss: 10 fire damage.

TRIGGERED ACTIONS

(close) Scalding Splashback (fire) * Recharge 5 6

Trigger: The wavefire is hit by an attack that targets AC.

Attack (Immediate Reaction): Close blast 2 (each creature in blast); +14 vs. Reflex.

Hit: 1d10+5 fire damage, and the target is blinded until the end of its next turn.

Str 18 **Dex** 23 **Wis** 19
Con 14 **Int** 8 **Cha** 15

Alignment unaligned

Languages Primordial

Living Tremor

Level 15 Controller

Medium elemental animate (earth)

XP 1,200

A living tremor is an elemental creature that looks like a shivering mass of gravel that vibrates to move itself along. Living tremors are very chaotic and whimsical and don't seem to recognize worldly creatures as being alive.

HP 145; **Bloodied** 72
AC 29; **Fortitude** 29; **Reflex** 25; **Will** 27
Speed 5 (earth walk)

Initiative +12
Perception +11
Tremorsense 6

TRAITS

Temblors * Aura 3

Any creature without the earth walk ability that takes a move action within the aura must make an Acrobatics check, DC 15, or fall prone in the first square that it enters, ending its move action.

STANDARD ACTIONS

(close) Gravel Spray * At Will

Attack: Close blast 2 (each creature in the blast); +18 vs. Reflex.

Hit: 2d10+7 damage.

MOVE ACTIONS

Vibrating Movement * Recharge 5 6

Effect: The living tremor moves up to 5 squares and makes the following attack against each creature to which it is adjacent during this movement.

Attack: +17 vs. Reflex.

Hit: The target falls prone and the living tremor slides it up to 3 squares.

Miss: The living tremor slides the target 1 square.

TRIGGERED ACTIONS

(melee) Slide Away * Recharge 5 6

Trigger: An enemy enters a square adjacent to the living tremor.

Attack (Immediate Reaction): Melee 1 (the triggering enemy); +18 vs. Reflex.

Hit: The living tremor slides the target up to 3 squares.

Skills skill modifier

Str 24 **Dex** 20 **Wis** 18

Con 17 **Int** 3 **Cha** 16

Alignment unaligned

Languages Primordial

Caller from Below

Level 18 Solo Lurker

Large elemental animate (water)

XP 10,000

In the deep, black places of the ocean, strange things come to rest- corpses, cast-off magic, even light itself is pulled down and consumed. It is no wonder that sometimes a malevolence grows in such places, taking on an elemental form of black water that leaves the deep shadows of its home and moves out in search of prey.

These terrible elementals are also known as callers from the deeps and vampire currents.

HP 560; **Bloodied** 280

Initiative +18

AC 32; **Fortitude** 32; **Reflex** 29; **Will** 31

Perception +12

Speed 4, swim 8

Darkvision

Saving Throws +5; **Action Points** 2

TRAITS

Cunning of the Depths

If the caller from below is invisible at the start of its turn, its melee attacks deal an extra 2d10 damage until the end of its turn, or an extra 3d10 if it is bloodied.

Troubles Wash Away

If the caller from below starts its turn in the water, it may end any one condition or effect on it.

STANDARD ACTIONS

(mbasic) Grasp of the Dark Waters * At Will

Attack: Melee 2 (one creature); +23 vs. AC.

Hit: 3d10+10 damage and the caller from below grabs the target.

Special: While the caller from below has a creature grabbed, it can attack with this power, but not grab a second creature without releasing the first.

(melee) Pull Below * At Will

Requirement: Both the caller from below and the target must be in the water.

Attack: Melee 2 (one grabbed creature); +21 vs. Fortitude.

Hit: 3d10+10 damage, and the caller from below shifts up to 8 squares straight down, then pulls the target to a space adjacent to it.

Miss: The grab ends, and the caller from below shifts up to 8 squares straight down.

(close) Rough Seas * Recharges when first bloodied

Requirement: The caller from below must be in the water.

Attack: Close burst 2 (each creature in the burst); +19 vs. Reflex.

Hit: 4d10+7 damage, and the caller from below slides the target up to 4 squares.

Miss: Half damage, and the caller from below slides the target 1 square.

MOVE ACTIONS

Escape Below * Recharge 5 6 (while bloodied, 3 4 5 6)

Requirement: The caller from below must be in water at least 3 squares deep.

Effect: The caller from below shifts straight down up to 8 squares and becomes invisible until it leaves the water or takes a standard action or until the end of the encounter.

MINOR ACTIONS

(melee) Enervating Grip (cold, necrotic) * At Will 1/round

Attack: Melee 2 (one creature grabbed by the caller from below); +21 vs. Fortitude.

Hit: 4d8+8 cold and necrotic damage and the target is weakened (save ends).

(close) Siren's Call (charm, psychic) * At Will 1/round

Attack: Close burst 20 (each living natural creature in the burst); +19 vs. Will.

Hit: 3d6+9 psychic damage, and the target shifts its speed towards the caller from below by the safest, most direct possible route.

TRIGGERED ACTIONS

Slyness of the Waters * At Will

Trigger: An enemy within 2 squares of the caller from below shifts.

Effect (Free Action): The caller from below makes an opportunity attack against the triggering enemy.

Skills Stealth +19

Str 26 **Dex** 20 **Wis** 16

Con 26 **Int** 15 **Cha** 23

Alignment unaligned

Languages Primordial

Ruin Elemental

Level 22 Brute

Large elemental animate

XP 4,150

HP 257; **Bloodied** 128

Initiative +11

AC 34; **Fortitude** 35; **Reflex** 33; **Will** 34

Perception +x

Speed 6

TRAITS

Ruin Walk

The ruin elemental ignores difficult terrain composed of rubble.

STANDARD ACTIONS

(mbasic) Ruin Slam * At Will

Attack: Melee 2 (one creature); +27 vs. AC.

Hit: 4d6+24 damage.

(ranged) Hurl Rubble * At Will

Requirement: The ruin elemental may not be bloodied.

Attack: Ranged 20 (one creature); +25 vs. AC.

Hit: 4d8+12 damage.

Effect: The ruin elemental takes 10 points of damage.

(close) Shockwave * Recharge 5 6

Attack: Close blast 4 (each creature in blast); +23 vs. Reflex.

Hit: 3d10+14 damage and the target falls prone. On a critical hit, the target is also stunned (save ends).

TRIGGERED ACTIONS

(close) Falling Debris * Encounter

Trigger: The ruin elemental becomes bloodied.

Attack (Free Action): Close burst 1 (each creature in burst); +23 vs. Reflex.

Hit: 3d6+10 damage and the target chooses: either the target is stunned until the end of its next turn or it is knocked prone and cannot stand (save ends).

Str 21 **Dex** 11 **Wis** 21

Con 27 **Int** 9 **Cha** 14

Alignment unaligned

Languages Primordial

Elemental Tempest

Level 25 Artillery

Gargantuan elemental animate (air)

XP 7,000

An elemental tempest is a rolling stormcloud dancing with electricity. Constant silver paths of lightning flow within it and the sound of thunder accompanies it everywhere.

HP 180; **Bloodied** 90

Initiative +21

AC 37; **Fortitude** 37; **Reflex** 39; **Will** 36

Perception +18

Speed fly 8 (hover)

TRAITS

Feed on the Storm

If an elemental tempest takes lightning or thunder damage, it also gains 25 temporary hit points and an action point that it must spend before the end of its next turn.

STANDARD ACTIONS

(mbasic) Shocking Cloud (lightning) * At Will

Attack: Melee 2 (one creature); +28 vs. Reflex.

Hit: 4d10+6 lightning damage.

(ranged) Lightning Stroke (lightning) * At Will

Attack: Range 20 (one creature); +29 vs. Reflex.

Hit: 4d6+19 lightning damage.

(area) Whirlwind (zone) * Encounter

Attack: Area burst 1 within 20 (creatures in the burst); +28 vs. Reflex.

Hit: 3d8+12 damage and the target is caught by the whirlwind (save ends). While caught by the whirlwind, it is immobilized and the elemental tempest can slide it to any other square at the start of the target's turn.

Effect: The area of the burst becomes a whirlwind in a zone that persists until all creatures escape it. A creature that ends its turn in the zone is caught by the whirlwind (save ends), as above.

MOVE ACTIONS

Scudding Clouds * Encounter

Effect: The elemental tempest becomes incorporeal and weakened until the end of its turn and flies its speed.

Str 21 Dex 29 Wis 23

Con 24 Int 8 Cha 12

Alignment unaligned

Languages Primordial

Omnimental

Level 26 Solo Artillery

Gargantuan elemental animate (air, earth, fire, water) XP 45,000

An omnimental is an immense elemental composed of a mix of all four classical elements. The omnimentals are ancient creatures, old generals who fought under the Primordials in the Dawn War and led diverse groups of elemental and archon troops.

HP 376; **Bloodied** 188 (plus see *death burst*)

Initiative +20

AC 38; **Fortitude** 38; **Reflex** 39; **Will** 38

Perception +20

Speed 6, fly 10 (hover), swim 10

Blindsight 10

Resist 15 fire, 15 lightning, 15 thunder; **Vulnerable** 10 cold (plus see *Crystallize*)

Saving Throws +5; **Action Points** 2

TRAITS

Crystallized by Cold

When the omnimental takes cold damage, it is slowed until the end of its next turn.

Multiple Spirits

If the omnimental is dazed, dominated or stunned, it loses one attack with its *elemental barrage* on its next turn, but never has less than two attacks when it uses *elemental barrage*.

Overwhelming Energies

While the omnimental is bloodied, it ignores energy resistance and immunity.

STANDARD ACTIONS

(mbasic) Crashing Stone * At Will

Attack: Melee 3 (one creature); +31 vs. AC.

Hit: 4d10+12 damage.

(mbasic) Touch of the Storm (fire, lightning, thunder) * At Will

Attack: Melee 3 (one creature); +31 vs. Reflex.

Hit: 4d10+12 fire, lightning and thunder damage.

(rbasic) Flaming Boulder (fire) * At Will

Attack: Ranged 10 (one creature); +33 vs. AC.

Hit: 4d6 damage, plus 20 fire damage and each creature adjacent to the target takes 10 fire damage.

(rbasic) Storm Bolt (lightning, thunder) * **At Will**

Attack: Ranged 20 (one creature); +31 vs. Reflex.

Hit: 5d8+8 lightning and thunder damage.

Miss: Half damage.

Elemental Barrage * **At Will**

Effect: The omnimental makes four basic attacks.

TRIGGERED ACTIONS

Death Burst * **Encounter**

Trigger: The omnimental dies.

Effect (No Action): One each air, earth, fire and water omnimental spawn appears within 3 squares of the omnimental's space. These monsters' xp values are included in the omnimental's xp value.

Str 30 **Dex** 25 **Wis** 25

Con 26 **Int** 10 **Cha** 17

Alignment unaligned

Languages Primordial

Air Omnimental Spawn

Level 26 Lurker

Medium elemental magical beast (air)

XP -

Note: An omnimental spawn encountered alone is worth approximately 5,625 xp (its hit points are half normal).

HP 89; **Bloodied** 44

Initiative +25

AC 40; **Fortitude** 37; **Reflex** 39; **Will** 38

Perception +16

Speed 0, fly 10 (hover)

Vulnerable 15 fire

TRAITS

Phantom on the Wind

The air spawn becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.

STANDARD ACTIONS

(mbasic) Slam * **At Will**

Attack: Melee 1 (one creature); +31 vs. AC.

Hit: 4d10+8 damage.

(melee) Engulfing Winds * **At Will**

Attack: Melee 2 (one creature that can't see the elemental); +29 vs. Fortitude.

Hit: The elemental slides the target up to 2 squares into the elemental's space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 30 damage. When the air spawn moves, the grabbed creature moves with it, remaining in the air spawn's space. The air spawn moves at full speed when it has a creature grabbed, and it need not spend a standard action or make an attack roll to move a grabbed creature.

Skills Stealth +26

Str 20 **Dex** 27 **Wis** 17

Con 17 **Int** 5 **Cha** 8

Alignment unaligned

Languages Primordial

Earth Omnimental Spawn

Level 26 Soldier

Medium elemental magical beast (earth)

XP -

Note: An omnimental spawn encountered alone is worth approximately 5,625 xp (its hit points are half normal).

HP 119; **Bloodied** 59

Initiative +13

AC 41; **Fortitude** 39; **Reflex** 36; **Will** 37

Perception +16

Speed 7, burrow 7

Tremorsense 5

Vulnerable thunder (see *brittle skin*)

TRAITS

Earth Glide

The earth spawn can pass through earth and rock as if it were phasing.

Brittle Skin

Whenever the earth spawn takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +31 vs. AC.

Hit: 5d8+12 damage, and the target cannot shift until the end of the earth spawn's next turn.

(melee) Flattening Stomp * Encounter

Attack: Melee 1 (one creature); +29 vs. Reflex.

Hit: 5d8+24 damage.

Effect: The target and each enemy within 2 squares of it falls prone.

Str 23 **Dex** 6 **Wis** 17

Con 23 **Int** 5 **Cha** 6

Alignment unaligned

Languages Primordial

Fire Omnimental Spawn

Level 26 Skirmisher

Medium elemental magical beast (fire) XP -

Note: An omnimental spawn encountered alone is worth approximately 5,625 xp (its hit points are half normal).

HP 113; **Bloodied** 56

Initiative +24

AC 39; **Fortitude** 37; **Reflex** 39; **Will** 38

Perception +16

Speed 12, fly 8

Resist 10 fire; **Vulnerable** cold (see *frozen in place*)

TRAITS

Frozen in Place

Whenever the fire spawn takes cold damage, it cannot shift until the end of its next turn.

STANDARD ACTIONS

(mbasic) Slam (fire) * At Will

Attack: Melee 1 (one creature); +29 vs. Reflex.

Hit: Ongoing 20 fire damage (save ends).

MINOR ACTIONS

Flickering Flame * At Will

Effect: The fire spawn shifts up to 6 squares.

TRIGGERED ACTIONS

(close) Hungry Flames (fire) * At Will

Trigger: An enemy attacks the fire spawn.

Attack (Immediate Reaction): Close burst 3 (enemies in burst); +29 vs. Reflex.

Hit: 3d6+3 fire damage.

Str 10 **Dex** 29 **Wis** 17

Con 11 **Int** 5 **Cha** 6

Alignment unaligned

Languages Primordial

Water Omnimental Spawn Level 26 Controller

Medium elemental magical beast (aquatic, water)

XP -

Note: An omnimental spawn encountered alone is worth approximately 5,625 xp (its hit points are half normal).

HP 116; **Bloodied** 58

Initiative +18

AC 40; **Fortitude** 39; **Reflex** 38; **Will** 37

Perception +16

Speed 8, swim 8

Vulnerable cold (see *sensitive to cold*)

TRAITS

Aquatic

The water spawn can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Sensitive to Cold

Whenever the water spawn takes cold damage, it gains vulnerable 10 against the next attack that hits it before the end of its next turn.

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +29 vs. Reflex.

Hit: 4d6+6 damage, and ongoing 15 damage (save ends).

(close) Surging Waves * Recharges when first bloodied

Attack: Close blast 3 (enemies in blast); +29 vs. Fortitude.

Hit: 5d6+10 damage, and the water spawn slides the target up to 5 squares.

MINOR ACTIONS

Drowning Essence * At Will 1/round

Effect: The water spawn slides each creature that has ongoing damage from its *slam* up to 4 squares.

Str 20 **Dex** 20 **Wis** 17

Con 17 **Int** 5 **Cha** 8

Alignment unaligned

Languages Primordial

Living Holocaust Level 27 Controller

Medium elemental animate (air, fire)

XP 11,000

A living holocaust is an unholy matrimony of flame, wind and evil. Born in the maelstroms of the Elemental Chaos bordering on the Abyss, living holocausts in the World burn through everything they can and attack almost every creature they meet. Some work with powerful evil creatures such as efreet, demons or dragons.

A living holocaust looks like a red, upright flame that constantly flickers and waves. It has no face or other recognizable features. Living holocausts that are moving or attacking appear to be small hurricanes of fire and tearing winds.

HP 251; **Bloodied** 125

Initiative +23

AC 40; **Fortitude** 40; **Reflex** 42; **Will** 37

Perception +26

Speed 0, fly 10 (hover)

Resist 20 fire; **Vulnerable** 10 cold

TRAITS

Burning Winds (fire) * Aura 6

A creature moving toward the living holocaust within the aura must spend one extra square of movement for each square it moves. A creature moving away from the living holocaust within the aura may move 1 extra square for each square it moves. A creature that ends its turn in the aura takes 10 fire damage and loses resist fire until the end of its next turn.

STANDARD ACTIONS

(mbasic) Flaming Windspike (fire) * At Will

Attack: Melee 1 (one creature); +30 vs. Reflex.

Hit: 3d6+15 fire damage, plus ongoing 15 fire damage (save ends).

(ranged) Grasp of the Burning Winds (fire) * **Recharge 3 4 5 6**

Attack: Ranged 10 (one creature); +30 vs. Reflex.

Hit: 6d8+8 fire damage and the living holocaust slides the target up to 3 squares.

(ranged) Nova Burn (fire) * **Encounter**

Attack: Ranged 20 (one creature); +30 vs. Reflex.

Hit: 6d10+12 fire damage, and the target gains vulnerable 10 fire (save ends).

Miss: Half damage, and the target takes an extra 5 points of damage the next time it takes fire damage before the end of the living holocaust's next turn.

(area) Holocaust Winds (fire) * **Recharges** when an attack with the fire keyword hits the living holocaust

Attack: Area burst 3 within 20 squares (each creature in the burst); +28 vs. Reflex.

Hit: 4d10+5 fire damage, and the living holocaust slides the target up to 2 squares.

Str 12 **Dex** 31 **Wis** 26

Con 27 **Int** 16 **Cha** 25

Alignment chaotic evil

Languages Primordial

ENTOMBED

Source: 3.5e *Frostfell*.

The entombed are the undead forms of creatures whose bodies are preserved by being encased in shells of ice- but are still able to move or kill. Though the corpse at the core of an entombed is typically that of a human or other creature of similar stature, with its shell of ice the creature is the size of an ogre. The corpse at the core of an entombed is very well preserved, though often the skin will turn bluish, and the face of the body is usually frozen in a rictus of fear or sorrow.

Lost Among the Ice: Entombed are usually encountered deep in icy wastes, high on frozen mountains, deep in glacial chasms or in other remote places that have been frozen for generations. Unlike those undead that actively plot against the living, entombed are typically lost, lonely, miserable beings that slay those that stumble upon them.

Repositories of Ancient Lore: A large percentage of entombed are ancient beings that have been frozen for centuries or longer. Some explorers and scholars have risked all to question entombed about the time when they were alive, although the reliability of their accounts is hard to determine.

Entombed Warrior

Level 14 Controller

Large shadow animate (cold, undead)

XP 1,000

HP 141; **Bloodied** 70

Initiative +9

AC 29; **Fortitude** 28; **Reflex** 22; **Will** 25

Perception +10

Speed 6, burrow 6 (ice and snow only); icewalking

Vulnerable 10 fire, 10 radiant

TRAITS

Produce Steam

When the entombed takes fire damage, it gains concealment until the beginning of its next turn.

Rebuild the Shell

When the entombed takes cold damage, it gains temporary hit points equal to the damage it suffers and gains regeneration 5 until the end of the encounter or until it takes fire damage.

STANDARD ACTIONS

(mbasic) Freezing Smash (cold) * **At Will**

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 2d8+7 damage plus 1d6 cold damage and the target is immobilized (save ends).

(melee) Immure (cold) * **Encounter**

Requirement: The target must be standing on ice, snow or frozen ground.

Attack: Melee 1 (one creature); +17 vs. Reflex.

Hit: 3d10+8 cold damage and the target sinks into the ice (save ends). While sunken into the ice, the target is restrained and takes ongoing 10 cold damage.

First Failed Save: The target is instead entombed within the ice (save ends). While entombed, the target loses resist cold, takes ongoing 20 cold damage and can take no actions except to attempt to escape with an Athletics check (DC 23) once per round. No other creatures have line of sight or line of effect to the entombed creature, but inflicting 50 points of fire damage on the square where the creature is entombed will free it. When a creature escapes or is freed, it reappears prone in the square in which it was entombed.

Str 24 **Dex** 14 **Wis** 17
Con 21 **Int** 11 **Cha** 14

Alignment evil

Languages understands Common (can't speak)

Entombed Hag

Level 14 Soldier

Large shadow animate (cold, undead)

XP 1,000

HP 141; **Bloodied** 70

Initiative +11

AC 31; **Fortitude** 27; **Reflex** 24; **Will** 26

Perception +10

Speed 6, burrow 6 (ice and snow only); icewalking

Vulnerable 10 fire, 10 radiant

TRAITS

Produce Steam

When the entombed takes fire damage, it gains concealment until the beginning of its next turn.

Rebuild the Shell

When the entombed takes cold damage, it gains temporary hit points equal to the damage it suffers and gains regeneration 5 until the end of the encounter or until it takes fire damage.

STANDARD ACTIONS

(mbasic) Freezing Smash (cold) * At Will

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 2d8+7 damage plus 1d6 cold damage and the target is immobilized (save ends).

TRIGGERED ACTIONS

(melee) Opportunistic Smash (cold) * At Will

Trigger: An immobilized creature within range makes an attack.

Attack (Immediate Reaction): Melee 2 (the triggering creature); +21 vs. AC,

Hit: 2d8+7 damage and the target gains vulnerable 5 cold until the end of the entombed hag's next turn.

Str 24 **Dex** 14 **Wis** 17
Con 21 **Int** 11 **Cha** 14

Alignment evil

Languages understands Common and Elven (can't speak)

Entombed Cryomancer

Level 21 Artillery

Large shadow animate (cold, undead)

XP 3,200

HP 159; **Bloodied** 79

Initiative +14

AC 33; **Fortitude** 35; **Reflex** 30; **Will** 31

Perception +15

Speed 6, burrow 6 (ice and snow only); icewalking

Vulnerable 10 fire, 10 radiant

TRAITS

Produce Steam

When the entombed takes fire damage, it gains concealment until the beginning of its next turn.

Rebuild the Shell

When the entombed takes cold damage, it gains temporary hit points equal to the damage it suffers and gains regeneration 5 until the end of the encounter or until it takes fire damage.

STANDARD ACTIONS

(mbasic) Freezing Smash (cold) * At Will

Attack: Melee 2 (one creature); +26 vs. AC.

Hit: 2d8+9 damage plus 2d10 cold damage and the target is immobilized (save ends).

(rbasic) Jagged Ice * At Will

Attack: Range 10 (one creature); +27 vs. AC.

Hit: 4d6+15 damage.

(close) Ice Shards * At Will

Attack: Close blast 4 (creatures in blast); +26 vs. Reflex.

Hit: 3d8+9 damage.

(area) Frost Bomb * Recharges when an enemy drops to 0 hit points

Attack: Burst 2 within 10 squares (creatures in burst); +24 vs. Reflex.

Hit: 3d10+13 cold damage. On a critical hit, the target is also immobilized (save ends).

Str 24 **Dex** 18 **Wis** 20

Con 27 **Int** 11 **Cha** 14

Alignment evil

Languages understands Common (can't speak)

EYE KILLER

Source: 1e *Fiend Folio*.

Living only in environments that are normally lightless, eye killers are strange and alien monsters that haunt deep subterranean places in the world and the Shadowfell. An eye killer's upper body resembles a bat with stunted wings, but its torso extends like a fat snake or worm. Its eyes are disproportionately large and highly reflective. The monster's body is a grey-green, lighter at the top and darker near the tail.

Hatred of Light: Eye killers find light, including both radiant and fire effects, to be loathsome in the extreme. Their eyes can gather and focus nearby light into a deadly beam; because of this, they are generally hostile to creatures from the surface. Eye killers recognize blindheims as foes and generally attempt to kill them on sight; blindheims typically try to flee eye killers unless traveling in numbers.

Eye Killer

Level 5 Artillery

Medium aberrant magical beast

XP 200

HP 51; **Bloodied** 25

Initiative +5

AC 17; **Fortitude** 17; **Reflex** 18; **Will** 19

Perception +13

Speed 5

Darkvision

STANDARD ACTIONS

(mbasic) Coils * At Will

Requirement: The eye killer may not have a creature grabbed.

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

Hit: 1d10+3 damage and make a secondary attack.

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

Hit: 1d6+3 damage and the target is grabbed (escape ends).

(m) Crush * At Will

Attack: Melee 1 (one grabbed creature); +8 vs. Fortitude.

Hit: 2d10+2 damage.

(r) Death Stare (radiant) * At Will

Requirement: The eye killer must be in bright light or a light source must be within 20 squares of it.

Attack: Ranged 10; +10 vs. Reflex.

Hit: 2d8+4 radiant damage and the target is blinded until the end of its next turn.

Str 12 Dex 16 Wis 17
Con 15 Int 2 Cha 18
Alignment unaligned

Languages -

Eye Killer Lord Level 10 Skirmisher (Leader)

Medium aberrant magical beast

XP 500

HP 103; **Bloodied** 51

Initiative +11

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

Perception +17

Speed 6

Darkvision

STANDARD ACTIONS

(mbasic) Coils * At Will

Requirement: The eye killer may not have a creature grabbed.

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 1d10+6 damage and make a secondary attack.

Secondary Attack: Melee 1 (the primary target); +13 vs. Fortitude.

Hit: 1d6+2 damage and the target is grabbed (escape ends).

Effect: The eye killer lord shifts 2 squares. If the target is grabbed, the eye killer lord pulls it to an adjacent square.

(m) Crush * At Will

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

Hit: 2d10+7 damage.

(r) Death Stare (radiant) * At Will

Requirement: The eye killer must be in bright light or a light source must be within 20 squares of it.

Attack: Ranged 10; +15 vs. Reflex.

Hit: 3d8+5 radiant damage and the target is blinded until the end of its next turn.

MOVE ACTIONS

Surprising Grace * At Will

Effect: The eye killer lord shifts 2 squares.

MINOR ACTIONS

Spotlight (radiant) * At Will 1/round

Requirement: The eye killer must be in bright light or a light source must be within 20 squares of it.

Attack: Ranged 10; +15 vs. Reflex.

Hit: Allies of the eye killer lord gain combat advantage against the target until the end of the eye killer lord's next turn.

Str 18 Dex 18 Wis 18
Con 15 Int 3 Cha 23
Alignment unaligned

Languages -

Elder Eye Killer Level 13 Artillery

Medium aberrant magical beast

XP 800

HP 99; **Bloodied** 49

Initiative +11

AC 25; **Fortitude** 24; **Reflex** 26; **Will** 24

Perception +17

Speed 6

Darkvision

STANDARD ACTIONS

(mbasic) Coils * At Will

Requirement: The eye killer may not have a creature grabbed.

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 2d8+5 damage and make a secondary attack.

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

Hit: 1d6+4 damage and the target is grabbed (escape ends).

(m) Crush * At Will

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

Hit: 2d10+10 damage.

(r) Death Stare (radiant) * At Will

Requirement: The eye killer must be in bright light or a light source must be within 20 squares of it.

Attack: Ranged 20; +18 vs. Reflex.

Hit: 3d8+8 radiant damage and the target is blinded until the end of its next turn.

(r) Killing Stare (radiant) * Encounter

Attack: Ranged 20 (one creature); +18 vs. Reflex.

Hit: 4d10+9 radiant damage and the target is stunned until the end of its next turn and blinded (save ends).

TRIGGERED ACTIONS

(c) Frantic Lashing * Encounter

Trigger: The elder eye killer becomes bloodied.

Attack: Close burst 1 (each creature in burst); +20 vs. AC.

Hit: 6d6+3 damage and the target is pushed 1 square.

Str 19 **Dex** 21 **Wis** 18

Con 15 **Int** 3 **Cha** 18

Alignment unaligned

Languages -

FLAIL SNAIL

Source: 1e *Fiend Folio*.

The flail snail is a large snail with multiple heads, each of which resembles the head of a flail. Although they have existed for thousands of years, it is clear that flail snails must have had an artificial origin. If any creature demands the “mad wizard” origin more than a flail snail, scholars have not been able to determine what it could be.

Flail Snail

Level 5 Brute

Large natural beast (blind)

XP 200

HP 76; **Bloodied** 38

Initiative +0

AC 17; **Fortitude** 19; **Reflex** 12; **Will** 16 (see also *shell shield*)

Perception +4

Speed 4

Tremorsense 10

TRAITS

Shell Shield

A flail snail has a +4 bonus to AC, Fortitude and Reflex against attacks from creatures more than 4 squares away from it.

STANDARD ACTIONS

(mbasic) Head Flail * At Will

Attack: Melee 2 (one creature); +9 vs. AC.

Hit: 1d10+5 damage.

(m) Flailing Heads * At Will

Effect: The flail snail makes up to three *head flail* attacks at different targets.

(m) Emphatic Blow * Encounter

Attack: Melee 2; +9 vs. AC.

Hit: 2d10+7 damage and the target is pushed 2 squares.

MOVE ACTIONS

Move Within the Shell * Recharge 5 6

Effect: The flail snail moves its speed and gains a +4 bonus to its defenses against attacks triggered by this move.

Skills skill modifier

Str 20 **Dex** 6 **Wis** 14

Con 16 **Int** 1 **Cha** 9

Alignment unaligned

Languages -

Scintillating Flail Snail

Large natural magical beast (blind)

HP 80; Bloodied 40

AC 21; Fortitude 21; Reflex 15; Will 19

Speed 4

Level 7 Controller

XP 300

Initiative +2

Perception +6

Tremorsense 10

TRAITS

Scintillating Shell (radiant) * **Aura 6**

When a creature starts its turn in the aura, it chooses: it is dazed until the start of its next turn, or the scintillating flail snail slides it 4 squares.

STANDARD ACTIONS

(mbasic) Head Flail * At Will

Attack: Melee 2 (one creature); +12 vs. AC.

Hit: 1d10+6 damage.

(m) Flailing Heads * At Will

Effect: The flail snail makes up to four *head flail* attacks at different targets.

(m) Overwhelming Blow * Recharge when first bloodied

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

Hit: 2d8+11 damage, and the target is knocked prone.

TRIGGERED ACTION

Withdraw into the Shell * Recharge 5 6

Trigger: The scintillating flail snail is hit by an effect targeting AC or Reflex.

Effect (Immediate Interrupt): The scintillating flail snail gets a +4 bonus to AC and Reflex against the triggering attack.

Str 20 **Dex** 9 **Wis** 16
Con 16 **Int** 7 **Cha** 13
Alignment unaligned

Languages -

FROGHEMOTH

Source: S3- Expedition to the Barrier Peaks.

Few things that fall from the stars are good for the natural world. Meteors might contain fragments of ore that can be forged into amazingly strong metals, but they might also contain doppelganger plant spores, strange radiations, mutant diseases or other hazards. Sometimes even stranger, more dangerous things crash from between the stars- star spawn, strange energy beings or even ships capable of navigating the outer dark.

Froghemoths came to the world aboard such a ship. Originally part of a menagerie of alien fauna, the crashed ship's radioactive environment encouraged the gradual mutation of what had been a species of harmless amphibian. Stronger, larger and more voracious with each generation, the frog-like creatures grew and grew until they finally escaped their shipborn prison into the wilds. Now known as froghemoths, even a single one of these beasts can threaten a huge area with its ceaseless appetite and near-mindless destructiveness, tearing down trees and devouring every living thing it comes across.

Weird Mutations: Froghemoths are far removed from whatever their original form was. A froghemoth has a large, fatty body shaped much like an upright, two-legged frog would be, but any resemblance ends there. The monster's gaping maw has row after row of razor-sharp teeth and a lolling tongue that can extend for disconcerting distances. Where a frog's forelegs would be are a quartet of strong, rubbery tentacles. Finally, atop the monster's head is a long stalk topped with three independently-facing eyes, giving the monster the ability to see in all directions. However, not all froghemoths follow this plan. About 50% of all adult froghemoths show some form of mutation, from extra or missing limbs to strange coloration. In about 9 in 10 cases, the mutations are not beneficial, but some few froghemoths are even more powerful than the standard specimen.

Marsh Dwellers: Froghemoths prefer to live in wet environments, typically swamps and marshes. A few live in shallow lakes or seas. However, a froghemoth quickly destroys the local ecology, devouring every living thing that it can find, and most move frequently in search of food.

Driven by Hunger: The ceaseless hunger that motivates froghemoths prevents most attempts at controlling them from having any success. However, some adventurers and explorers have used that hunger to manipulate a froghemoth in very crude ways, such as diverting its attention while would-be victims flee. Unfortunately, since a froghemoth can devour a horse in seconds, such ploys are usually only a very short-term solution.

Frog-Like Life Cycle: Froghemoths reproduce by laying a clutch of wet eggs, each the size a watermelon. Like those of a frog, these eggs must stay wet in order to mature. When they hatch, the immature froghemoths- called tademoths for their similarity to tadpoles- appear fish-like in structure, with four fins that gradually lengthen into tentacles. Tademoths, like their adult form, are voracious. They consume anything living that they come across, including each other, attacking as if they are starving. Only about one froghemoth in a thousand matures to adulthood.

Froghemoth	Level 17 Solo Soldier
Huge aberrant beast	XP 8,000
HP 656; Bloodied 328	Initiative +17
AC 33; Fortitude 30; Reflex 28; Will 29	Perception +15
Speed 6, swim 10	Darkvision, low-light vision
Resist 15 fire	
Saving Throws +5; Action Points 2	

TRAITS

Aquatic

The froghemoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Driven by Hunger

If the froghemoth is dazed, dominated or stunned at the start of its turn, it uses *tongue snatch* or *bite* as a free action. If it hits, the dazing, dominating or stunning condition ends.

Flinch from Fire

If the froghemoth takes fire damage, it must shift 1 square away from the controller of the fire effect as a free action if able.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +22 vs. AC.

Hit: 3d8+12 damage.

(melee) Swallow Whole * At Will

Requirement: The froghemoth must not have more than one living creature swallowed.

Attack: Melee 1 (one grabbed creature); +22 vs. AC.

Hit: 4d10+12 damage and the target is swallowed (escape DC 25). While swallowed, the target takes ongoing 25 acid damage (ongoing 30 if the froghemoth is bloodied). It has line of sight and line of effect only to the froghemoth, and no other creature has line of sight or line of effect to the target. The target suffers a -5 penalty to attack rolls while swallowed. When the target escapes or the froghemoth dies, the target reappears in a space adjacent to the froghemoth.

(melee) Tentacle Flurry * At Will

Requirement: The froghemoth must not have more than three creatures grabbed.

Attack: Melee 8 (up to four creatures); +20 vs. Reflex.

Special: For each grabbed target, the froghemoth can make one less *tentacle flurry* attack.

Hit: 5d6+8 damage and the target is grabbed (escape DC 23) and pulled 5 squares. If a target ends this pull within 2 squares of the froghemoth, the froghemoth uses *bite* as a free action against one such target.

(melee) Tenderize * At Will

Attack: Melee 8 (each grabbed creature); +20 vs. Fortitude.

Hit: 3d12+6 damage.

MINOR ACTIONS

(melee) Tongue Snatch * At Will

Requirement: The froghemoth must not have more than four creatures grabbed.

Attack: Melee 6 (one creature); +20 vs. Reflex.

Hit: 1d10+5 damage, and the froghemoth grabs the target (escape DC 23) and pulls it up to 3 squares. If the target ends this pull within 2 squares of the froghemoth, the froghemoth uses *bite* as a free action.

Inexorable Pull * At Will

Requirement: The froghemoth must have at least one creature grabbed that is more than 2 squares from it.

Attack: Melee 8 (each grabbed creature); +20 vs. Fortitude.

Hit: The froghemoth pulls the target up to 2 squares. If one or more targets end this pull within 2 squares of the froghemoth, the froghemoth uses *bite* as a free action against one such target.

TRIGGERED ACTIONS

(close) Bloodied Spew (acid) * Encounter

Trigger: The froghemoth becomes bloodied.

Attack (No Action): Close blast 4 (each creature in blast); +18 vs. Reflex.

Hit: 3d6+9 acid damage.

Effect: Each creature swallowed by the froghemoth reappears prone in an unoccupied square within the blast of the froghemoth's choice. If there are no unoccupied squares in the blast, the swallowed creature instead reappears in the nearest available unoccupied space.

Str 24 Dex 24 Wis 24

Con 20 Int 3 Cha 8

Alignment unaligned

Ravenous Tadhemoth

Level 17 Minion Brute

Small aberrant beast (aquatic)

XP Value

HP 1; a missed attack never damages a minion

Initiative +15

AC 29; **Fortitude** 29; **Reflex** 31; **Will** 28

Perception +11

Speed swim 8

Darkvision, low-light vision

TRAITS

Aquatic

The froghemoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +20 vs. AC, or +22 vs. AC against a target suffering ongoing damage.

Hit: 10 damage plus ongoing 10 damage (save ends). If the target is suffering ongoing damage, it takes an additional 7 damage.

Str 20 Dex 25 Wis 16

Con 14 Int 2 Cha 3

Alignment unaligned

FUNGUS

Source: 1e *Monster Manual* (violet fungus), 3e *Monster Manual* (phantom fungus), online *Creature Catalogue* (fungus hulk)

There are an abundance of dangerous fungi to be found in the caverns and dungeons of the world, with a great range of forms and nature. While many types of fungus can be harvested for food, poison or drugs, the ones here are as likely to eat a dwarf or goblin as the other way around.

Other noteworthy types of fungal monsters or hazards that appear elsewhere include myconids (*Monster Manual 2*, *Underdark*), phycomids (*P2: Demon Queen's Enclave*), and some traps, hazards and terrain features.

Violet Fungus

Medium natural animate (blind, plant)

HP 42; **Bloodied** 21

AC 17; **Fortitude** 17; **Reflex** 11; **Will** 15

Speed 3

Immune poison

TRAITS

Camouflage

The violet fungus resembles an inoffensive (albeit large) cave mushroom and always appears mixed in with other, similar fungi. It requires a Dungeoneering check, DC 16, or a Perception check, DC 21, to spot a violet fungus before it attacks.

STANDARD ACTIONS

(mbasic) Rotting Slam (necrotic) * **At Will**

Attack: Melee 2 (one creature); +8 vs. AC.

Hit: 1d8+5 damage. If the target cannot see the violet fungus, the target also takes ongoing 5 necrotic damage (save ends).

Blend In * **At Will**

Effect: The violet fungus shifts up to 2 squares and regains its *camouflage*.

(close) Violet Burst (poison) * **Encounter**

Attack: Close burst 3 (each creature in the burst); +4 vs. Fortitude.

Hit: The target is blinded and slowed (save ends both).

Miss: The target is blinded until the beginning of its next turn.

Str 13 **Dex** 5 **Wis** 10

Con 18 **Int** 1 **Cha** 3

Alignment unaligned

Languages -

Ascomoid

Medium natural beast (blind, plant)

HP 56; **Bloodied** 28

AC 18; **Fortitude** 16; **Reflex** 16; **Will** 16

Speed 4 (see also *gather momentum*)

Level 4 Skirmisher

XP 175

Initiative +4

Perception +2

Tremorsense 12

STANDARD ACTIONS

(melee) Rolling Attack * **At Will**

Effect: The ascomoid moves at least half of its speed and up to its speed.

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 2d8+3 damage.

(ranged) Spore Jet (poison) * **At Will**

Attack: Ranged 4 (one creature); +7 vs. Fortitude.

Hit: 1d10+7 poison damage.

MOVE ACTIONS

Gather Momentum * **At Will**

Effect: The ascomoid moves its full speed. Starting at the beginning of its next turn, the ascomoid gains a +1 bonus to speed until it does not move its full speed on its turn or until the end of the encounter. This bonus stacks up to a maximum of +6.

Str 19 **Dex** 10 **Wis** 10

Con 16 **Int** 1 **Cha** 3

Alignment unaligned

Languages -

Phantom Fungus

Medium natural animate (plant)

HP 58; Bloodied 29

AC 17; Fortitude 16; Reflex 20; Will 13

Speed 6

Level 6 Lurker

XP 250

Initiative +10

Perception +3

Blindsight 6

TRAITS

Invisibility (illusion)

The phantom fungus is invisible as long as it is alive. If it does not make a Stealth check to hide, opponents can detect what square it is in, but they suffer a -5 penalty to attacks against it.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 3d6+3 damage, or 4d6+3 if the phantom fungus is hidden from the target.

Stalk * At Will

Effect: The phantom fungus makes a Stealth check to hide, then shifts up to 3 squares to a space adjacent to an enemy. Until the start of the phantom fungus' next turn, if that enemy moves, the phantom fungus may make a Stealth check to hide and shift up to its speed to a space adjacent to that enemy as an opportunity action.

Skills Stealth + 11

Str 14 Dex 16 Wis 11

Con 16 Int 2 Cha 9

Alignment unaligned

Languages -

Phantom Fungus Stalker

Medium natural animate (plant)

HP 232; Bloodied 116

AC 17; Fortitude 16; Reflex 20; Will 13

Speed 6

Level 6 Solo Lurker

XP 1,250

Initiative +10

Perception +3

Blindsight 6

TRAITS

Invisibility (illusion)

The phantom fungus is invisible as long as it is alive. If it does not make a Stealth check to hide, opponents can detect what square it is in, but they suffer a -5 penalty to attacks against it.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 3d6+3 damage, or 4d6+3 if the phantom fungus is hidden from the target.

Quick Bite * At Will

Effect: The phantom fungus stalker uses *bite* twice.

Stalk * At Will

Effect: The phantom fungus makes a Stealth check to hide, then shifts up to 3 squares to a space adjacent to an enemy. Until the start of the phantom fungus' next turn, if that enemy moves, the phantom fungus may make a Stealth check to hide and shift up to its speed to a space adjacent to that enemy as an opportunity action.

MINOR ACTIONS

(close) Vent Spores (poison) * At Will

Attack: Close burst 1 (each creature in burst); +7 vs. Fortitude.

Hit: 2d6+2 poison damage. On a critical hit, the target is also dazed (save ends).

TRIGGERED ACTIONS

Invisible Dodge * Recharge 5 6 while bloodied

Trigger: The phantom fungus is targeted by an attack.

Effect (Immediate Interrupt): The phantom fungus shifts 1 square.

Skills Stealth + 11
Str 14 **Dex** 16 **Wis** 11
Con 16 **Int** 2 **Cha** 9
Alignment unaligned

Languages -

Ascomoid Flattener

Level 13 Skirmisher

Medium natural beast (blind, plant)

XP 600

HP 132; **Bloodied** 66

Initiative +10

AC 27; **Fortitude** 26; **Reflex** 26; **Will** 23

Perception +8

Speed 4 (see also *gather momentum*)

Tremorsense 12

TRAITS

Rolling Movement

The ascomoid flattener gains a +4 bonus to defenses against opportunity attacks provoked by movement.

STANDARD ACTIONS

(melee) Rolling Attack * At Will

Effect: The ascomoid moves at least half of its speed and up to its speed.

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 4d8+3 damage.

(melee) Flatten * At Will

Requirement: The ascomoid must have moved at least half its speed this turn.

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

Hit: 2d10+5 damage, the ascomoid pushes the target 1 square and the target falls prone.

(melee) Jetting Charge * Encounter

Effect: The ascomoid flattener charges and makes the following attack in place of a basic attack.

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 4d8+12 damage, the ascomoid pushes the target up to 4 squares and the target falls prone.

(ranged) Spore Jet (poison) * At Will

Attack: Ranged 4 (one creature); +16 vs. Fortitude.

Hit: 3d10+5 poison damage.

MOVE ACTIONS

Gather Momentum * At Will

Effect: The ascomoid moves its full speed. Starting at the beginning of its next turn, the ascomoid gains a +1 bonus to speed until it does not move its full speed on its turn or until the end of the encounter. This bonus stacks up to a maximum of +6.

TRIGGERED ACTIONS

(close) Reflexive Discharge (poison) * Encounter

Trigger: The ascomoid becomes bloodied.

Attack (Immediate Reaction): Close burst 1 (each creature in the burst); +14 vs. Fortitude.

Hit: 3d10+6 poison damage, plus ongoing 10 poison damage and the target is dazed (save ends both).

Str 23 **Dex** 15 **Wis** 15
Con 20 **Int** 1 **Cha** 3
Alignment unaligned

Languages -

Fungus Hulk

Level 14 Brute

Large natural humanoid (plant)

XP 700

A fungus hulk is a mass of fungal matter with a giant puffball where a humanoid's head would be. If a cloak or blanket is thrown over the thing's body, a fungus hulk can easily be mistaken for an ogre or similar large humanoid in poor lighting.

HP 168; **Bloodied** 84

Initiative +12

AC 25; **Fortitude** 29; **Reflex** 26; **Will** 24

Perception +10

Speed 6

Low-light vision

Resist 20 fire

STANDARD ACTIONS

(mbasic) Violet Claw (acid, poison) * **At Will**

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 4d6+10 damage and the fungus hulk makes a secondary attack against the target.

Secondary Attack: Melee 2 (the primary target); +17 vs. Fortitude.

Hit: Ongoing 10 acid and poison damage (save ends). Plants are immune to this damage.

Violet Rend * **Recharges** when first bloodied

Effect: The fungus hulk uses *violet claw* twice against the same target. If both attacks hit, the target is weakened until the end of its next turn, and the secondary attack deals ongoing 15 acid and poison damage (save ends).

TRIGGERED ACTIONS

(close) Violet End (acid, poison) * **At Will**

Trigger: The fungus hulk drops to 0 hit points.

Attack (No Action): Close burst 2 (each creature in burst); +15 vs. Fortitude.

Hit: 3d10+7 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

Miss: Half damage, plus ongoing 5 acid and poison damage (save ends).

Str 24 **Dex** 20 **Wis** 16

Con 18 **Int** 6 **Cha** 7

Alignment unaligned

Languages -

GEAR HOUND

Source: Homebrew.

A gear hound is a clockwork mechanical dog driven by steam power. Typically used as a guard or attack animal by mad wizards or powerful tinkers, gear hounds often give off puffs of steam and sometimes leave trails of water or oil behind them.

Unmotivated: Without a controller, a gear hound is quiescent. While it will defend itself if attacked, a party of adventurers could pass by a pack of uncontrolled gear hounds unmolested as long as they did not strike first. In some cases, however, clever creatures with gear hounds under their control have used this trait to lull adversaries into a false sense of security, letting them pass through a great number of gear hounds before springing the trap.

Easily Subverted: Likewise, a gear hound is easily subverted by informational entities such as Master Control that can inhabit mechanical beings. This unfortunate trait has led to more than one instance of a pack of gear hounds turning upon their master when something else gained control of them.

Gear Hound

Level 4 Soldier

Medium natural beast (construct)

XP 175

HP 57; **Bloodied** 28

Initiative +6

AC 20; **Fortitude** 18; **Reflex** 16; **Will** 14

Perception +9

Speed 8

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 1d10+7 damage and the target is grabbed (escape DC 10).

(melee) Worry * At Will

Attack: Melee 1 (one grabbed creature); +7 vs. Fortitude.

Hit: 2d8+3 damage and the target is stunned until the end of its next turn.

Miss: Half damage.

Effect: The grab ends.

TRIGGERED ACTIONS

Oily Discharge * Encounter

Trigger: The gear hound is first bloodied.

Effect (No Action): The gear hound's space becomes oily until the end of the encounter. Any creature that enters the square must make an Acrobatics check, DC 14, or fall prone.

Str 19 Dex 15 Wis 15

Con 17 Int 5 Cha 8

Alignment unaligned

Languages -

Uncontrolled Gear Hound Level 10 Minion Soldier

Medium natural beast (construct)

XP 125

HP 1; a missed attack never damages a minion

Initiative +9

AC 26; **Fortitude** 24; **Reflex** 22; **Will** 20

Perception +12

Speed 8

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 9 damage, and the target is grabbed (escape DC 13). While grabbed by the gear hound, the target grants combat advantage.

TRIGGERED ACTIONS

Oily Discharge * Encounter

Trigger: The gear hound is reduced to 0 hit points.

Effect (No Action): The gear hound's space becomes oily until the end of the encounter. Any creature that enters the square must make an Acrobatics check, DC 18, or fall prone.

Str 19 Dex 15 Wis 15

Con 17 Int 5 Cha 8

Alignment unaligned

Languages -

GOATFOLK (IBIXIAN)

Source: 3e *Monster Manual III*.

Goatfolk, also called ibixians, are humanoids with goat-like heads who are the descendants of billymen mixed with a variety of natural humanoids. Though not all ibixians are devoted to Bleak, most serve him as agents of evil and darkness.

A Sign of Things to Come: While they are not common, the presence of a tribe of goatfolk in an area is a sure sign that Bleak's agents are taking an active hand in the area. Many communities have standing rewards for the horns of an ibixian; they are well-known for stealing women and children for food, sacrifice and even fouler purposes.

Less is More: While goatfolk congregate, sometimes in great numbers, they are notorious for bullying and turning on each other. Only a leader of great personal power, be he ibixian, billyman or other, can maintain a large tribe of goatfolk for any length of time. Without such a leader, a small group of goatfolk is typically far more effective than a larger one.

Goatfolk Executioner

Level 2 Soldier

Medium natural humanoid

XP 125

HP 41; **Bloodied** 20

Initiative +3

AC 18; **Fortitude** 15; **Reflex** 14; **Will** 14

Perception +3

Speed 6

STANDARD ACTIONS

(mbasic) Greataxe (weapon) * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d12+3 damage (1d12+15 on a critical hit).

MINOR ACTIONS

(close) Chortling Taunt * At Will 1/round

Effect: Close burst 4 (one enemy in burst); the goatfolk executioner marks the target until the end of the goatman's next turn.

TRIGGERED ACTIONS

Bleak's Curse (necrotic) * At Will

Trigger: A creature marked by the goatfolk executioner makes an attack that does not include it as a target.

Effect (Opportunity Action): The triggering creature takes 10 necrotic damage.

Str 17 **Dex** 11 **Wis** 14

Con 17 **Int** 14 **Cha** 15

Alignment chaotic evil

Languages Common, Ibixian

Equipment chain mail, greataxe

Goatfolk Pursuer

Level 2 Skirmisher

Medium natural humanoid

XP 125

HP 38; **Bloodied** 19

Initiative +6

AC 16; **Fortitude** 14; **Reflex** 16; **Will** 13

Perception +3

Speed 6

STANDARD ACTIONS

(mbasic) Spiked Chain (weapon) * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 2d4+5 damage.

(melee) Tripping Chain (weapon) * Recharge 4 5 6

Requirement: The goatfolk must be wielding its spiked chain.

Attack: Melee 1 (one creature); +5 vs. Reflex.

Hit: 2d4+5 damage and the target falls prone.

TRIGGERED ACTIONS

Pursue * At Will

Trigger: An adjacent enemy takes a move action that ends with it not adjacent to the goatfolk pursuer.

Effect (Immediate Reaction): The goatfolk pursuer moves its speed to a space adjacent to the triggering enemy. It gains a +4 bonus against opportunity attacks triggered by this movement.

Str 14 **Dex** 17 **Wis** 14

Con 14 **Int** 14 **Cha** 15

Alignment chaotic evil

Languages Common, Ibixian

Equipment chain mail, spiked chain

Goatfolk Raider

Medium natural humanoid

Level 3 Minion Brute

XP 38

HP 1; a missed attack never damages a minion

Initiative +1

AC 15; **Fortitude** 15; **Reflex** 15; **Will** 15

Perception +3

Speed 6

TRAITS

Every Goat for Himself

When the goatfolk raider has no adjacent allies, it scores a critical hit on a 19-20.

STANDARD ACTIONS

(mbasic) Greataxe (weapon) * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 7 damage (11 on a critical hit).

Str 18 **Dex** 11 **Wis** 14

Con 18 **Int** 14 **Cha** 13

Alignment chaotic evil

Languages Common, Ibixian

Equipment chain mail, greataxe

Goatfolk Acolyte of Bleak

Medium natural humanoid

Level 3 Elite Artillery

XP 300

HP 74; **Bloodied** 37

Initiative +1

AC 16; **Fortitude** 14; **Reflex** 13; **Will** 17

Perception +5

Speed 6

Saving Throws +2; **Action Points** 1

STANDARD ACTIONS

(mbasic) Flail (weapon) * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d8+6 damage.

(ranged) Black Bolt (cold, necrotic) * At Will

Attack: Range 20 (one or two creature); +8 vs. Reflex.

Hit: 1d10+4 cold and necrotic damage.

Effect: The acolyte makes a saving throw.

(area) Abase Yourselves Before Bleak (cold, necrotic) * Encounter

Attack: Area burst 1 within 10 (creatures in burst); +6 vs. Fortitude.

Hit: 2d6+5 cold and necrotic damage, and if the target does not end its turn prone it takes 5 cold and necrotic damage (save ends). This effect also ends if the target ends its turn prone.

MINOR ACTIONS

Bleak's Vision * Encounter

Effect: The acolyte gains darksight until the end of its next turn. Its allies gain darksight while they are within 3 squares of the acolyte.

Sustain Minor: The effect persists.

Skills Religion +8

Str 15 **Dex** 11 **Wis** 18

Con 13 **Int** 15 **Cha** 15

Alignment chaotic evil

Languages Common, Ibixian

Equipment chain mail, flail, holy symbol of Bleak

Goatfolk Champion

Medium natural humanoid

HP 156; **Bloodied** 78

AC 32; **Fortitude** 30; **Reflex** 28; **Will** 27

Speed 6

Level 16 Soldier

XP 1,400

Initiative +15

Perception +10

STANDARD ACTIONS

(mbasic) Greataxe (weapon) * At Will

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 3d8+11 damage (2d8+35 on a critical hit).

(rbasic) Longbow (weapon) * At Will

Attack: Range 20/40 (one creature); +20 vs. AC.

Hit: 3d10+5 damage.

(melee) Sweeping Blow * At Will

Requirement: The goatfolk champion must be wielding a greataxe.

Attack: Melee 1 (two creatures adjacent to each other); +21 vs. AC.

Hit: 3d8+7 damage (2d8+32 on a critical hit).

(melee) Punishing Strike * Recharge 6 or 5 6 while bloodied

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 4d12+4 damage and the target is knocked prone.

MINOR ACTIONS

(close) Chortling Taunt * At Will 1/round

Effect: Close burst 6 (one enemy in burst); the goatfolk champion marks the target until the end of the goatman's next turn.

TRIGGERED ACTIONS

Bleak's Curse (necrotic) * At Will

Trigger: A creature marked by the goatfolk champion makes an attack that does not include it as a target.

Effect (Opportunity Action): The triggering creature takes 20 necrotic damage.

Str 25 **Dex** 21 **Wis** 14

Con 20 **Int** 14 **Cha** 19

Alignment chaotic evil

Languages Common, Ibixian

Equipment scale mail, greataxe, longbow, 20 arrows

Goatfolk Half-Fiend

Large natural humanoid (demon)

HP 107; **Bloodied** 214

AC 30; **Fortitude** 32; **Reflex** 29; **Will** 30

Speed 8

Saving Throws +2; **Action Points** 1

Level 18 Elite Brute

XP 4,000

Initiative +14

Perception +14

Darkvision

TRAITS

Stink of the Abyss * Aura 5

Creatures in the aura lose immunity and resistance to poison. While it is bloodied, creatures in the aura also gain vulnerable 10 poison.

STANDARD ACTIONS

(mbasic) Savage Butt * At Will

Attack: Melee 2 (one creature); +23 vs. AC.

Hit: 5d8+11 damage, and the goatfolk half-fiend pushes the target 1 square.

Special: If the goatfolk half-fiend hits with this attack as part of a charge, it instead pushes the target 3 squares and knocks it prone.

(melee) Poisonous Claws (poison) * At Will

Attack: Melee 2 (one or two creatures); +23 vs. AC. If the goatfolk half-fiend targets only one creature, it may make the attack twice.

Hit: 3d10+10 damage plus ongoing 15 poison damage (save ends).

Str 25 **Dex** 21 **Wis** 20
Con 24 **Int** 13 **Cha** 18

Alignment chaotic evil

Languages Abyssal, Common, Ibixian

GREY BROTHERHOOD

The Grey Brothers are the dominant assassins of Cydra. Woe to those who charge for the service of murder and are not in the Brotherhood, for they have called the most deadly attention of the Grey Brothers to themselves.

Obeys and Rise: The Grey Brotherhood includes people of all walks of life, from the poorest to the richest. Although it is not open to just anyone, entry is not too hard to get if one is willing to devote himself to the organization and faithfully follow the orders of its higher members. Simply being competent and obedient will allow one to advance in the organization, at least until they begin to reach the higher echelons.

Drug-Induced Brainwashing: In many areas, one of the primary techniques the Grey Brotherhood uses to enforce its mastery over its members is to brainwash them using a heavy regimen of narcotics. In this way, they can sometimes even abduct and gain control over unwilling victims who become accomplished assassins.

Grey Brother Spy

Level 4 Lurker Minion

Medium natural humanoid, human

XP 44

HP 1; a missed attack never damages a minion

Initiative +10

AC 18; **Fortitude** 16; **Reflex** 18; **Will** 16

Perception +3

Speed 6

STANDARD ACTIONS

(mbasic) Dagger (weapon) * **At Will**

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 6 damage.

(melee) Sneak Attack (weapon) * **At Will**

Requirement: The Grey Brother spy must have combat advantage against the target.

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 8 damage.

TRIGGERED ACTIONS

Distraction * **At Will**

Effect: Until it attacks or the end of its next turn, the Grey Brother spy can make a Stealth check to hide if it has concealment or cover instead of needing improved cover or greater concealment.

Skills Stealth +11

Str 14 **Dex** 18 **Wis** 13

Con 10 **Int** 13 **Cha** 8

Alignment evil

Languages Common

Equipment leather armor, dagger

Grey Brother Assassin

Level 4 Soldier

Medium natural humanoid, human

XP 175

HP 50; **Bloodied** 25

Initiative +8

AC 20; **Fortitude** 16; **Reflex** 17; **Will** 16

Perception +3

Speed 6

STANDARD ACTIONS

(mbasic or rbasic) Dagger (poison, weapon) * **At Will**

Attack: Melee 1 or ranged 5 (one creature); +9 vs. AC.

Hit: 2d4+5 damage plus ongoing 5 poison damage (save ends).

MINOR ACTIONS

(melee) Chain Grab (weapon) * **At Will**

Requirement: The Grey Brother assassin may not have a target grabbed.

Attack: Melee 2 (one creature); +9 vs. Reflex.

Hit: The target is grabbed (escape DC 10).

TRIGGERED ACTIONS

(melee) Opportunistic Slash (weapon) * **At Will**

Trigger: A creature escapes the Grey Brother's grab.

Effect (Immediate Reaction): The Grey Brother shifts 2 squares to a space adjacent to the triggering creature.

Attack: Melee 1 (the triggering creature); +9 vs. AC.

Hit: 1d4+2 damage, and if the target is taking ongoing poison damage, that damage increases by 1.

Skills Stealth +11

Str 14 **Dex** 18 **Wis** 13

Con 10 **Int** 13 **Cha** 8

Alignment evil

Languages Common

Equipment leather armor, dagger, chain

Grey Brother Shuriken Hurler Level 5 Artillery

Small natural humanoid, halfling

XP 200

HP 47; **Bloodied** 23

Initiative +6

AC 17; **Fortitude** 16; **Reflex** 19; **Will** 16

Perception +1

Speed 5

STANDARD ACTIONS

(mbasic) Short Sword (weapon) * **At Will**

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

Hit: 2d6+1 damage.

(ranged) Long Shot (weapon) * **At Will**

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

Hit: 1d6+3 damage.

MOVE ACTIONS

Dart Away * **Recharge** when the Grey Brother hits twice with *shuriken* in the same round

Effect: The Grey Brother shifts up to 5 squares.

MINOR ACTIONS

(rbasic) Shuriken (weapon) * **At Will**

Attack: Ranged 5 (one creature); +12 vs. AC.

Hit: 1d6+1 damage.

TRIGGERED ACTIONS

Second Chance * **Encounter**

Trigger: An attack hits the Grey Brother sniper.

Effect (Immediate Interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.

Skills Stealth +13

Str 7 **Dex** 18 **Wis** 8

Con 11 **Int** 10 **Cha** 14

Alignment evil

Languages Common

Equipment leather armor, short sword, 12 shuriken

Grey Brother Uncle

Medium fey humanoid, eladrin

Level 10 Lurker

XP 500

HP 79; Bloodied 39

AC 24; Fortitude 21; Reflex 25; Will 21

Speed 7

Initiative +14

Perception +13

Darkvision

STANDARD ACTIONS

(mbasic) Longsword (weapon) * **At Will**

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 1d8+5 damage.

(mbasic) Shortsword (weapon) * **At Will**

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 1d6+5 damage.

Two Fangs * **At Will**

Effect: The Grey Brother uncle makes uses *longsword* and *shortsword* against the same target. If it has combat advantage, each hit deals 1d8 extra damage. If both attacks hit, the target also takes ongoing 5 damage (save ends).

Shadow Step (teleportation) * **At Will**

Requirement: The Grey Brother uncle must be adjacent to a creature.

Effect: The Grey Brother uncle turns invisible until it attacks or the end of its next turn, teleports up to 6 squares to a space adjacent to a creature and makes a Stealth check to hide.

MINOR ACTIONS

(melee) Feint * **Recharges** when the Grey Brother uses *shadow step*

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

Hit: The Grey Brother gains combat advantage against the target until the end of the target's next turn.

Skills Bluff +10, Stealth +18

Str 17 **Dex** 21 **Wis** 17

Con 13 **Int** 15 **Cha** 10

Alignment evil

Languages Common, Elven

Equipment leather armor, longsword, shortsword

Grey Brother Hangman

Medium natural humanoid, human

Level 10 Controller

XP 500

HP 79; Bloodied 39

AC 24; Fortitude 21; Reflex 23; Will 21

Speed 6

Initiative +10

Perception +8

TRAITS

Battlefield Control * **Aura** 1

If an immobilized creature starts its turn in the aura, the Grey Brother hangman may slide the immobilized creature up to 3 squares to a space within 3 squares of the Grey Brother as a free action.

STANDARD ACTIONS

(mbasic) Longsword (weapon) * **At Will**

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+9 damage. An immobilized target also falls prone.

(melee) Noose of Shadow * **At Will**

Attack: Melee 3 (one creature); +13 vs. Reflex.

Hit: 3d6+8 damage, and the target is immobilized (save ends).

(melee) Hang from the Shadow Scaffold * **Recharge 6**

Attack: Melee 3 (one immobilized creature); +13 vs. Fortitude.

Hit: 4d10+5 damage and the target is suspended 2 squares above the ground until the end of the Grey Brother's next turn. The target may also end this condition by spending a move action to make an Acrobatics check, DC 18, or by spending

a standard action to make an Athletics check, DC 13. While suspended, the target grants combat advantage and is immobilized. If it can fly, it gains a +5 bonus to its Acrobatics check to end this condition.

Sustain Minor: The target remains suspended 2 squares above the ground.

Miss: Half damage.

Skills Bluff +10, Stealth +18

Str 17 **Dex** 21 **Wis** 17

Con 13 **Int** 15 **Cha** 10

Alignment evil

Languages Common

Equipment leather armor, longsword

Grey Brother Shrouding Stalker Level 15 Lurker

Medium shadow humanoid, shadar-kai XP 1,200

HP 111; **Bloodied** 55

Initiative +17

AC 29; **Fortitude** 26; **Reflex** 29; **Will** 27

Perception +15

Speed 6

Darkvision

Resist 10 cold, 10 necrotic

TRAITS

Shadow Stalker

The Grey Brother shrouding stalker can make a Stealth check to hide when it has concealment (rather than needing improved concealment).

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 3d8+10 damage, or 5d8+12 damage if the target is shrouded.

(close) Shadow Shroud * At Will

Effect: Close burst 5 (one or two creatures in burst); each target is shrouded until the end of the Grey Brother shrouding stalker's next turn.

TRIGGERED ACTIONS

Shadow Escape (teleportation) * Encounter

Requirement: The Grey Brother shrouding stalker must be adjacent to a creature, object or wall.

Trigger: An attack hits the Grey Brother shrouding stalker.

Effect (Immediate Interrupt): The Grey Brother shrouding stalker teleports up to 5 squares to a space adjacent to a creature, object or wall.

Skills Stealth +18

Str 17 **Dex** 23 **Wis** 19

Con 15 **Int** 17 **Cha** 11

Alignment evil

Languages Common

Equipment leather armor, longsword

Strike Team Grey Brother Level 16 Minion Soldier

Medium natural humanoid, human XP Value

HP 1; a missed attack never damages a minion

Initiative +16

AC 32; **Fortitude** 28; **Reflex** 29; **Will** 28

Perception +12

Speed 6

TRAITS

Expert Teamwork

While the strike team Grey Brother is adjacent to one or more allies, the Grey Brother gains a +1 bonus to attacks and defenses.

STANDARD ACTIONS

(mbasic) Shortsword (weapon) * At Will

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 12 damage. If the target has at least one of the strike team Grey Brother's allies adjacent to it, the target is also immobilized until the end of its next turn.

(melee) Assassination (weapon) * At Will

Requirement: The target must have 3 or more of the strike team Grey Brother's allies adjacent to it.

Attack: Melee 1 (one creature); +19 vs. Fortitude.

Hit: 12 damage. If this reduces the target to 10 hit points or less, the target falls to 0 hit points.

Skills Stealth +19

Str 17 **Dex** 23 **Wis** 19

Con 15 **Int** 17 **Cha** 11

Alignment evil

Languages Common

Equipment leather armor, shortsword

Mabeen, Grandmother of Assassins Level 22 Solo Lurker

Medium natural humanoid, human

XP 20,750

The Grandmother (or Grandfather) of Assassins is the leader of the Grey Brotherhood. The current holder of the office is Mabeen, a woman from the far-off land of Belurnus.

Advancement in the Grey Brotherhood comes through merit and obedience at the lower echelons, but as an assassin rises to the levels where he or she starts to be responsible for the organization's operations in an area, there are only so many positions to be filled. Advancement becomes a matter of patiently waiting for an opening- or creating one.

Mabeen herself came into power in the Grey Brotherhood by selectively subverting one of the previous Grandfather's guards, then attacking while he was weakened by poison. From the tomes of shadow in the his collection, Mabeen has learned to shift harm to her shadow and has become a highly dangerous foe.

HP 620; **Bloodied** 310

Initiative +23

AC 36; **Fortitude** 33; **Reflex** 36; **Will** 34

Perception +21

Speed 7

Blindsight 10

Saving Throws +5; **Action Points** 2

TRAITS

Invisible Killer

When Mabeen hits an enemy that cannot see her with an attack, she deals an extra 4d6 damage and scores a critical hit on a 19-20. If she scores a critical hit on a foe that cannot see her, she gains a bonus of +2d8 to critical severity.

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +27 vs. AC.

Hit: 4d8+12 damage.

(rbasic) Shuriken (weapon) * At Will

Attack: Ranged 10 (one creature); +27 vs. AC.

Hit: 4d6+14 damage.

Dashing Attack * At Will

Effect: Mabeen makes up to three basic attacks, shifting up to 3 squares between each attack.

Stalk from the Shadows (teleportation) * At Will

Effect: Mabeen becomes invisible until the end of her next turn and teleports up to 20 squares to a space in dim light or darkness.

MINOR ACTIONS

Desperate Measures * At Will

Requirement: Mabeen must be bloodied.

Effect: Mabeen makes a basic attack.

(close) Blot of Shadow (zone) * At Will

Effect: Close burst 5 (one or two squares in the burst); each target square becomes a zone of dim light until the end of Mabeen's next turn. This dim light overrides existing lighting conditions.

(close) Black Burst (cold, zone) * **Recharges** when first bloodied

Attack: Close burst 2 (creatures in burst); +23 vs. Fortitude.

Hit: 3d6+6 cold damage.

Effect: Mabeen creates a zone of freezing darkness that lasts until the start of her next turn. Creatures in the zone other than Mabeen do not have line of sight to any creature or object, nor does any creature other than Mabeen have line of sight to them. Any creature other than Mabeen that ends its turn in the zone takes 15 points of cold damage.

TRIGGERED ACTIONS

The Shadow Feels the Harm * **At Will**

Trigger: Mabeen starts her turn suffering from an effect or condition imposed by an enemy.

Effect (No Action): Mabeen ends one effect or condition affecting her.

Slip Away (teleportation) * **At Will**

Trigger: An effect imposes a condition or effect on Mabeen.

Effect (Immediate Interrupt): The triggering condition does not affect Mabeen, and Mabeen teleports up to 3 squares.

Skills Bluff +22, Intimidate +22, Stealth +27

Str 20 **Dex** 27 **Wis** 23

Con 17 **Int** 23 **Cha** 22

Alignment evil

Languages Common, Abyssal, Bell, Dwarven, Draconic, Elven

Equipment leather armor, longsword, 15 shuriken

HOWLING ABOMINATION

Source: *Creature Catalogue 2* (a 3rd party OGL product for 3e).

A howling abomination is a fearsome, unstable creature composed of great howling mouths and flailing tendrils. Though a howling abomination bears some superficial resemblance to a gibbering beast, it is of a completely separate, though equally alien, line.

Inscrutable: Although howling abominations are intelligent, they do not communicate. They can be summoned by rituals, but not controlled; once unleashed, they act on their own impulses, which usually seem to be to destroy but sometimes result in howling abominations remaining in a place as if to guard it or seeking out a strange item such as a wooden bowl.

Howling Abomination

Large aberrant magical beast

Level 11 Skirmisher

XP Value 600

HP 112; **Bloodied** 56

Initiative +11

AC 25; **Fortitude** 25; **Reflex** 23; **Will** 22

Perception +8

Speed fly 6 (hover), teleport 6

Blindsight 10

TRAITS

Frightful Howl (fear) * **Aura** 6

Enemies in the aura suffer a -2 penalty to attack rolls. Creatures that are immune to thunder are immune to this effect.

Multiple frightful howls do not stack.

STANDARD ACTIONS

(mbasic) Focused Bite * **At Will**

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

Hit: 3d6+9 damage.

(m) Mass of Bites * **At Will**

Attack: Melee 1 (one, two or three creatures); +16 vs. AC.

Hit: 3d6+4 damage.

(m) Teleporting Attack (teleportation) * **Recharge 4 5 6**

Effect: The howling abomination teleports up to 6 squares and makes a *mass of bites* attack.

TRIGGERED ACTIONS

(close) Death Warp (teleportation) * **Encounter**

Trigger: The howling abomination drops to 0 hit points.

Attack (Free Action): Close burst 4 (creatures in burst); +14 vs. Will; 2d12+8 damage and the target is teleported 1d6 squares in a random direction.

Miss: The target teleports 1d3 squares in a random direction.

Str 23 **Dex** 18 **Wis** 17

Con 16 **Int** 9 **Cha** 14

Alignment chaotic evil

Languages -

Howling Abomination Shifter Level 15 Controller

Large aberrant magical beast

XP Value 1,200

HP 144; **Bloodied** 72

Initiative +12

AC 28; **Fortitude** 26; **Reflex** 25; **Will** 29

Perception +15

Speed fly 6 (hover), teleport 6

Blindsight 14

TRAITS

Frightful Howl (fear) * **Aura** 6

Enemies in the aura suffer a -2 penalty to attack rolls. Creatures that are immune to thunder are immune to this effect. Multiple frightful howls do not stack.

STANDARD ACTIONS

(mbasic) Focused Bite * **At Will**

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 3d6+13 damage.

(m) Mass of Bites (teleportation) * **At Will**

Attack: Melee 1 (one, two or three creatures); +20 vs. AC.

Hit: 3d6+5 damage, and the howling abomination shifter teleports the target up to 6 squares.

MINOR ACTIONS

(area) Warp Zone (teleportation, zone) * **Encounter**

Attack: Area burst 2 within 20 (creatures in the burst); +18 vs. Will.

Hit: 3d8+5 damage and the howling abomination shifter teleports the target 3 squares.

Effect: The burst becomes a zone that lasts until the end of the howling abomination shifter's next turn. If a creature other than the howling abomination shifter starts its turn within the zone, the shifter may teleport it 3 squares.

Sustain Minor: The zone persists until the end of the howling abomination shifter's next turn.

TRIGGERED ACTIONS

(close) Death Warp (teleportation) * **Encounter**

Trigger: The howling abomination drops to 0 hit points.

Attack (Free Action): Close burst 4 (creatures in burst); +18 vs. Will; 3d12+7 damage and the target is teleported 1d10 squares in a random direction.

Miss: The target teleports 1d4 squares in a random direction.

Skills skill modifier

Str 21 **Dex** 20 **Wis** 17

Con 16 **Int** 9 **Cha** 25

Alignment chaotic evil

Languages -

IMMOTH

Source: 2e *Planescape Monstrous Compendium Appendix III*.

Immoths are powerful beings that resemble giants made of ice with thick, icy tails. They believe that words have great power and are said to be the most puissant rune-workers in the multiverse. Immoths have a bottomless thirst for knowledge of every subject. It is said that some of the greatest immoth lords seek to freeze the entire multiverse into an icy stasis, but immoths play a very long game.

The Mountain of Ultimate Winter: Immoths are native to an area of the Elemental Chaos called the Mountain of Ultimate Winter, said to be so cold that even creatures normally immune to cold freeze to death in moments. The Mountain is hidden and hard to reach. Most immoths encountered by natural creatures have come to the world for their own purposes. One group of particular note was famous for having inhabited part of Bile Mountain before the Sword Emperor and his companions overthrew it and transformed it into a casino.

Immoth Frost Warrior

Level 17 Soldier

Large elemental humanoid (cold)

XP 1,600

HP 163; **Bloodied** 81

Initiative +13

AC 33; **Fortitude** 31; **Reflex** 28; **Will** 29

Perception +9

Speed 8, icewalking

Darkvision

Immune cold; **Vulnerable** 10 fire

TRAITS

Rune Master

When the immoth frost warrior uses a power with the Rune keyword, it gains a benefit until the beginning of its next turn: either a +2 bonus to defenses or a +2 bonus to attacks. (This does not apply to the triggering power.)

STANDARD ACTIONS

(mbasic) Ice Hammer (weapon) * **At Will**

Attack: Melee 2 (one creature); +22 vs. AC.

Hit: 2d10+9 cold damage plus ongoing 10 cold damage and the target is slowed (save ends both). If the immoth is bloodied, saving throws to end this effect take a -2 penalty.

(melee) Blizzard of Blows (weapon) * **Encounter**

Requirement: The immoth must be wielding its ice hammer.

Effect: The immoth makes an *ice hammer* attack with a -2 penalty to attack against each enemy in reach.

(close) Spoken Blizzard (cold, rune, thunder, zone) * **Encounter**

Attack: Close burst 2 (enemies in burst); +19 vs. Fortitude.

Hit: 2d12+8 cold and thunder damage, and the immoth pushes the target 2 squares and knocks it prone.

Effect: The ground in the burst becomes a zone of difficult terrain consisting of ice and snow.

TRIGGERED ACTIONS

(melee) Tail Slap * **At Will**

Trigger: A slowed enemy within range of this attack moves or shifts.

Attack (Immediate Interrupt): Melee 2 (the triggering creature); +24 vs. AC.

Hit: 1d10+5 damage and the target is immobilized until the start of its next turn.

Skills Nature +14

Str 24 **Dex** 16 **Wis** 13

Con 19 **Int** 20 **Cha** 21

Alignment unaligned

Languages Common, Primordial

Equipment ice armor, ice hammer

Immoth Ice Sage Level 17 Controller

Large elemental humanoid (cold)

XP 1,600

HP 165; **Bloodied** 82

Initiative +9

AC 31; **Fortitude** 29; **Reflex** 27; **Will** 30

Perception +9

Speed 8, icewalking

Darkvision

Immune cold; **Vulnerable** 10 fire

TRAITS

Rune Master

When the immoth ice sage uses a power with the Rune keyword, it gains a benefit until the beginning of its next turn: either an aura 1 that deals 5 cold damage to each creature that starts its turn in the aura, or enemies take a -2 penalty on saving throws against effects created by the ice sage.

STANDARD ACTIONS

(mbasic) Claw (cold) * At Will

Attack: Melee 2 (one creature); +22 vs. AC.

Hit: 3d6+9 cold damage, plus ongoing 10 cold damage (save ends).

(ranged) Ray of Frozen Winter (cold) * At Will

Attack: Range 10 (one creature); +20 vs. Reflex.

Hit: 2d12+6 cold damage, plus ongoing 10 cold and the target is immobilized (save ends both).

(close) Gale Breath (cold, rune) * Recharges when first bloodied

Attack: Close blast 6 (creatures in blast); +18 vs. Fortitude.

Hit: 4d6+9 cold damage and the immoth pushes the target 4 squares.

Miss: Half damage, and the immoth pushes the target 1 square.

TRIGGERED ACTIONS

(melee) Rune of the Ice Sage (cold, rune) * Encounter

Trigger: An enemy hits the immoth with a melee attack.

Attack (Immediate Reaction): Melee 2 (the triggering enemy); +20 vs. Will.

Hit: The target is dazed and immobilized (save ends both).

First Failed Save: The target is instead stunned and restrained (save ends both).

Second Failed Save: The target is instead polymorphed into ice and is treated as if petrified, except that it must keep making saving throws against this effect.

Third Failed Save: The target shatters into tiny pieces of ice and dies.

Skills Arcana +18, History +18, Nature +14

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

Con 21 **Int** 25 **Cha** 21

Alignment unaligned

Languages Common, Primordial

Immoth Power Thief Level 18 Elite Controller

Large elemental humanoid (cold)

XP 4,000

HP 344; **Bloodied** 172

Initiative +11

AC 32; **Fortitude** 31; **Reflex** 29; **Will** 32

Perception +13

Speed 8, icewalking

Darkvision

Immune cold; **Vulnerable** 10 fire

Saving Throws +2; **Action Points** 1

TRAITS

Rune Master

When the immoth runecaster uses a power with the Rune keyword, it gains a benefit until the end of its next turn: either a +2 bonus to attack rolls with its *release power* ability, or it can shift 2 squares as a move action.

STANDARD ACTIONS

(mbasic) Claw (cold) * At Will

Attack: Melee 2 (one creatures); +23 vs. AC.

Hit: 2d8+10 cold damage, plus ongoing 10 cold damage and the target is slowed (save ends both).

MINOR ACTIONS

Release Power (rune) * **Recharges** when the immoth uses *freeze power*

Requirement: The immoth power thief must have a power frozen with *freeze power*.

Effect: The immoth uses the power it has frozen. The power uses all the original user's statistics for its attack roll and damage, including bonuses from weapons and feats, but the immoth makes all choices for the power.

Tail Slap (cold) * **At Will** 1/round

Attack: Melee 2 (one creature); +23 vs. AC.

Hit: 3d10+10 cold damage and the target loses resist cold until the end of its next turn.

TRIGGERED ACTIONS

Freeze Power (rune) * **Recharges** when the immoth uses *release power*

Trigger: An enemy misses the immoth with a daily or encounter power.

Effect (Immediate Interrupt): The power has no effect except for those that triggered before the attack roll, even if it has a Miss or Effect line, and the immoth gains the ability to use it with *release power*. The triggering enemy cannot regain the use of the frozen power until the immoth uses it or the enemy takes a short rest.

Skills skill modifier

Str 22 **Dex** 15 **Wis** 19

Con 20 **Int** 25 **Cha** 22

Alignment unaligned

Languages Common, Primordial

Immoth Runecaster

Level 20 Artillery

Large elemental humanoid (cold)

XP 2,800

HP 144; **Bloodied** 72

Initiative +11

AC 32; **Fortitude** 31; **Reflex** 34; **Will** 33

Perception +11

Speed 8, icewalking

Darkvision

Immune cold; **Vulnerable** 10 fire

TRAITS

Rune Master

When the immoth runecaster uses a power with the Rune keyword, it gains a benefit until the end of its next turn: either it loses vulnerable fire, or it ignores resist cold. (This does not apply to the triggering power.)

STANDARD ACTIONS

(mbasic) Claw (cold) * **At Will**

Attack: Melee 2 (one creature); +25 vs. AC.

Hit: 3d8+10 cold damage, and ongoing 10 cold damage (save ends).

(ranged) Rune of Jagged Ice (cold, rune) * **At Will**

Attack: Range 10 (one creature); +25 vs. Reflex.

Hit: 3d12+9 cold damage.

(close) Freezing Word (cold) * **Recharge 5 6**

Attack: Close blast 4 (creatures in the blast); +23 vs. Reflex.

Hit: 4d6+11 cold damage, and the target is immobilized until the end of its next turn.

TRIGGERED ACTIONS

(melee) Tail Slap (cold) * **Encounter**

Trigger: An enemy enters a square adjacent to the immoth runecaster.

Attack (Immediate Reaction): Melee 1 (one creature); +25 vs. AC.

Hit: 2d10+3 damage and the immoth runecaster pushes the target 2 squares.

Skills Arcana +23, History +23, Nature +16

Str 21 **Dex** 13 **Wis** 13

Con 18 **Int** 27 **Cha** 24

Alignment unaligned

Languages Common, Primordial

Tarent, Immoth Leader Level 20 Elite Soldier (Leader)

Large elemental humanoid (cold)

XP 5,600

HP 376; **Bloodied** 188

Initiative +16

AC 36; **Fortitude** 33; **Reflex** 31; **Will** 32

Perception +10

Speed 8, icewalking

Darkvision

Immune cold; **Vulnerable** 10 fire

Saving Throws +2; **Action Points** 1

TRAITS

Rune Master

When Tarent uses a power with the Rune keyword or spends an action point, he may slide each ally within 5 squares of him 3 squares.

STANDARD ACTIONS

(mbasic) Frozen Smash (cold) * At Will

Attack: Melee 2 (one creature); +25 vs. AC.

Hit: 2d10+12 cold damage, plus ongoing 15 cold and the target is slowed (save ends both).

(melee) Destroy Them All * At Will

Effect: Tarent makes two *frozen smash* attacks at different targets. If he is bloodied, he instead makes three *frozen smash* attacks, no more than two of which may target the same creature.

Release Power (rune) * Encounter

Requirement: Tarent must have a power frozen with *freeze power*.

Effect: Tarent uses the power he has frozen. The power uses all the original user's statistics for its attack roll and damage, including bonuses from weapons and feats, plus a +4 bonus to attack and damage, but Tarent makes all choices for the power.

MINOR ACTIONS

(close) Rune of Cracking Ice (rune) * Recharge 4 5 6

Attack: Close burst 3 (creatures in burst); +23 vs. Reflex.

Hit: The target falls prone.

Miss: Tarent slides the target 1 square.

TRIGGERED ACTIONS

Freeze Power (rune) * Encounter

Trigger: An enemy misses Tarent with a daily or encounter power.

Effect (Immediate Interrupt): The power has no effect except for those that triggered before the attack roll, even if it has a Miss or Effect line, and the immoth gains the ability to use it with *release power*. The triggering enemy cannot regain the use of the frozen power until the immoth uses it or the enemy takes a short rest.

Skills Athletics +23, Endurance +20, History +18, Nature +15

Str 26 **Dex** 19 **Wis** 10

Con 20 **Int** 16 **Cha** 22

Alignment unaligned

Languages Common, Primordial

Immoth Agent

Level 22 Minion Controller

Large elemental humanoid (cold)

XP 1,038

HP 1; a missed attack never damages a minion

Initiative +14

AC 36; **Fortitude** 34; **Reflex** 32; **Will** 32

Perception +12

Speed 8

Darkvision

Immune cold

STANDARD ACTIONS

(mbasic) Ice Hammer (weapon) * At Will

Attack: Melee 2 (one creature); +27 vs. AC.

Hit: 13 cold damage.

TRIGGERED ACTIONS

(close) Rune of Reprisal (cold, rune) * **Encounter**

Trigger: The immoth agent falls to 0 hit points.

Attack (No Action): Close burst 2 (enemies in burst); +22 vs. Fortitude.

Hit: 10 cold damage and the target is immobilized until the end of its next turn.

Skills Arcana +21, History +21, Nature +17

Str 25 **Dex** 16 **Wis** 13

Con 19 **Int** 20 **Cha** 21

Alignment unaligned

Languages Common, Primordial

Equipment ice armor, ice hammer

JELLYFISH

Source: 1e *Monster Manual* (giant Portuguese man o' war).

There are many types of jellyfish, not all of which are dangerous, in the oceans of Cydra. While some types are virtually immobile, floating on the tide, others are surprisingly swift. Jellyfish are closely related to the oozes found in dungeons, though jellyfish typically have a more distinct shape than dungeon oozes do.

Jellyfish Man o' War

Level 6 Lurker

Large natural beast (aquatic, blind, ooze)

XP 250

HP 77; **Bloodied** 38

Initiative +3

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

Perception +4

Speed swim 4

Tremorsense 12

Vulnerable 5 weapons

TRAITS

Cloud of Tentacles (poison) * **Aura** 4

Any creature that ends its turn in the aura takes 5 poison damage and is slowed (save ends).

Aquatic

The jellyfish can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the jellyfish moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The jellyfish cannot be knocked prone.

Transparent

While it is in water, the jellyfish gains total concealment against creatures more than 3 squares from it. When creatures first encounter it in the water, until a creature first enters its aura, it requires a Perception check, DC 20, to become aware of the jellyfish.

STANDARD ACTIONS

(mbasic) Stinging Tentacle (poison) * **At Will**

Attack: Melee 3 (one creature); +9 vs. Fortitude.

Hit: 1d6+4 poison damage, plus ongoing 10 poison damage and the target is immobilized (save ends both).

Str 5 **Dex** 3 **Wis** 12

Con 20 **Int** 1 **Cha** 3

Alignment unaligned

Languages -

Stinging Jellyfish Swarm

Large natural beast (aquatic, blind, ooze, swarm)

HP 88; **Bloodied** 44

AC 17; **Fortitude** 20; **Reflex** 17; **Will** 18

Speed swim 6

Resist half damage from ranged and melee attacks; **Vulnerable** 10 against close and area attacks

Level 6 Brute

XP 250

Initiative +3

Perception +5

Tremorsense 10

TRAITS

Stinging Tentacles (poison) * **Aura** 2

Creatures in the aura gain vulnerable 5 poison.

Aquatic

The jellyfish can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the jellyfish moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The jellyfish cannot be knocked prone.

Swarm

The jellyfish swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The jellyfish swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Swarm Attack (poison) * **At Will**

Attack: Melee 1 (one creature); +9 vs. Reflex.

Hit: 2d10+7 poison damage.

TRIGGERED ACTIONS

Instinctive Dispersal * **Encounter**

Trigger: The jellyfish swarm becomes bloodied.

Effect (Immediate Reaction): The jellyfish swarm disperses and is removed from play until the beginning of its next turn, at which point it returns in any unoccupied space within 3 squares of its starting position.

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

Con 18 **Int** 2 **Cha** 3

Alignment unaligned

Languages -

KERCPA

Source: 2e *Monstrous Compendium Annual Volume IV*.

Kercpa (singular and plural) are small, squirrel-like humanoids. Intelligent and curious, they are friendly but notorious for stealing small items. Most kercpa live in forests in the wilds of the world, but they can be found anywhere that squirrels can be found. In recent decades, several tribes of kercpa have migrated into the Feywild.

Surprisingly Civilized: An entire kercpa town can dwell in a single large tree. Thus, most creatures are unaware of how civilized they are. Kercpa wear clothes, use tools and weapons, have complex crafts, create music and art and have many other civilized trappings that often surprise larger creatures. When kercpa artifacts are found by larger creatures, they are often mistaken for toys.

Gifting and Stealing: Kercpa society places a high value on both gifting and stealing. When one kercpa gifts an object to another, the recipient is placed in the giver's debt. However, this is not a debt that can ever be repaid; instead, it is one thread of the relationship between the two. Mutual debts of gratitude between kercpa are a primary social glue for the creatures. On the other hand, kercpa delight in stealing things, not because of the value of the stolen object but for the joy of getting away with something. Since kercpa have a very transitory, ephemeral at best sense of property, such thefts are a normal part of kercpa society, but other creatures often misinterpret such mischief.

Little Scamps: Kercpa are mischievous pranksters who enjoy teasing other creatures and, while not fearless, often allow their sense of fun to get in the way of good sense. Easily distracted, prone to chatter and fond of food and drink,

kercpa are the life of any party that they are invited to- but may the gods help the hosts, as the silverware vanishes and someone shaves the cat.

Kercpa Treehopper	Level 1 Skirmisher
Tiny natural humanoid	XP 100
HP 25; Bloodied 12	Initiative +6
AC 15; Fortitude 12; Reflex 15; Will 12	Perception +2
Speed 5, climb 6	
Resist 5 against effects that target Reflex	

STANDARD ACTIONS

(mbasic) Tiny Sword (weapon) * At Will

Attack: Melee 0 (one creature); +6 vs. AC.

Hit: 1d4 damage, or 1d4 + 2d6 damage with combat advantage.

(melee) Scampering Strike * At Will

Effect: The kercpa treehopper shifts up to 3 squares, ending in an enemy's space. Entering the enemy's space does not trigger opportunity attacks.

Attack: Melee 0 (one creature); +4 vs. Will.

Hit: The target grants combat advantage to the kercpa treehopper until they no longer share a space.

Effect: The kercpa treehopper uses *tiny sword* against the target.

(rbasic) Squirrel Bow (weapon) * At Will

Attack: Ranged 10 (one creature); +6 vs. AC.

Hit: 1d6 damage, or 2d6 damage with combat advantage.

MOVE ACTIONS

Scampering Shift * At Will

Effect: The kercpa treehopper shifts up to 3 squares. It may move through other creatures' spaces while doing so and does not trigger opportunity attacks for entering creatures' spaces during this shift. It must end this shift in a space that it could normally occupy.

Skills Acrobatics +9, Stealth +9

Str 4 Dex 18 Wis 15

Con 12 Int 13 Cha 15

Alignment unaligned

Languages Common, Kercpa

Equipment tiny sword, squirrel bow, 20 tiny arrows

Kercpa Archer	Level 1 Artillery
Tiny natural humanoid	XP 100
HP 22; Bloodied 11	Initiative +4
AC 13; Fortitude 12; Reflex 15; Will 12	Perception +2
Speed 5, climb 6	
Resist 5 against effects that target Reflex	

STANDARD ACTIONS

(rbasic) Squirrel Bow (weapon) * At Will

Attack: Ranged 10 (one or two creatures); +8 vs. AC.

Hit: 1d6 damage, or 2d6 damage if the target is sharing a space with a kercpa.

(ranged) Rain of Tiny Thorns (weapon) * Recharge 5 6

Attack: Ranged 10 (one, two or three creatures); +6 vs. AC.

Hit: 1d6+4 damage.

MOVE ACTIONS

Scampering Shift * At Will

Effect: The kercpa treehopper shifts up to 3 squares. It may move through other creatures' spaces while doing so and does not trigger opportunity attacks for entering creatures' spaces during this shift. It must end this shift in a space that it could normally occupy.

Skills Acrobatics +9, Stealth +9

Str 3 **Dex** 18 **Wis** 15

Con 12 **Int** 13 **Cha** 11

Alignment unaligned **Languages** Common, Kercpa

Equipment squirrel bow, 20 tiny arrows

Kercpa Comedian

Level 1 Controller

Tiny natural humanoid

XP 100

HP 22; **Bloodied** 11

Initiative +4

AC 15; **Fortitude** 13; **Reflex** 15; **Will** 11

Perception -2

Speed 5, climb 6

Resist 5 against effects that target Reflex

TRAITS

Slapstick

The kercpa comedian does not trigger opportunity attacks when it enters a creature's space and can share a space with a creature of any size. If a creature that is sharing the kercpa comedian's space moves or shifts, the kercpa comedian may choose to slide to a square that shares the target's space at the end of the move or shift.

STANDARD ACTIONS

(mbasic) Insulting Poke (psychic, weapon) * **At Will**

Attack: Melee 0; +6 vs. AC.

Hit: 1d4 damage plus 1d6 psychic damage.

(ranged) Are Ya Mad? (charm) * **At Will**

Requirement: The kercpa comedian must be sharing a creature's space.

Attack: Melee 1 (one creature); +4 vs. Will.

Hit: The target makes a melee basic attack against the creature sharing the kercpa comedian's space.

MINOR ACTIONS

Laugh It Off * **Encounter**

Effect: One condition affecting the kercpa comedian ends.

Skills Bluff +8, Diplomacy +8, Thievery +9

Str 3 **Dex** 18 **Wis** 7

Con 9 **Int** 13 **Cha** 17

Alignment unaligned **Languages** Common, Kercpa

Equipment tiny rapier, tiny banjo

Kercpa Watcher

Level 1 Minion Lurker

Tiny natural humanoid

XP 25

HP 1; a missed attack never damages a minion

Initiative +8

AC 15; **Fortitude** 11; **Reflex** 15; **Will** 12

Perception +7

Speed 5, climb 6

Resist 3 against effects that target Reflex

STANDARD ACTIONS

(mbasic) Tiny Spear (weapon) * **At Will**

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 2 damage. If the target cannot see the kercpa watcher, the kercpa watcher instead deals 7 damage.

(rbasic) Tiny Javelin (weapon) * **At Will**

Attack: Ranged 5 (one creature); +5 vs. AC.

Hit: 2 damage. If the target cannot see the kercpa watcher, the kercpa watcher instead deals 7 damage.

Where'd He Go? * At Will

Requirement: The kercpa watcher must have cover or concealment.

Effect: The kercpa watcher turns invisible until it attacks or until the end of its next turn.

Skills Acrobatics +9, Stealth +9

Str 4 **Dex** 18 **Wis** 15

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

Alignment unaligned **Languages** Common, Kercpa

Equipment 5 tiny javelins, tiny spear

LEUCROTTA

Source: 1e *Monster Manual*.

Leucrotta are sly and bitter creatures that haunt deserted and desolate places. 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.

The Ugliest Monsters: Leucrotta are so ugly that most other creatures cannot bear to look upon them. Their outer ugliness is mirrored by the ugliness of their souls; leucrotta hate even each other and despise all other creatures. Despite this, groups of leucrotta work together against other creatures, sometimes to secure prey and sometimes just out of sheer malice, so they can terrify, hurt and eventually kill things.

Vocal Masters: 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 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

Level 11 Lurker

Large natural magical beast

XP 600

HP 87; **Bloodied** 43

Initiative +10

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

Perception +8

Speed 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

LIVING STATUES

Source: L1 *The Secret of Bone Hill* (stone guardian), 1e *Fiend Folio* (caryatid column), Mentzer *Basic D&D* (general inspiration).

A living statue is a blanket term for a variety of constructs; as they are all animated rather than alive, the name is something of a misnomer. Living statues are similar in appearance to golems, but are animated by simpler magic rather than being driven by a bound elemental spirit. A living statue thus tends to be significantly less powerful than a true golem, and a living statue typically remains within a single chamber unless aroused, lacking any but the most rudimentary intellect.

Control Jewels: Each living statue is paired to an item of jewelry when it is created. The living statue paired to the jewelry will ignore the wearer, allowing him or her to pass through the area it is guarding. If a creature wearing the control

jewelry attacks the living statue to which the jewelry is attuned, it gains a +5 bonus to its first attack and damage roll against the living statue, but the control jewel then shatters.

Myriad Forms: There are many different types of living statues, and specimens are often made of different materials and with different qualities. Generally speaking, however, living statues are of medium or smaller size; the ritual magic animating them cannot manipulate larger bodies. While most living statues resemble humanoids in form, others are designed as bulls, monsters or even, rarely, objects. Although many living statues appear to wield weapons, these are actually a part of the creature itself.

Eternal Guardians: Most living statues are created as tireless guardians by ritualists of moderate power. Since they need neither sleep nor food nor water, they are ideal for keeping a long-term watch over objects, areas or creatures best left forgotten or little used. Hidden escape routes, sealed crypts, treasures and other such areas sometimes see living statue guards.

Stone Guardian	Level 7 Brute
Medium natural animate (construct)	XP 300
HP 98; Bloodied 49	Initiative +2
AC 19; Fortitude 22; Reflex 18; Will 19	Perception +3
Speed 5	Darkvision
STANDARD ACTIONS	
(mbasic) Heavy Fist * At Will	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC.	
<i>Hit:</i> 3d8+7 damage.	
(melee) Heavy Overhanded Blow * Recharge 6	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC.	
<i>Hit:</i> 4d8+7 damage and the stone guardian knocks the target prone.	
(melee) Stunning Underhand Blow * Encounter	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC.	
<i>Hit:</i> 4d8+7 damage and the target is stunned (save ends).	

Str 20	Dex 8
Con 18	Wis 10
Int 2	Cha 6
Alignment unaligned	Languages understands the wearer of its control jewel

Caryatid Column	Level 7 Lurker
Medium natural animate (construct)	XP 300
A caryatid column is a stone statue of a sword-wielding female humanoid. Typically found as a part of columns in the area that they are supposed to guard (and never found in an area without columns or pillars), caryatid columns have the advantage of being virtually undetectable until they attack.	
HP 67; Bloodied 33	Initiative +9
AC 21; Fortitude 20; Reflex 19; Will 18	Perception +10
Speed 6	Darkvision
TRAITS	
Clever Disguise	
While the caryatid column is adjacent to or shares its space with a pillar or column, until it takes an action, it requires a Perception check (DC 23) to detect the caryatid column's presence.	
Weapon Breaker	
When an attack with the Weapon keyword hits the caryatid column, the attacker must make a saving throw. If it fails, the weapon used for the attack gains a wear point. (One wear point represents cosmetic damage, two wear points give the weapon a -1 penalty to attack rolls and three wear points means that the weapon is destroyed. A magical item can withstand one extra wear point per tier without suffering anything more than cosmetic damage.)	
STANDARD ACTIONS	
(mbasic) Slim Sword * At Will	

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

Hit: 2d8+6 damage, or 3d8+6 if the caryatid column is hidden from the target.

Columnular Retreat

Effect: The caryatid column moves up to its speed to a square adjacent to a column or pillar, then makes a Stealth check to hide.

Skills Stealth +10

Str 17 **Dex** 15 **Wis** 15

Con 19 **Int** 1 **Cha** 7

Alignment unaligned

Languages understands the wearer of its control jewel

Bronze Swordsman

Level 8 Soldier

Medium natural animate (construct)

XP 350

HP 87; **Bloodied** 43

Initiative +6

AC 24; **Fortitude** 22; **Reflex** 19; **Will** 20

Perception +7

Speed 5

Darkvision

TRAITS

Deafening Clangor

If the bronze swordsman is pushed, pulled, slid or knocked prone, creatures adjacent to the bronze swordsman's ending square are deafened and grant combat advantage to the swordsman until the end of the bronze swordsman's next turn.

STANDARD ACTIONS

(mbasic) Bronze Sword * At Will

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

Hit: 2d10+5 damage and the bronze swordsman marks the target (save ends).

TRIGGERED ACTIONS

Parry * At Will

Trigger: A creature marked by the bronze swordsman makes an attack that does not include it as a target.

Effect (Immediate Interrupt): The triggering creature takes a -4 penalty to the attack. (This is in addition to the -2 penalty for being marked.)

Str 20 **Dex** 10 **Wis** 16

Con 15 **Int** 1 **Cha** 7

Alignment unaligned

Languages understands the wearer of its control jewel

LIZARD

Source: 1e *Monster Manual* (giant lizard); 3e *Monster Manual* (shocker lizard); Pokemon (yellow shocker lizard).

Monstrous lizards come in many sizes and types. Distinct from drakes because they lack the close kinship the latter share with dragons, lizards tend to be simple-minded creatures that become far more dangerous and less predictable when they get hungry.

Limited Domesticability: Some types of giant lizards are used as mounts, beasts of burden or work animals by a variety of intelligent beings, but once a giant lizard's feeding cycle is interrupted, it becomes irritable and unreliable, and if it gets hungry enough, a giant lizard becomes dangerous to humanoids around it.

Crossbreeds Appear: Giant lizards seem to have an easy time breeding with other reptiles, so there are many examples of freak crossbreeds between giant lizard types or even between giant lizards and other reptilian monsters, such as drakes, basilisks and behemoths.

Giant Lizard

Level 1 Soldier

Medium natural beast (reptile)

XP 100

HP 31; **Bloodied** 15

Initiative +2

AC 17; **Fortitude** 14; **Reflex** 12; **Will** 13

Perception +0

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d10+3 damage (1d10+13 on a critical hit) and make a secondary attack.

Secondary Attack: +4 vs. Reflex.

Hit: The target is grabbed (escape ends, DC 14).

(melee) Clamp Down * At Will

Attack: Melee 1 (one creature grabbed by the giant lizard); +4 vs. Fortitude.

Hit: 2d6+5 damage.

Str 17 **Dex** 10 **Wis** 11

Con 15 **Int** 2 **Cha** 5

Alignment unaligned

Languages -

Young Giant Lizard

Level 1 Minion Soldier

Small natural beast (reptile)

XP 25

HP 1; a missed attack never damages a minion

Initiative +x

AC 17; **Fortitude** 14; **Reflex** 12; **Will** 13

Perception +0

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 4 damage (6 on a critical hit) and make a secondary attack.

Secondary Attack: +4 vs. Reflex.

Hit: The young giant lizard enters the target's space and attaches itself to the target. While the lizard is attached, the target is slowed and takes 3 damage at the start of its turn. The young giant lizard remains attached until the target makes an Acrobatics or Athletics check, DC 10, at which point the target slides the young giant lizard up to 2 squares.

Str 12 **Dex** 14 **Wis** 11

Con 13 **Int** 2 **Cha** 5

Alignment unaligned

Languages -

Shocker Lizard

Level 3 Artillery

Small fey magical beast (reptile)

XP Value

HP 37; **Bloodied** 18

Initiative +3

AC 15; **Fortitude** 14; **Reflex** 16; **Will** 15

Perception +2

Speed 7, climb 4, swim 4

Resist 10 lightning

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 2d4+2 damage.

(ranged) Lightning Stroke (lightning) * At Will

Attack: Ranged 10 (one creature); +8 vs. Reflex.

Hit: 2d6+4 lightning damage and the target is dazed until the end of its next turn.

TRIGGERED ACTIONS

(close) Static Dance (lightning) * **Encounter**

Trigger: The shocker lizard is hit by a melee attack.

Attack (Free Action): Close burst 1 (the attacking creature); +6 vs. Reflex.

Hit: 2d6+4 lightning damage and the shocker lizard slides the target 1 square.

Str 10 **Dex** 15 **Wis** 12

Con 13 **Int** 2 **Cha** 6

Alignment unaligned

Languages -

Shocker Lizard Swarm

Level 9 Controller

Medium fey magical beast (reptile, swarm)

XP 400

HP 96; **Bloodied** 48

Initiative +6

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

Perception +5

Speed 7, climb 4, swim 4

Resist 10 lightning; half damage from melee and ranged attacks; **Vulnerable** 10 close and area attacks

TRAITS

Cloak of Electricity (lightning) * **Aura** 3

Any creature that enters or ends its turn in the aura takes 10 lightning damage.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is small enough for a single Tiny creature.

STANDARD ACTIONS

(mbasic) Swarm of Electric Bites (lightning) * **At Will**

Attack: Melee 1 (one, two or three creatures); +12 vs. Reflex.

Hit: 2d6 lightning damage.

(ranged) Cooperative Bolts (lightning) * **Encounter**

Attack: Ranged 10 (one, two or three creatures); +11 vs. Reflex.

Hit: 2d6+3 lightning damage, and the target is stunned (save ends).

Str 14 **Dex** 15 **Wis** 12

Con 16 **Int** 2 **Cha** 6

Alignment unaligned

Languages -

Yellow Shocker Lizard

Level 12 Artillery

Medium fey magical beast (reptile)

XP 700

HP 97; **Bloodied** 48

Initiative +12

AC 24; **Fortitude** 23; **Reflex** 26; **Will** 23

Perception +9

Speed 7, climb 4, swim 4

Resist 10 lightning

STANDARD ACTIONS

(mbasic) Bite (lightning) * **At Will**

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 2d4 damage plus 2d10 lightning damage.

(ranged) Lightning Stroke (lightning) * **At Will**

Attack: Ranged 10 (one creature); +17 vs. Reflex.

Hit: 3d10+4 lightning damage and the target is dazed until the end of its next turn.

(area) Shock Pulse (lightning) * **Encounter**

Attack: Close burst 3 (each creature in the burst); +15 vs. Reflex.

Hit: 2d8+5 lightning damage, the target is dazed (save ends) and the yellow shocker lizard slides the target up to 2 squares.

Str 15 **Dex** 23 **Wis** 16
Con 19 **Int** 5 **Cha** 13
Alignment unaligned

Languages -

LOCUST

Source: 3e *Fiend Folio*.

Locusts are small, grasshopper-like insects that periodically come in massive plagues. Though normal locusts are dangerous in large numbers, the largest danger they pose is the threat of famine to entire regions. However, there are many worse forms of monstrous locusts that post a more direct and immediate threat to life and limb.

Bloodfiend locusts haunt the Nine Hells, devouring the blood of native devils and visiting creatures alike. Rapture locusts are multihued iridescent locusts from the Feywild.

Rapture Locust Swarm

Level 13 Controller

Large fey beast (insect, swarm)

XP Value

HP 126; **Bloodied** 63

Initiative +10

AC 27; **Fortitude** 22; **Reflex** 26; **Will** 26

Perception +8

Speed 5, fly 8

Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

TRAITS

Rapturous Iridescence (charm) * **Aura** 3

Any enemy that starts its turn in the aura is dazed until the start of its next turn. If it makes a saving throw to remove an effect that includes the dazed condition, it suffers a -3 penalty.

Rapturous Reflection

When the rapture locust swarm takes radiant damage, each creature adjacent to it is dazed until the end of that creature's next turn.

Swarm

The rapture lotus swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(melee) Swarm of Bites * **At Will**

Attack: Melee 1 (one creature); +18 vs. Will.

Hit: 3d6+11 damage, and the target is dazed (save ends).

(close) Consume * **At Will**

Effect: Close burst 1 (each dazed creature in burst); each target takes 15 damage.

Str 1 **Dex** 18 **Wis** 15
Con 14 **Int** 3 **Cha** 22
Alignment unaligned

Languages -

Bloodfiend Locust Swarm

Level 17 Skirmisher

Large immortal beast (insect, swarm)

XP 1,600

HP 160; **Bloodied** 80

Initiative +17

AC 31; **Fortitude** 26; **Reflex** 31; **Will** 29

Perception +13

Speed 5, fly 5

Resist half damage from melee and ranged attacks; **Vulnerable** 15 against close and area attacks

TRAITS

Swarm Attack * Aura 1

Any enemy that ends its turn in the aura takes 10 damage.

Swarm

The bloodfiend lotus swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(melee) Bloodsucking Bites * At Will

Attack: Melee 1 (one creature); +20 vs. Reflex.

Hit: 2d10+9 damage, and the target loses a healing surge.

(close) Swarming Mass * Recharge when the swarm moves at least 3 squares on its turn

Attack: Close burst 1 (each creature in burst); +18 vs. Reflex.

Hit: 2d8+5 damage, and the target loses a healing surge and is dazed (save ends).

MOVE ACTIONS

Crawling Swarm * At Will

Requirement: The swarm may not be flying.

Effect: The swarm shifts 3 squares.

Str 1 **Dex** 25 **Wis** 21
Con 16 **Int** 6 **Cha** 11

Alignment chaotic evil

Languages -

MAGNESIUM SPIRIT

Source: 1e *Fiend Folio*.

A magnesium spirit is a creature summoned from an unknown astral realm by means of a powerful ritual. The spirit's only goal is to return from whence it came, but to do so, it must burn out the airy shell containing it; this requires the life energy of mortal creatures.

A magnesium spirit manifests as a whirlwind of brilliant white flames that is so bright that it hurts to look directly at it.

Magnesium Spirit

Medium immortal animate (fire)

HP 388; **Bloodied** 194

AC 37; **Fortitude** 32; **Reflex** 32; **Will** 35

Speed 8, fly 5 (hover)

Immune fire, radiant; **Vulnerable** 15 cold

Saving Throws +2; **Action Points** 1

Level 21 Elite Soldier

XP 6,400

Initiative +18 (see also *blazing speed*)

Perception +13

Blindsight 10

TRAITS

Blinding Radiance (radiant) * Aura 1

Nonblind creatures in the aura take a -2 penalty to attack rolls.

STANDARD ACTIONS

(mbasic) Blazing Blow (fire, radiant) * At Will

Attack: Melee 2 (one creature); +24 vs. Reflex.

Hit: 3d12+10 fire and radiant damage.

(melee) Magnesium Grasp (fire, radiant) * At Will

Attack: Melee 1 (one creature); +24 vs. Reflex.

Hit: 4d10+7 fire and radiant damage, and the magnesium spirit grabs the target (escape DC 26). While grabbed, the target takes ongoing 15 fire and radiant damage; when the grab ends, the target instead takes ongoing 10 fire and radiant damage (save ends).

(melee) Siphon Energy (necrotic, radiant) * **At Will**

Attack: Melee 1 (one grabbed creature); +26 vs. Fortitude.

Hit: 4d10+14 necrotic and radiant damage plus the target loses a healing surge and is weakened (save ends), and the magnesium spirit gains one soul point.

Miss: Half damage.

(close) Magnesium Flare (radiant) * **Encounter**

Attack: Close burst 3 (each creature in burst); +22 vs. Reflex.

Hit: 3d10+6 radiant damage and the target is blinded (save ends).

MOVE ACTIONS

Magnesium Exit (teleportation) * **Encounter**

Requirement: The magnesium spirit must have at least 3 soul points.

Effect: The magnesium spirit uses *magnesium flare* as a free action, then is removed from play, returning to its home plane.

TRIGGERED ACTIONS

Blazing Speed * **Encounter**

Trigger: The magnesium spirit becomes bloodied.

Effect (No Action): The magnesium spirit gains a +2 bonus to Reflex until the end of the encounter. It rolls a second initiative and gains a full complement of actions on each of its turns. Its ability to take an immediate action refreshes at the start of each of its turns.

Str 23 **Dex** 23 **Wis** 17

Con 18 **Int** 13 **Cha** 26

Alignment evil

Languages Supernal

MARID

Source: *2e Monstrous Manual*.

Highly individualistic and arrogant, marids are powerful elemental creatures with a strong affinity for water. They travel the planes seeking to amuse themselves. Many try to emulate the primordials that were their forebears, learning secrets of destruction and creation, while others amuse themselves by meddling in mortal or divine affairs.

Marids appear as ten foot tall humanoids with blue or green skin. Sometimes they appear naked; others are garbed in netting, shells, or even full sets of magnificent clothes.

Highly Factionalized: Marids rarely work well together. Each one tends to have its own goals and desires, and a group of marids is often undermined by all of its members from within. Marids are far more likely to have lackeys and servants than to work with equals, and in many cases an entire organization or secret society exists solely to support the marid who secretly manipulates it.

Complex and Long-Term Schemes: The combination of agelessness and intellectual prowess leads many marids to enjoy plots and schemes that take centuries or millenia to come to fruition. A marid might spend decades behind the scenes building an organization that it then manipulates into stealing and guarding a religious artifact in order to lure a group of adventurers into an attack on the organization that results in a massive schism between ethnic groups within a territory. The marid could then enjoy the spectacle of civil war for its amusement.

Racial Enmity: Marids agree on very little, but they do agree that efreeti, djinni and dao are upstart imitators worthy of nothing but scorn or, at times, active sabotage or open warfare. Marids hate the efreeti penchant for enslaving other creatures, even though the marids themselves often coerce their own mortal servants with threats and violence. Likewise, the dao dourness and stolidity strikes marids as ridiculous and stupid; a true elemental prince moves freely without letting itself be bound to a specific area.

Marid Foamblade	Level 25 Soldier
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Large elemental humanoid (aquatic, water)	XP 7,000
HP 219; Bloodied 109	Initiative +23
AC 41; Fortitude 37; Reflex 38; Will 37	Perception +17
Speed 6, swim 10	Low-light vision

TRAITS

Aquatic

The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Wet

A marid never takes ongoing fire damage. If a wall or zone with the fire keyword shares a marid's space, the fire effect ends in the marid's space without affecting it.

STANDARD ACTIONS

(mbasic) Foaming Falchion * At Will

Attack: Melee 2 (one creature); +30 vs. AC.

Hit: 3d12+14 damage (3d12+50 on a critical hit) and the target is slowed until the end of its next turn.

(melee) Blinding Blow * Recharge 5 6

Attack: Melee 2 (one creature); +30 vs. AC.

Hit: 3d12+14 damage and the target is blinded until the end of its next turn.

MOVE ACTIONS

Wave Form * Encounter

Effect: The marid becomes insubstantial and shifts up to 10 squares. If any slowed creatures are adjacent to it at the start of this shift, it may make the following attack on each of them.

Attack: Melee 1 (the slowed creature); +26 vs. Reflex.

Hit: The marid pulls the target up to 10 squares to a square adjacent to it.

Skills Acrobatics +26

Str 25 **Dex** 28 **Wis** 20

Con 19 **Int** 21 **Cha** 24

Alignment unaligned

Languages Common, Primordial

Marid Spumehurler	Level 25 Artillery
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Large elemental humanoid (aquatic, water)	XP 7,000
HP 175; Bloodied 87	Initiative +21
AC 37; Fortitude 37; Reflex 39; Will 37	Perception +17
Speed 6, swim 10	Low-light vision

TRAITS

Aquatic

The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Wet

A marid never takes ongoing fire damage. If a wall or zone with the fire keyword shares a marid's space, the fire effect ends in the marid's space without affecting it.

STANDARD ACTIONS

(mbasic) Fist * At Will

Attack: Melee 1 (one creature); +30 vs. AC.

Hit: 4d8+12 damage.

(ranged) Hurl Spume * At Will

Attack: Ranged 20 (one creature); +30 vs. Reflex.

Hit: 4d10+11 damage and the marid slides the target one square.

MOVE ACTIONS

Wave Form * Encounter

Effect: The marid becomes insubstantial and shifts up to 10 squares. If any slowed creatures are adjacent to it at the start of this shift, it may make the following attack on each of them.

Attack: Melee 1 (the slowed creature); +26 vs. Reflex.

Hit: The marid pulls the target up to 10 squares to a square adjacent to it.

Skills Acrobatics +26

Str 25 **Dex** 28 **Wis** 20

Con 19 **Int** 21 **Cha** 24

Alignment unaligned

Languages Common, Primordial

Marid Hydromancer

Level 26 Controller

Large elemental humanoid (aquatic, water)

XP Value

HP 235; **Bloodied** 117

Initiative +20

AC 40; **Fortitude** 38; **Reflex** 38; **Will** 38

Perception +18

Speed 6, swim 10

Low-light vision

TRAITS

Swirling Waters * **Aura** 6

If a creature ends its turn underwater in the aura, the marid hydromancer may slide that creature up to 3 squares as a free action.

Aquatic

The marid can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Wet

A marid never takes ongoing fire damage. If a wall or zone with the fire keyword shares a marid's space, the fire effect ends in the marid's space without affecting it.

STANDARD ACTIONS

(mbasic) Water Trident * **At Will**

Attack: Melee 2 (one creature); +31 vs. AC.

Hit: 4d8+16 damage.

(ranged) Forceful Fountain * **At Will**

Attack: Range 20 (one creature); +29 vs. Reflex.

Hit: 4d10+12 damage and the marid pushes the target up to 4 squares.

(area) Wall of Water * **Encounter**

Effect (wall 10 within 20): The marid creates a wall of water up to 5 squares high. A creature without a swim speed must spend 6 squares of movement to enter a square of the wall. A creature that cannot breathe water that ends its turn in the wall takes 25 points of damage. The wall persists until the end of the marid's next turn.

Sustain Minor: The wall persists until the end of the marid's next turn.

Str 22 **Dex** 24 **Wis** 20

Con 19 **Int** 28 **Cha** 25

Alignment unaligned

Languages Common, Primordial

MIST

Source: Homebrewed.

Although most people think of mist simply as water droplets suspended in the air, there are a number of more dangerous types of mist, and even ordinary mist can lead to travelers losing their way. Magical mists carrying a variety of effects exist, especially in the Shadowfell and the Feywild. Worst of all, however, are the various types of monstrous mists. Some of these have been detailed elsewhere (see MV2).

Mist Master

Large elemental animate (air)

Level 26 Artillery

XP 9,000

A mist master is a vaguely humanoid being composed solely of swirling mist with a pair of vague yellow lights where its eyes should be. A mist master is typically the spawn of an area thick with magical vapors; it is usually driven by a desire for a lonely, forlorn environment.

HP 160; **Bloodied** 180

Initiative +21

AC 38; **Fortitude** 37; **Reflex** 38; **Will** 40

Perception +15

Speed 4, fly 10 (hover)

TRAITS

Constant Storm (lightning) * **Aura** 6

Any creature that enters or ends its turn in the aura takes 15 lightning damage. Any enemy that uses an attack power with the lightning or thunder keyword within the aura attacks itself with the power in addition to any other targets.

Insubstantial

The mist master takes only half damage from any source, except fire and force damage.

STANDARD ACTIONS

(mbasic) Whirlwind Blow * **At Will**

Attack: Melee 2 (one creature); +31 vs. AC.

Hit: 4d8+7 damage, and the mist master slides the target up to 2 squares.

(ranged) Spark (lightning) * **At Will**

Attack: Ranged 10 (one creature); +31 vs. Reflex.

Hit: 4d10+12 lightning damage, and the target gains vulnerable 5 lightning until the end of the mist master's next turn.

(area) Staggering Thunder (thunder) * **Recharge 6**

Attack: Area burst 2 within 10 (each creature in the burst); +29 vs. Fortitude.

Hit: 3d10+9 thunder damage and the target is dazed (save ends).

Miss: Half damage, and the target is dazed until the end of its next turn.

MOVE ACTIONS

Dancing Mist * **Recharges** when first bloodied.

Effect: The mist master shifts up to 4 squares.

Str 26 **Dex** 26 **Wis** 15

Con 15 **Int** 16 **Cha** 31

Alignment unaligned

Languages Primordial

MUDMAN

Source: 2e *Monstrous Manual*.

A mudman is a stocky, vaguely-humanoid creature composed entirely of mud. A typical mudman stands anywhere from 3' to 7' in height and its coloration might vary from a clay red to tarry black. Often, a mudman will have small twigs and bits of grass or gravel caught up within it, and some even have bugs or worms within their bodies.

Born of Enchanted Waters: Mudmen are created where enchanted waters (even mildly enchanted ones, such as a stream eroding an enchanted structure) collect and evaporate. The dweomer becomes concentrated, and slowly a population of mudmen is born. Most of the time, the mudmen are a part of the pool from which they formed and are quiescent. However, when the pool is disturbed, the mudmen awaken, forming bodies and emerging to defend it.

All Across the Planes: Mudmen can form anywhere the conditions are right, from the gutters and trash heaps of Gloomwrought to the Feywild's bogs to the Elemental Chaos. Thus, a mudman might be encountered almost anywhere. In some places where the magical waters are especially potent, mudmen with unique or unusual powers might be born.

Bog Mudman

Small natural animate (earth, water)

Level 1 Controller

XP 100

HP 23; **Bloodied** 11

Initiative -1

AC 15; **Fortitude** 14; **Reflex** 11; **Will** 12

Perception +0

Speed 4 (swamp walk)

Tremorsense 6

Resist weapons 5

STANDARD ACTIONS

(mbasic) Mud Bludgeon * At Will

Attack: Melee 1 (one creature); +5 vs. AC.

Hit: 1d8+4 damage and the target is slowed (save ends).

(rbasic) Mud Ball * At Will

Attack: Ranged 10 (one creature); +4 vs. Reflex.

Hit: 1d6+5 damage, and the target is slowed (save ends).

First Failed Save: The target is instead immobilized (save ends).

Second Failed Save: The target is instead restrained. This condition persists until either the target or a creature adjacent to it makes an Athletics check, DC19, as a move action to free the target.

Str 17 **Dex** 8 **Wis** 10

Con 15 **Int** 2 **Cha** 1

Alignment unaligned

Languages -

Plodding Mudman

Small natural animate (earth, water)

Level 1 Minion Controller

XP 25

HP 1; a missed attack never damages a minion

Initiative -1

AC 15; **Fortitude** 14; **Reflex** 11; **Will** 12

Perception +0

Speed 4 (swamp walk)

Tremorsense 6

Resist weapons 3

STANDARD ACTIONS

(mbasic) Muddy Slam * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 3 damage and the target is slowed until the end of its next turn.

(rbasic) Hurl Mud * At Will

Attack: Ranged 10 (one creature); +4 vs. Reflex.

Hit: 3 damage and the target is slowed until the end of its next turn.

Str 17 **Dex** 8 **Wis** 10

Con 15 **Int** 2 **Cha** 1

Alignment unaligned

Languages -

Boiling Mudman

Medium elemental animate (earth, fire, water)

Level 7 Controller

XP 300

HP 59; **Bloodied** 29

Initiative +2

AC 21; **Fortitude** 20; **Reflex** 16; **Will** 19

Perception +4

Speed 4 (swamp walk)

Tremorsense 6

Resist 10 fire, 5 weapons

STANDARD ACTIONS

(mbasic) Boiling Mud Bludgeon (fire) * At Will

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

Hit: 1d6+4 damage plus 8 fire damage and the target is slowed (save ends).

(rbasic) Boiling Mud Ball (fire) * At Will

Attack: Ranged 10 (one creature); +10 vs. Reflex.

Hit: 2d6+5 fire damage plus ongoing 10 fire damage and the target is slowed (save ends both).

First Failed Save: The target instead takes ongoing 5 fire damage and is immobilized (save ends both).

Str 20 **Dex** 8 **Wis** 13

Con 15 **Int** 2 **Cha** 1

Alignment unaligned

Languages -

Feymarsh Mudman

Level 11 Controller

Small fey animate (earth, water)

XP 600

Many of the waters in the Feywild can have bewitching effects on the minds of creatures that drink from them. A feymarsh mudman is a mudman formed from such waters on the Feywild. Unlike the plodding, sticky mudmen from the material world, however, feymarsh mudmen are relatively quick and slippery. They retain a vestige of the power of their source water.

HP 87; **Bloodied** 43

Initiative +7

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

Perception +8

Speed 6 (swamp walk)

Tremorsense 6

Resist 5 weapons

STANDARD ACTIONS

(mbasic) Muddy Slam * At Will

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

Hit: 2d10+8 damage and the target falls prone.

(melee) Bewitching Blow (charm) * Encounter

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

Hit: 5 damage, and the mudman slides the target up to 2 squares. The target then makes a basic attack against a target of the mudman's choice as a free action.

(area) Mud Slick (zone) * Encounter

Effect: Area burst 1 within 10 squares; the burst becomes a muddy zone until the end of the encounter. Any creature without swamp walk that ends its turn in the zone falls prone.

TRIGGERED ACTIONS

Slippery * At Will

Trigger: The feymarsh mudman becomes grabbed.

Effect (Immediate Reaction): The grab ends.

Str 15 **Dex** 14 **Wis** 17

Con 20 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Oozing Mudman

Level 20 Minion Brute

Medium elemental animate (earth, water)

XP 700

An oozing mudman is spawned from the Slime Pits of Juiblex, on Shedaklah, one of the planes of the Abyss. Tainted by the demon prince of oozes, slimes and jellies, an oozing mudman

HP 1; a missed attack never damages a minion

Initiative +11

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

Perception +16

Speed 4 (swamp walk)

Tremorsense 6

Resist 10 acid, 10 weapons

STANDARD ACTIONS

(mbasic) Oozing Slam (acid) * At Will

Attack: Melee 1 (one creature); +25 vs. AC.

Hit: 14 damage plus ongoing 10 acid damage (save ends).

(ranged) Acidic Glob (acid) * At Will

Attack: Ranged 10 (one creature); +23 vs. Reflex.

Hit: Ongoing 20 acid damage (save ends).

Str 23 **Dex** 13 **Wis** 22

Con 26 **Int** 1 **Cha** 7

Alignment unaligned

Languages -

MUDMAW

Source: 3e *Monster Manual II*.

A mudmaw is a crocodile-like monster which has a rubbery green tentacle growing from each corner of its mouth. These tentacles flail about and grab enemies, drawing them into the mudmaw's mouth. Like a crocodile, a mudmaw is an ambush hunter, disguising itself as a floating log to get close to prey.

Mudmaw Ambusher

Level 8 Lurker

Large natural beast (reptile)

XP 350

HP 71; **Bloodied** 35

Initiative +11

AC 22; **Fortitude** 22; **Reflex** 20; **Will** 19

Perception +5

Speed 5, swim 6

TRAITS

Threatening Reach

A mudmaw can make opportunity attacks against creatures within 4 squares of it.

STANDARD ACTIONS

(mbasic) Tentacle * At Will

Requirement: The mudmaw may not have two targets grabbed.

Attack: Melee 4 (one creature); +11 vs. Reflex.

Hit: 1d10+9 damage and the target is grabbed (escape ends).

(m) Bite * At Will

Attack: Melee 1 (one creature grabbed by the mudmaw); +13 vs. AC; 4d8+11 damage.

MINOR ACTIONS

(m) Reel in the Prey * At Will (special)

Special: The mudmaw may use this attack against each grabbed creature once per round.

Attack: Melee 4 (one creature grabbed by the mudmaw); +11 vs. Reflex; the mudmaw pulls the target 2 squares.

TRIGGERED ACTIONS

(m) Sudden Frenzy * Encounter

Trigger: The mudmaw first becomes bloodied.

Effect (Immediate Reaction): The mudmaw ambusher releases any grabbed creatures, then makes a tentacle attack on each creature within 2 squares of it.

Skills Stealth +12

Str 20 **Dex** 17 **Wis** 12

Con 17 **Int** 3 **Cha** 16

Alignment unaligned

Languages -

Ravenous Mudmaw

Level 9 Brute

Large natural beast (reptile)

XP 400

HP 118; **Bloodied** 59

Initiative +6

AC 21; **Fortitude** 23; **Reflex** 20; **Will** 19

Perception +6

Speed 5, swim 6

STANDARD ACTIONS

(mbasic) Tentacle Rake * At Will

Attack: Melee 4 (one creature); +12 vs. AC.

Hit: 1d8+6 damage.

(m) Tentacle Flurry * At Will

Effect: The ravenous mudmaw makes two *tentacle rake* attacks.

(m) Bite * At Will

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

Hit: 4d6+7 damage, and the ravenous mudmaw gains a +2 bonus to speed and attack rolls until the end of its next turn.

TRIGGERED ACTIONS

Ravenous Pursuit * At Will

Trigger: The ravenous mudmaw starts its turn without an adjacent enemy.

Effect (Free Action): The ravenous mudmaw shifts 2 squares. It must end this shift adjacent to an enemy if possible; otherwise, it must end this shift closer to the nearest enemy.

Skills Stealth +11

Str 22 **Dex** 15 **Wis** 14

Con 18 **Int** 3 **Cha** 10

Alignment unaligned

Languages -

MUSTARD JELLY

Source: 2e *Monstrous Manual*.

A strain of ochre jelly altered in the lab by a mad wizard-alchemist, mustard jelly is usually smelt before it is seen. It gives off a strong odor quite similar to mustard, from which it gains its name. Those who get too close to a mustard jelly soon discover that its aroma is far more potent than they thought.

A Transformed Wizard? Some sages speculate that the original mustard jelly was not an altered ochre jelly, but rather a wizard who attempted to become a sort of ooze. Given the monster's strange ability to grow from force effects and its remarkable intelligence (for an ooze), it is clear that there is some kind of arcane origin for the things. According to this theory, every mustard jelly now alive is a partial remnant of the mad wizard and might even have inchoate memories left over from his life.

Mustard Jelly

Level 11 Elite Brute

Large natural beast (blind, ooze)

XP 1200

HP 256; **Bloodied** 128

Initiative +9

AC 23; **Fortitude** 27; **Reflex** 21; **Will** 23

Perception +9

Speed 5, climb 4 (spider climb)

Tremorsense 10

Saving Throws +2; **Action Points** 1

TRAITS

Lethargic Vapors (poison) * Aura 4

Any creature that starts its turn in the aura takes 10 poison damage. Any creature that ends its turn in the aura is slowed until the end of its next turn.

Force Eater

If the mustard jelly takes force damage, it gains 10 temporary hit points.

Ooze

While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls and it doesn't grant combat advantage for squeezing.

STANDARD ACTIONS

(mbasic) Slam (acid) * At Will

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

Hit: 1d6+9 damage plus 2d6 acid damage.

(close) Vile Splash (acid, poison) * Recharge when the mustard jelly uses *divide* or becomes bloodied

Attack: Close burst 2 (each creature in burst); +14 vs. Fortitude.

Hit: 2d10+7 acid and poison damage and the target is blinded (save ends).

Miss: The target is blinded until the start of its next turn.

MINOR ACTIONS

Divide * At Will

Requirement: The mustard jelly may not already be divided.

Effect: The mustard jelly splits into two medium-sized oozes that share all the characteristics of the original except for size. Each of the divided jellies has half the original's hit points and temporary hit points and is considered bloodied at 75 hit points. This effect lasts until the end of the encounter, at which point the jellies recombine.

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

Con 18 **Int** 10 **Cha** 10

Alignment unaligned

Languages understands Common

NIMBLEWRIGHT

Source: 3e *Monster Manual II*.

Nimblewrights are humanoid constructs of strong, light metal. Their construction favors flexibility and speed over durability, but high end nimblewrights are of terrifying power and one is capable of exterminating a typical village by itself.

Nimblewrights, especially the infamous Axon and Axel models, were used to great effect by the Bile Lords in the days before the coming of the Sword Emperor.

Fencing Masters: In a few places, self-directed nimblewrights have either been employed by nobles as fencing tutors or have started academies in order to teach would-be masters of the rapier. Although the nimblewrights' weapons are a part of their bodies, they still make exemplary teachers of the techniques and skills living humanoids need to excel with the rapier.

Expendable Nimblewright Level 13 Minion Skirmisher

Medium natural humanoid (construct)

XP 160

HP 1; a missed attack never damages a minion

Initiative +17

AC 27; **Fortitude** 25; **Reflex** 27; **Will** 25

Perception +8

Speed 7

STANDARD ACTIONS

(mbasic) Rapier-Hand * At Will

Attack: Melee 1 (one creature); +18 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 10 damage (14 on a critical hit).

Attack Run * At Will

Effect: The nimblewright makes a basic attack. Either before or after this attack, it shifts 4 squares.

Skills Acrobatics +18

Str 19 **Dex** 24 **Wis** 15

Con 11 **Int** 16 **Cha** 19

Alignment unaligned

Languages Common

Nimblewright Duelist Level 13 Skirmisher

Medium natural humanoid (construct)

XP 800

HP 123; **Bloodied** 61

Initiative +19

AC 27; **Fortitude** 25; **Reflex** 27; **Will** 25

Perception +8

Speed 7

STANDARD ACTIONS

(mbasic) Rapier-Hand * At Will

Attack: Melee 1 (one creature); +18 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 2d10+10 damage (2d10+30 on a critical hit).

Attack Run * At Will

Effect: The nimblewright makes a basic attack. Either before or after this attack, it shifts 4 squares.

(m) Tripping Blow * Recharge 3 4 5 6

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

Hit: 2d10+10 damage and the target is knocked prone.

TRIGGERED ACTIONS

(m) Riposte * Recharges when first bloodied

Trigger: The nimblewright is hit by a melee attack.

Attack (Immediate Reaction): Melee 1 (the triggering creature); +18 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 2d10+10 damage (2d10+30 on a critical hit).

Effect: The nimblewright shifts 4 squares.

Skills Acrobatics +18

Str 19 **Dex** 24 **Wis** 15

Con 11 **Int** 16 **Cha** 19

Alignment unaligned

Languages Common

Nimblewright Bodyguard

Level 14 Soldier

Medium natural humanoid (construct)

XP 1000

HP 131; **Bloodied** 65

Initiative +16

AC 30; **Fortitude** 26; **Reflex** 28; **Will** 26

Perception +9

Speed 7

STANDARD ACTIONS

(mbasic) Rapier-Hand * At Will

Attack: Melee 1 (one creature); +19 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 2d10+11 damage (2d10+27 on a critical hit) and the target is marked (save ends).

(m) Tripping Blow * Recharge 3 4 5 6

Attack: Melee 1 (one creature); +17 vs. Reflex.

Hit: 2d10+11 damage and the target is knocked prone.

MOVE ACTIONS

Whirlwind Defense * Recharge when the nimblewright takes damage

Effect: The nimblewright shifts 4 squares. If it ends its turn at least 2 squares away from its starting square, the nimblewright and adjacent allies get a +2 bonus to AC and Reflex until the start of the nimblewright's next turn.

TRIGGERED ACTIONS

(m) Catch the Blow * At Will

Trigger: A creature marked by the nimblewright bodyguard attacks an ally of the nimblewright's that is adjacent to the the nimblewright bodyguard.

Effect (Immediate Interrupt): The target of the triggering attack and the nimblewright bodyguard switch places. The nimblewright bodyguard becomes the target of the triggering attack. After that attack is resolved, it makes the following attack:

Attack: Melee 1 (the triggering creature); +21 vs. AC.

Hit: 2d10+6 damage (2d10+26 on a critical hit) and the penalty that the target suffers for making an attack that doesn't include the nimblewright as a target when it is marked by the nimblewright increases to -4 until the end of the encounter.

Skills Acrobatics +19

Str 20 **Dex** 25 **Wis** 15

Con 11 **Int** 16 **Cha** 20

Alignment unaligned

Languages Common

Expert Nimblewright

Medium natural humanoid (construct)

HP 203; **Bloodied** 101

AC 37; **Fortitude** 35; **Reflex** 37; **Will** 35

Speed 8

Level 23 Skirmisher

XP 5,100

Initiative +27

Perception +13

TRAITS

Unending Quickness

The expert nimblewright ends any slowed or immobilized condition at the end of its turn.

Evasion

If an effect targets Reflex, it has no effect on an expert nimblewright if it misses, even if the attack normally has a 'miss' or 'effect' line.

STANDARD ACTIONS

(mbasic) Rapier-Hand * At Will

Attack: Melee 1 (one creature); +28 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 3d10+15 damage (3d10+45 on a critical hit) and the target is knocked prone.

Attack Run * At Will

Effect: The nimblewright makes a basic attack. Either before or after this attack, it shifts 8 squares.

TRIGGERED ACTIONS

(m) Riposte * Recharges when first bloodied

Trigger: The nimblewright is hit by a melee attack.

Attack (Immediate Reaction): Melee 1 (the triggering creature); +28 vs. AC. This attack scores a critical hit on an 18-20.

Hit: 3d10+15 damage (3d10+45 on a critical hit).

Effect: The nimblewright shifts 8 squares.

Skills Acrobatics +26

Str 25 **Dex** 30 **Wis** 15

Con 11 **Int** 16 **Cha** 25

Alignment unaligned

Languages Common

NIXIE

Source: 1e *Monster Manual*.

Nixies are mischievous river fey. They appear as very comely, green-skinned humanoids with green hair and silver eyes. The skin of a nixie is scaled like a fish, with webbed hands and feet. Nixies dwell in rivers and lakes, but are only rarely found in larger bodies of water.

Abducters of the Beautiful: Nixies are native to the Feywild, but many have taken residence in the world. They are often fascinated by natural creatures and sometimes kidnap them as slaves or, if the nixies find them attractive, mates. The nixies are capable of granting creatures the ability to breathe underwater with a ritual.

Laughing Nixie

Small fey humanoid (aquatic)

HP 1; a missed attack never damages a minion

AC 15; **Fortitude** 10; **Reflex** 14; **Will** 14

Speed 6, swim 9

Level 1 Minion Controller

XP 25

Initiative +2

Perception -1

Green eyes

TRAITS

Aquatic

A nixie can breathe underwater. In aquatic combat, it gains a 2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic or rbasic) Dagger (weapon) * **At Will**

Attack: Melee 1 or range 5/10 (one creature); +6 vs. AC.

Hit: 4 damage.

(close) Charming Laugh (charm) * **Encounter**

Attack: Close burst 2 (creatures in burst); +2 vs. Will.

Hit: The target cannot make an attack that includes a nixie as a target until the end of the laughing nixie's next turn.

This effect ends if a nixie deals damage to the target.

Str 11 **Dex** 15 **Wis** 9

Con 9 **Int** 12 **Cha** 16

Alignment unaligned

Languages Elven

Equipment dagger

River Nixie

Level 1 Controller

Small fey humanoid (aquatic)

XP 100

HP 25; **Bloodied** 12

Initiative +2

AC 15; **Fortitude** 10; **Reflex** 14; **Will** 14

Perception -1

Speed 6, swim 9

Green eyes

TRAITS

Shocked Dance

When the nixie takes lightning damage, the creator of the damaging effect can also slide the nixie up to 2 squares.

STANDARD ACTIONS

(mbasic or rbasic) Dagger (weapon) * **At Will**

Attack: Melee 1 or range 5/10 (one creature); +6 vs. AC.

Hit: 1d4+6 damage.

(ranged) Nixie Charm (charm) * **Encounter**

Attack: Range 10 (one creature); +4 vs. Will.

Hit: The target cannot attack a nixie (save ends).

Miss: The target is dazed and immobilized until the end of its next turn.

Str 11 **Dex** 15 **Wis** 9

Con 9 **Int** 12 **Cha** 16

Alignment unaligned

Languages Elven

Equipment dagger

Deep Nixie

Level 4 Controller

Small fey humanoid (aquatic)

XP 175

HP 50; **Bloodied** 25

Initiative +5

AC 18; **Fortitude** 14; **Reflex** 17; **Will** 17

Perception +1

Speed 6, swim 9

Green eyes

Resist 5 cold

TRAITS

Shocked Dance

When the nixie takes lightning damage, the creator of the damaging effect can also slide the nixie up to 2 squares.

STANDARD ACTIONS

(mbasic or rbasic) Dagger (weapon) * **At Will**

Attack: Melee 1 or range 5/10 (one creature); +9 vs. AC.

Hit: 2d4+6 damage.

(melee) Pressure of the Deep (cold) * **Recharge** when the nixie takes damage

Attack: Melee 1 (one creature); +7 vs. Fortitude.

Hit: 2d6+2 cold damage, and the target is slowed and takes ongoing 5 cold damage (save ends both).

(ranged) Nixie Charm (charm) * **Encounter**

Attack: Range 10 (one creature); +7 vs. Will.

Hit: The target cannot attack a nixie (save ends).

Miss: The target is dazed and immobilized until the end of its next turn.

Str 14 **Dex** 16 **Wis** 9
Con 10 **Int** 12 **Cha** 18

Alignment unaligned

Languages Elven

Equipment dagger

PHRAINT

Source: *Arduin Grimoire*.

Phraints are mantis-like humanoids. These deadly, mobile predators like to eat elves. Phraints are organized in castes, distinguished largely by color. Red phraints are workers and drones, black phraints are the primary warriors, gold phraints are the war leaders and blue phraints are their spellcasters (invariably focused on thunder, lightning and magnetic effects). There are other, more specialized and rare castes, as well.

Predating the Current Multiverse: On Cydra, phraints hearken back to the previous multiverse destroyed by Tharizdun. A fairly large percentage of the infinite universes of that multiverse had been overrun by the forces of a family of god-enslaving tyrants named Steel. Phraints served the various Steel family members, until Pharonn Steel XLVII was finally slain by the Knights of Sanctuary. Their presence in the current multiverse is, at least for now, difficult to explain.

Black Phraint Drone

Level 6 Soldier

Medium natural humanoid (insect)

XP 250

HP 71; **Bloodied** 35

Initiative +8

AC 22; **Fortitude** 20; **Reflex** 18; **Will** 18

Perception +6

Speed 9

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **At Will**

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d10+3 damage, and the target is marked until the end of the phraint's next turn.

(melee) Double Strike * **At Will**

Effect: The phraint makes two obsidian mandiblade attacks with a -2 attack penalty.

(melee) Sweeping Blow * **Encounter**

Requirement: The phraint must be wielding a pole arm.

Attack: Melee 1 (one creature); +9 vs. Reflex.

Hit: 2d10+3 damage, and the target falls prone.

TRIGGERED ACTIONS

Phraint Leap * **At Will**

Trigger: An enemy marked by the phraint ends its turn not adjacent to the phraint.

Effect (Immediate Reaction): The phraint jumps up to 4 squares to a square adjacent to the triggering enemy. This jump counts as a shift.

Skills Acrobatics +11, Athletics +13

Str 20 **Dex** 16 **Wis** 16

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

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblaes (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Black Phraint Leaper

Level 7 Skirmisher

Medium natural humanoid (insect)

XP 300

HP 79; **Bloodied** 39

Initiative +10

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

Perception +6

Speed 9

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **At Will**

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

Hit: 2d8+6 damage.

(melee) Leaping Attack (weapon) * **At Will**

Effect: The phraint jumps up to 5 squares (or 3 squares vertically) without triggering opportunity attacks.

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

Hit: 2d8+6 damage, and the target slides 1 square.

MOVE ACTIONS

Phraint Leap * **At Will**

Effect: The phraint jumps up to 5 squares (and up to 3 squares vertically) and gains a +4 bonus to AC against opportunity attacks triggered by this movement.

Whirlwind Escape * **Encounter**

Requirement: There must be at least two enemies adjacent to the phraint.

Effect: Each enemy adjacent to the phraint falls prone and the phraint shifts its speed to a space not adjacent to any enemies.

Skills Acrobatics +13, Athletics +11

Str 16 **Dex** 21 **Wis** 16

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

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblaes (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Black Phraint Warrior

Level 10 Minion Skirmisher

Medium natural humanoid (insect)

XP 100

HP 1; a missed attack never damages a minion

Initiative +12

AC 24; **Fortitude** 21; **Reflex** 24; **Will** 21

Perception +8

Speed 9

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **At Will**

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 9 damage.

MOVE ACTIONS

Phraint Leap * **At Will**

Effect: The phraint jumps up to 5 squares (and up to 3 squares vertically). It gains combat advantage against creature it is adjacent to at the end of this jump until the end of its turn.

Skills Acrobatics +13, Athletics +11

Str 17 **Dex** 21 **Wis** 17

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

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblaes (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Gold Phraint Commander Level 10 Soldier (Leader)

Medium natural humanoid (insect)

XP 600

HP 104; **Bloodied** 52

Initiative +11

AC 26; **Fortitude** 22; **Reflex** 22; **Will** 24

Perception +13

Speed 8

TRAITS

Air of Authority * **Aura** 4

Creatures in the aura cannot mark phraints that do not have this trait. Creatures in the aura that do not have a phraint with this trait marked suffer a -5 penalty to damage with attacks that do not include a phraint with this trait as a target.

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **At Will**

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+9 damage.

(melee) Lead the Charge * **Encounter**

Effect: The gold phraint commander charges. It then pulls each ally within 4 squares of the commander's starting space up to 6 squares. Each ally it pulls gets a +1 bonus to attack rolls until the end of its next turn.

MOVE ACTIONS

Phraint Leap * **At Will**

Effect: The phraint jumps up to 5 squares (and up to 3 squares vertically) and gains a +4 bonus to AC against opportunity attacks triggered by this movement.

TRIGGERED ACTIONS

(melee) Keep Your Eyes on Me (weapon) * **At Will**

Trigger: An enemy that has the gold phraint commander marked makes an attack that does not include it as a target.

Attack (Opportunity Action): Melee 1 (the triggering enemy); +17 vs. AC.

Hit: 2d8+9 damage, and the target is dazed until the start of its next turn.

Skills Diplomacy +16, Insight +13

Str 19 **Dex** 18 **Wis** 16

Con 16 **Int** 18 **Cha** 23

Alignment unaligned

Languages Common, Phraint

Equipment 2 obsidian mandiblasses (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Blue Phraint Electromancer Level 11 Controller

Medium natural humanoid (insect)

XP Value

HP 110; **Bloodied** 55

Initiative +9

AC 25; **Fortitude** 21; **Reflex** 23; **Will** 24

Perception +13

Speed 8

TRAITS

Lightning Charge

When the blue phraint takes lightning damage, it may make a recharge roll or a saving throw.

STANDARD ACTIONS

(mbasic) Copper Staff (lightning, weapon) * **At Will**

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

Hit: 3d6+9 lightning damage.

(ranged) Blue Lightning (lightning) * **At Will**

Attack: Range 10 (one or two creatures); +14 vs. Reflex.

Hit: 3d6+9 lightning damage.

(ranged) Nerve Lightning (lightning) * **Recharge** 6

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

Hit: 3d8+11 lightning damage and the target is stunned (save ends).

Aftereffect: The target is slowed (save ends).

(area) Magnetic Pulse (lightning) * **Encounter**

Attack: Area burst 2 within 10 squares (each creature in burst); +12 vs. Reflex (+14 vs. Reflex against targets in metal armor).

Hit: 2d10+10 lightning damage and the target is immobilized (save ends).

Miss: Half damage and the target is slowed (save ends).

Skills Arcana +16

Str 14 **Dex** 18 **Wis** 16

Con 14 **Int** 21 **Cha** 23

Alignment unaligned

Languages Phraint

Equipment copper staff

Black Phraint Elite

Level 14 Minion Skirmisher

Medium natural humanoid (insect)

XP 250

HP 1; a missed attack never damages a minion

Initiative +15

AC 28; **Fortitude** 25; **Reflex** 28; **Will** 25

Perception +16

Speed 9

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **Weapon**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 11 damage.

TRIGGERED ACTIONS

Leaping Escape * **At Will**

Trigger: The black phraint elite is targeted by a melee attack.

Effect (Immediate Interrupt): The black phraint elite jumps up to 5 squares (and up to 3 squares vertically) without triggering opportunity attacks.

Skills Acrobatics +18, Athletics +16

Str 19 **Dex** 23 **Wis** 19

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

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblaes (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

Superior Gold Phraint

Level 14 Elite Soldier (Leader)

Medium natural humanoid (insect)

XP 2,500

HP 280; **Bloodied** 140

Initiative +13

AC 30; **Fortitude** 26; **Reflex** 28; **Will** 25

Perception +15

Speed 9

Saving Throws +2; **Action Points** 1

TRAITS

Air of Authority * **Aura** 4

Creatures in the aura cannot mark phraints that do not have this trait.

STANDARD ACTIONS

(mbasic) Obsidian Mandiblade (weapon) * **At Will**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d10+6 damage and the target is marked (save ends).

(melee) Double Attack * **At Will**

Effect: The superior gold phraint makes two obsidian mandiblade attacks.

MOVE ACTIONS

Phraint Leap * At Will

Effect: The phraint jumps up to 5 squares (and up to 3 squares vertically) and gains a +4 bonus to AC against opportunity attacks triggered by this movement.

TRIGGERED ACTIONS

(melee) Fouling Strike (weapon) * At Will

Requirement: The phraint must be wielding at least one mandiblade.

Trigger: A creature marked by the phraint makes an attack that does not include it as a target.

Effect (Opportunity Action): The phraint shifts up to 3 squares to a space adjacent to the target.

Attack: Melee 1 (the triggering creature); +19 vs. Reflex.

Hit: 3d6+12 damage, and the target falls prone.

Skills Acrobatics +16, Athletics +18

Str 23 **Dex** 18 **Wis** 17

Con 20 **Int** 19 **Cha** 19

Alignment unaligned

Languages Phraint

Equipment 2 obsidian mandiblaes (specialized pole arms with jagged obsidian gripping surfaces; a non-phraint holding one suffers 1d4 points of damage each round at the start of its turn)

PISTOL WRAITH

Source: Homebrew.

A pistol wraith is the undead spirit of a gunman- either one so especially wicked that he rose after his death to haunt the land, or one slain by another pistol wraith. Many of them have orcish features, since most guns on Cydra are of orcish origin.

Hat and Duster: A pistol wraith almost always wears a cowboy hat and duster, poncho, or similar outfit. It would look right at home in a Western horror movie. Though it is translucent, its bullets are solid.

Pistol Wraith

Level 16 Artillery

Medium shadow humanoid (undead)

XP 1,400

HP x; **Bloodied** x

Initiative +15 (plus see Dueling Instinct)

AC 28; **Fortitude** 28; **Reflex** 30; **Will** 26

Perception +15

Speed fly 8 (hover); phasing

Darkvision

Immune disease, poison; **Resist** insubstantial; **Vulnerable** 10 radiant

TRAITS

Dueling Instinct

When engaged in a formal duel, a pistol wraith has an initiative of 35.

STANDARD ACTIONS

(rbasic) Gun of the Grave (necrotic) * At Will; Reload Minor

Attack: Ranged 20/40; +21 vs. Reflex

Hit: 3d8+11 necrotic damage, and the target is weakened until the end of its next turn.

(r) Grave Shot (necrotic) * Recharge 6

Attack: Ranged 20/40; +21 vs. Fortitude.

Hit: 4d10+8 necrotic damage and the target loses a healing surge at the start of its turn (save ends). If the target has no healing surges, it instead suffers damage equal to its healing surge value.

Str 11 **Dex** 25 **Wis** 14

Con 21 **Int** 14 **Cha** 18

Alignment evil

Languages Common

PLAGUE SPEWER

Source: 3.5e *Monster Manual* 3.

Very few creatures can cause devastation over a huge, widespread area even long after they are dead. Unfortunately for natural creatures, plague spewers, with their ability to spread plague, are an exception. Indeed, the appearance of spew plague often precedes the arrival of a plague spewer by months or years, as does a massive increase in the native rat population.

A plague spewer appears to be a gigantic humanoid composed of rotting flesh. Boils and pustules pockmark its body, and rats, flies and other vermin accompany it everywhere. A constant stream of vomit and bile drools from its gaping mouth. Lumps beneath its rancid skin squirm and move.

A typical encounter with a plague spewer might begin with the monster and a single plague vermin swarm, but by the end of it the monster will have two more swarm allies due to its *vomit plague vermin swarm* ability.

The Dangers of Disease: The plague spewer, while a powerful opponent, is most dangerous due to its ability to spread disease far and wide. Entire cities have died of the festering sicknesses spread by the plague spewer and its vermin, and there are empty continents covered in sparse ruins whose former inhabitants all perished. Indeed, when such a crisis occurs, the plague devastating the land spreads quickly as refugees flee the cities, taking it with them to other lands, islands and communities. Because spew plague is highly communicable even before its symptoms manifest, its spread is extremely difficult to prevent, and fully curing it is likewise extraordinarily difficult. In addition to the disease itself, a plague spewer also spreads panic, potentially over a huge area. Thus, a plague spewer poses a threat far greater than the physical damage it can cause.

Vermin Everywhere: A plague spewer brings with it hordes of rats, roaches, flies, fleas and other vermin, some of which stay behind wherever it goes, spreading spew plague. Although a great increase in the number of vermin in an area can be an indicator of the coming of a plague spewer, there is rarely much that can be done about it. Exterminating all the vermin in a town or village is virtually impossible.

Plague Spewer

Huge shadow humanoid (undead)

HP 580; **Bloodied** 290

AC 37; **Fortitude** 39; **Reflex** 37; **Will** 35

Speed 7

Immune disease, poison

Saving Throws +2; **Action Points** 1

TRAITS

Inexorable Plague * **Aura** 4

A creature with immunity to disease that is exposed to spew plague while in the aura must make a saving throw at the end of the encounter. If it fails, it loses immunity to disease and contracts spew plague (stage 1). When its spew plague is cured, it regains immunity to disease if it would normally have it.

Burn it Out

When the plague spewer takes fire or radiant damage, its aura is suppressed until the start of its next turn.

Growth of Disease

When the plague spewer takes necrotic damage, each creature within 4 squares of it must make a saving throw at the end of the encounter. If it fails, it contracts spew plague (stage 1).

STANDARD ACTIONS

(mbasic) Diseased Slam (disease) * **At Will**

Attack: Melee 2 (one creature); +30 vs. AC.

Hit: 4d12+17 damage, and the target must make a saving throw at the end of the encounter. If it fails, it contracts spew plague (stage 1).

Double Slam * **At Will**

Effect: The plague spewer makes two *diseased slam* attacks.

TRIGGERED ACTIONS

Vomit Plague Swarm * **Recharge** when the plague spewer is first bloodied

Level 25 Elite Brute

XP 14,000

Initiative +19

Perception +17

Darkvision

Trigger: The plague spewer takes damage.

Effect (No Action): A plague vermin swarm appears adjacent to the plague spewer. It rolls for initiative immediately and takes its turn normally. The plague vermin swarm adds xp to the encounter normally.

Skills Endurance +30

Str 25 **Dex** 24 **Wis** 20

Con 30 **Int** 6 **Cha** 16

Alignment chaotic evil

Languages Common

Plague Vermin Swarm

Level 25 Skirmisher

Large natural beast (swarm)

XP 7,000

A plague vermin swarm is composed of a mix of vermin including rats, fleas, bedbugs, ticks, flies, cockroaches and more.

HP 231; **Bloodied** 115

Initiative +23

AC 39; **Fortitude** 37; **Reflex** 39; **Will** 35

Perception +17

Speed 6, climb 4, swim 6

Low-light vision

Resist half damage from melee and ranged attacks; **Vulnerable** 15 to close and area attacks

TRAITS

Diseased Swarm Attack (disease) * **Aura** 1

Any enemy that ends its turn in the swarm takes 10 damage and must make a saving throw at the end of the encounter. If it fails, it contracts spew plague (stage 1).

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Filthy Vermin (disease) * **At Will**

Attack: Melee 1 (one creature); +30 vs. AC.

Hit: 4d6+19 damage and the target must make a saving throw at the end of the encounter. If it fails, it contracts spew plague (stage 1).

Str 12 **Dex** 28 **Wis** 21

Con 23 **Int** 1 **Cha** 7

Alignment unaligned

Languages -

Spew Plague

Level 25 Disease

Individuals unfortunate enough to show the signs of spew plague vomit prolifically and have trouble keeping food down. Fever grips it and it is overcome with head and body aches.

Stage 0: The target recovers from the disease.

Stage 1: The target shows no signs of the disease. Each creature that the target becomes adjacent to must make a saving throw after five minutes or catch stage 1 of spew plague.

Stage 2: The target is feverish, achy and nauseous. It suffers a -2 penalty on attacks, skill checks, initiative and defenses. A tiny target loses 1d4 ounces in weight, a small target loses 1d2 lbs, a medium target loses 1d4 lbs, a large target loses 1d8 lbs, a huge target loses 2d6 lbs or a gargantuan target loses 3d8 lbs.

Stage 3: The target vomits and retches frequently, especially when moving quickly or exerting itself. It retains the -2 penalty from stage 2; additionally, at the start of each turn in combat or similar circumstances, the target must make a saving throw or spend a move action vomiting. A tiny target loses 2d3 ounces in weight, a small target loses 1d4 lbs, a medium target loses 2d4 lbs, a large target loses 2d6 lbs, a huge target loses 3d8 lbs or a gargantuan target loses 6d6 lbs.

Stage 4: The target dies.

Check: At the end of each extended rest, the target makes an Endurance check.

20 or lower: The target gains a spew point. If it has more spew points than 2 + the disease's current stage, the stage of the disease also increases by 1.

21 to 28: No change.

29 or higher: The target loses a spew point. If the disease is at higher than stage 1, the stage of the disease decreases by 1. If the target's spew points are reduced to 0 or lower, the stage of the disease decreases to 0.

Special: Spew plague is very contagious and extremely difficult to cure. Rituals and powers that normally cure disease instead reduce the victim's number of spew points by 3.

PLASM

Source: 2e Mystara MC Appendix.

Plasms appear as battered skeletons surrounded by blazing elemental material. Failed servants of the primordials, they nonetheless maintain a yearning loyalty to their destructive forebears. Sometimes working alongside elementals or archons, plasms are very powerful but have serious drawbacks.

Failed Archons: Plasms were the first attempt of the primordials to create servants equivalent to the angels that served the gods. When the primordials began experimenting with crafting such servants, they made many experiments that were discarded as insufficiently powerful, intelligent or loyal. A large group of such failed creations was the first hoard of plasms. While they had the power, intellect and loyalty that the primordials wanted, they proved unable to maintain their form for any length of time when outside of the Chaos.

Dangerous Reproduction: Plasms do not reproduce as natural creatures do. Instead, they must spend hours or days manipulating materials of the natural world and the bones of intelligent humanoid creatures. The bones hold the basic shape and provide the seed of sentience required for plasms to maintain their intellect; the natural material provides the newborn plasm's form and has more stability than raw material taken from the Elemental Chaos.

Catastrophic Instability: Plasms, when not on the Elemental Chaos, suffer from a highly unstable nature that endangers everything around them. When seriously damaged a plasm starts to leak energy. This means that destroying a plasm can be almost as dangerous as letting one run loose.

Fire Plasm

Level 25 Brute

Medium elemental humanoid (fire)

XP 7,000

HP 279; **Bloodied** 139 (see *gouts of fire*)

Initiative +21

AC 37; **Fortitude** 37; **Reflex** 39; **Will** 37

Perception +15

Speed 6

Vulnerable 20 cold

TRAITS

Gouts of Fire (fire)

While the fire plasm is bloodied, at the start of its turn it loses 15 hit points and each creature within 3 squares of it gains ongoing 15 fire damage (save ends).

Growing Flames

Each time the fire plasm is subjected to fire damage, it first gains temporary hit points equal to 10 + the level of the creature creating the effect.

STANDARD ACTIONS

(mbasic) Flaming Claw (fire) * **At Will**

Attack: Melee 1 (one creature); +30 vs. AC.

Hit: 6d6+17 fire damage, and if the target is taking ongoing fire damage, that damage increases by 10.

(melee) Ignite (fire) * **At Will**

Attack: Melee 1 (one or two creatures); +28 vs. Reflex.

Hit: Ongoing 20 fire damage, and the target takes a -3 penalty to saving throws (save ends both).

TRIGGERED ACTIONS

(close) Cinder Cloud * **At Will**

Trigger: The fire plasm is hit by a melee attack.

Effect (Immediate Reaction): Close burst 4; each creature in the burst has its fire resistance reduced by 20. Each creature in the burst that is immune to fire loses that immunity and instead gains resist 20 fire. These effects last until the end of the fire plasm's next turn.

Str 25 **Dex** 28 **Wis** 17
Con 19 **Int** 8 **Cha** 20
Alignment chaotic evil

Languages Primordial

Wind Plasm

Level 25 Controller

Medium elemental humanoid (air)

XP 7,000

HP 279; **Bloodied** 139 (see *lashing winds*)

Initiative +21

AC 37; **Fortitude** 37; **Reflex** 39; **Will** 37

Perception +15

Speed 6, fly 10

TRAITS

Lashing Winds

While the wind plasm is bloodied, at the start of its turn it loses 15 hit points. It then slides each creature within 6 squares of it 3 squares or knocks that creature prone.

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +30 vs. AC.

Hit: 4d6+10 damage.

(close) Control Winds * At Will

Attack: Close blast 4; +27 vs. Reflex.

Hit: 3d8+12 damage and the wind plasm slides the target 3 squares.

Str 25 **Dex** 28 **Wis** 17
Con 19 **Int** 8 **Cha** 20
Alignment chaotic evil

Languages Primordial

Giant Stone Plasm

Level 28 Elite Soldier

Large elemental humanoid (earth)

XP Value

HP 514; **Bloodied** 257

Initiative +19

AC 44; **Fortitude** 42; **Reflex** 37; **Will** 40

Perception +22

Speed 6, burrow 6

Darkvision, tremorsense 10

Resist 10 cold; **Vulnerable** 10 thunder

Saving Throws +2; **Action Points** 1

TRAITS

Crumbling Stone

While the giant stone plasm is bloodied, at the start of its turn it loses 20 hit points, each creature within 2 squares of it takes 10 damage and two squares of its choice adjacent to it becomes filled with difficult terrain until cleared.

STANDARD ACTIONS

(mbasic) Smash * At Will

Attack: Melee 2 (one creature); +33 vs. AC.

Hit: 4d8+18 damage, and the target is knocked prone.

(melee) Double Smash * At Will

Effect: The giant stone plasm uses *smash* twice.

(area) Rain of Stone * Encounter

Attack: Burst 3 within 20; +29 vs. Fortitude.

Hit: 4d6+13 damage, and the target is knocked prone.

Miss: Half damage.

MINOR ACTIONS

(close) Clutch of Stone * At Will 1/round

Attack: Close burst 5 (one prone creature in burst); +31 vs. Reflex.

Hit: The target is restrained and cannot rise from prone (save ends both). The target can also use the escape action to break free (DC 30).

Str 30 **Dex** 16 **Wis** 26
Con 25 **Int** 8 **Cha** 20
Alignment chaotic evil

Languages Primordial

PRAYING MANTIS

Source: 3e *Monster Manual*.

The praying mantis is a insect that is harmless to humanoid life as long as it remains small enough. However, as is so often the case with seemingly-innocuous creatures, once it is enlarged to great size, a praying mantis becomes a terrible threat.

On the Feywild, praying mantises have a much greater variety than in the natural world, growing to truly incredible size or demonstrating strange fey powers; some even speak.

Giant Praying Mantis

Level 3 Soldier

Large natural beast (insect)

XP 150

HP 47; **Bloodied** 23

Initiative +3

AC 18; **Fortitude** 15; **Reflex** 17; **Will** 15

Perception +3

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +8 vs. AC.

Hit: 1d6+4 damage.

Mantis Strike * At Will

Effect: The praying mantis uses *claw* twice against the same target. If both attacks hit, the target is dazed until the end of its next turn.

TRIGGERED ACTIONS

(melee) Blinding Speed * Encounter

Trigger: An enemy triggers an opportunity attack from the praying mantis.

Attack (Opportunity Action): Melee 1 (the triggering creature); +8 vs. AC.

Hit: The praying mantis shifts up to 2 squares, then pulls the target to a space adjacent to it.

Str 18 **Dex** 15 **Wis** 14
Con 15 **Int** 1 **Cha** 4
Alignment unaligned

Languages -

Vision Mantis

Level 7 Controller

Medium fey beast (insect)

XP 300

A vision mantis is a preying mantis the size of a human from the Feywild whose claws inflict a poison that causes hallucinations and delirium. Although it rarely uses the ability, a vision mantis is capable of speech.

HP 77; **Bloodied** 38

Initiative +5

AC 21; **Fortitude** 18; **Reflex** 19; **Will** 20

Perception +5

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

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

Hit: 1d8+3 damage.

Double Claw * At Will

Effect: The vision mantis uses *claw* twice.

Vision Claw (psychic) * Recharge 5 6

Attack: Melee 1 (one creature); +11 vs. Will.

Hit: 1d8+3 damage plus 10 psychic damage and the vision mantis slides the target up to 2 squares and the target is dazed (save ends). Each time the target fails a save against this effect, the vision mantis may slide it up to 2 squares.

MOVE ACTIONS

(ranged) Vision Dance * At Will

Effect: The vision mantis shifts up to 2 squares.

Attack: Range 5 (one dazed creature); +11 vs. Will.

Hit: The vision mantis slides the target up to 2 squares.

Str 15 Dex 15 Wis 15

Con 13 Int 8 Cha 19

Alignment unaligned

Languages Elven

Spitting Praying Mantis

Level 7 Artillery

Medium fey beast (insect)

XP 300

The spitting praying mantis is a dangerous hunter of the Feywild that uses its saliva to hunt prey. Even those that get close to it must contend with its deadly claw, although it is less proficient in melee than many other breeds of giant praying mantis.

HP 61; Bloodied 30

Initiative +7

AC 19; Fortitude 19; Reflex 20; Will 19

Perception +5

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

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

Hit: 2d6+4 damage.

(ranged) Fey Spit (acid, radiant) * At Will

Attack: Range 10 (one creature); +12 vs. Reflex.

Hit: 2d10+4 acid and radiant damage.

MOVE ACTIONS

Clumsy Flight * Encounter

Effect: The spitting praying mantis flies up to 6 squares.

TRIGGERED ACTIONS

Death Blow * Encounter

Trigger: The spitting praying mantis is reduced to 0 hit points.

Effect (No Action): The mantis uses *claw* at a random adjacent creature.

Str 16 Dex 19 Wis 15

Con 13 Int 3 Cha 11

Alignment unaligned

Languages -

Spicewoods Elder Mantis

Huge natural beast (insect)

Level 12 Solo Soldier

XP 3,500

In the depths of the Spicewoods of Pesh are areas where the air is thick and humid and conditions are right for the growth of monstrosly large creatures. Alongside the behemoths and giants of the forest, giant insects sometimes live and grow far past their normal size. The Spicewoods elder mantis is an example of such a monster- it has survived for over a century and become something of a legend to the people of Pesh. But it is real enough, and should adventurers ever slay it and bring out proof of their deed, they would gain a great deal of fame.

HP 488; **Bloodied** 244

Initiative +12

AC 28; **Fortitude** 24; **Reflex** 26; **Will** 24

Perception +10

Speed 8, climb 5

Immune immobilize, slow

Action Points 2; **Saving Throws** +5

TRAITS

Elder Beast

At the start of its turn, the mantis makes a saving throw against one condition that a save can end. If it is bloodied, it instead makes a saving throw against each condition that a save can end.

STANDARD ACTIONS

(mbasic) Claw * At Will

Requirement: The mantis may not have more than two creatures grabbed.

Attack: Melee 3 (one creature); +17 vs. AC.

Hit: 2d12+7 damage, and if the mantis has less than two creatures grabbed, it may grab the target (escape DC 20).

Flurry of Strikes * At Will

Effect: The Spicewoods elder mantis uses *claw* three times.

MINOR ACTIONS

(melee) Bite * At Will

Attack: Melee 2 (one grabbed creature); +17 vs. AC.

Hit: 3d6+10 damage.

Effect: The mantis may sustain the grab.

TRIGGERED ACTIONS

Frenzy * At Will

Requirement: The mantis must be bloodied.

Trigger: The mantis takes damage from an attack.

Effect (Free Action): The mantis makes a saving throw, then uses *claw*.

Skills Nature +15, Stealth +15

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

Con 18 **Int** 3 **Cha** 13

Alignment unaligned

Languages -

QUARAPHON

Source: 3e *Monster Manual III*.

Belligerent, swaggering creatures that wander the plains looking to hone their fighting prowess, quaraphons often infringe upon the territory of other creatures. These intrusions almost always turn violent, for quaraphons take great joy in battle and require enormous amounts of food.

A quaraphon vaguely resembles a deep blue centaur, but its skin is covered with warty knots. Its head is unusually large, including two mouths atop one another and four eyes. The placement of the eyes and mouths of a quaraphon varies from individual to individual, with some even having them in the back or sides of their heads.

Quaraphon Swaggerer

Level 14 Soldier

Large aberrant magical beast

XP 1,000

HP 142; **Bloodied** 71

Initiative +9

AC 30; **Fortitude** 28; **Reflex** 24; **Will** 26

Perception +12

Speed 8

Resist 10 thunder

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 1d12+9 damage, and the quaraphon marks the target (save ends).

(close) Deafening Bellow (thunder) * Encounter

Attack: Close blast 4 (creatures in blast); +15 vs. Fortitude.

Hit: 4d8+6 thunder damage and the target is deafened (save ends).

Miss: Half damage and the target is deafened until the end of its next turn.

MINOR ACTIONS

(melee) Quick Hoof * At Will 1/round

Requirement: The quaraphon must have hit with its *bite* attack previously this turn.

Attack: Melee 1 (the creature the quaraphon hit with *bite*); +19 vs. AC.

Hit: 2d6+3 damage.

TRIGGERED ACTIONS

(melee) We're Not Done Yet * At Will

Trigger: A creature marked by the quaraphon exits a square adjacent to it.

Attack (Immediate Interrupt): Melee 1 (the triggering creature); +21 vs. AC.

Hit: 2d6+3 damage and the quaraphon knocks the target prone.

Str 24 **Dex** 10 **Wis** 20

Con 22 **Int** 7 **Cha** 13

Alignment unaligned

Languages Giant

Quaraphon Bully

Level 14 Brute

Large aberrant magical beast

XP 1,000

HP 172; **Bloodied** 86

Initiative +7

AC 26; **Fortitude** 28; **Reflex** 24; **Will** 26

Perception +12

Speed 8

Resist 10 thunder

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 2d12+7 damage.

(melee) Bullying Blow * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d6+17 damage, and the quaraphon pushes the target 1 square.

(close) Deafening Bellow (thunder) * Encounter

Attack: Close blast 4 (creatures in blast); +15 vs. Fortitude.

Hit: 4d8+12 thunder damage and the target is deafened (save ends).

Miss: Half damage and the target is deafened until the end of its next turn.

MINOR ACTIONS

(melee) Quick Hoof * At Will 1/round

Requirement: The quaraphon must have hit with its *bite* attack previously this turn.

Attack: Melee 1 (the creature the quaraphon hit with *bite*); +19 vs. AC.

Hit: 2d6+3 damage.

Str 24 **Dex** 10 **Wis** 20
Con 22 **Int** 7 **Cha** 13
Alignment unaligned

Languages Giant

Quaraphon Bellow

Level 16 Artillery

Large aberrant magical beast

XP 1,400

HP 121; **Bloodied** 60

Initiative +8

AC 28; **Fortitude** 30; **Reflex** 26; **Will** 28

Perception +13

Speed 8

Resist 10 thunder

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 2d10+8 damage. If the target is deafened, it takes an extra 2d6 damage.

(close) Deafening Bellow (thunder) * At Will

Attack: Close blast 4 (creatures in blast); +19 vs. Fortitude.

Hit: 3d6+8 thunder damage, and the target is deafened until the end of the quaraphon bellower's next turn.

(close) Frightful Bellow (fear, thunder) * Recharge 6

Attack: Close blast 6 (creatures in blast); +19 vs. Will.

Hit: 3d10+6 thunder damage and the quaraphon pushes the target 2 squares, and the target is deafened (save ends).

Miss: Half damage and the quaraphon pushes the target 1 square.

Skills Athletics +18, Endurance +20

Str 20 **Dex** 10 **Wis** 21

Con 25 **Int** 7 **Cha** 15

Alignment unaligned

Languages Giant

Quaraphon Charger

Level 18 Skirmisher

Large aberrant magical beast

XP 2,000

HP 174; **Bloodied** 87

Initiative +18

AC 32; **Fortitude** 32; **Reflex** 31; **Will** 28

Perception +14

Speed 8

Resist 10 thunder

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +23 vs. AC.

Hit: 2d8+13 damage.

(melee) Brash Charge * At Will

Effect: The quaraphon charges and makes the following attack:

Attack: Melee 1 (one or two creatures); +23 vs. AC.

Hit: 3d8+13 damage, and the quaraphon pushes the target 2 squares.

MOVE ACTIONS

Arrogant Gallop * At Will

Effect: The quaraphon moves up to 4 squares. If any creature makes an opportunity attack against it, the quaraphon makes the following attack against that creature as a free action after the opportunity attack resolves:

Attack: Melee 1 (the triggering creature); +23 vs. AC.

Hit: 1d6+6 damage.

Str 22 Dex 25 Wis 20
Con 22 Int 8 Cha 15
Alignment unaligned

Languages Giant

Quaraphon Punk

Large aberrant magical beast

Level 19 Minion Brute

XP 600

HP 1; a missed attack never damages a minion
AC 31; **Fortitude** 33; **Reflex** 29; **Will** 31
Speed 8
Resist 15 thunder

Initiative +12
Perception +14

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +24 vs. AC.
Hit: 11 damage, or 16 damage against a deafened creature.

MINOR ACTIONS

(mbasic) Quick Hoof * At Will 1/round

Attack: Melee 1 (one creature); +24 vs. AC.
Hit: 5 damage, or 8 damage against a deafened creature.

Str 25 Dex 17 Wis 20
Con 22 Int 8 Cha 15
Alignment unaligned

Languages Giant

Quaraphon Herder

Large aberrant magical beast

Level 20 Controller (Leader)

XP 2,800

HP 195; **Bloodied** 97
AC 34; **Fortitude** 34; **Reflex** 30; **Will** 32
Speed 8
Resist 15 thunder

Initiative +10
Perception +16

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +25 vs. AC.
Hit: 3d8+15 damage.

(close) Deafening Bellow (thunder) * Encounter

Attack: Close blast 4 (creatures in blast); +23 vs. Fortitude.
Hit: 4d8+13 thunder damage and the target is deafened (save ends).

Effect: Each quaraphon in the blast may shift up to 3 squares. Each creature adjacent to a quaraphon at the end of this shift grants combat advantage to that quaraphon until the end of the quaraphon herder's next turn.

(close) Call the Herd * Recharges when an enemy within sight drops to 0 hit points

Effect: Close burst 10 (up to four allies in the burst); the herder slides each target up to 4 squares. Any enemies adjacent to the target after this slide grants combat advantage to it until the end of the herder's next turn. One target then makes a basic attack.

MINOR ACTIONS

(melee) Herding Instinct * At Will

Attack: Melee 1 (one or two creatures); +23 vs. Will.
Hit: The quaraphon herder slides the target 1 square.

Skills Athletics +18, Endurance +20, Intimidate +19
Str 24 Dex 18 Wis 23
Con 27 Int 9 Cha 19
Alignment unaligned

Languages Giant

RAVID

Source: *2e Planescape Monstrous Compendium Appendix III.*

A ravid is a strange beast from the Astral Sea. A ravid has a snake-like body with a single claw that juts forward from just behind its head. This claw has opposable digits and is fully functional as a hand. A ravid is an expression of life force run amok, charged with strange energies that fill the area around it, causing inanimate objects to spring to life.

Ravid Animator

Level 13 Controller

Medium immortal magical beast

XP 800

HP 131; **Bloodied** 65

Initiative +9

AC 27; **Fortitude** 25; **Reflex** 24; **Will** 27

Perception +6

Speed fly 6 (hover)

TRAITS

Animating Aura * **Aura** 5

Objects and terrain in the aura animate, hindering and attacking the ravid's enemies. Any enemy entering or starting its turn in the aura suffers an attack: +18 vs. AC; 1d10+2 damage. In addition, the aura is difficult terrain for enemies.

STANDARD ACTIONS

(mbasic) Tail Lash (radiant) * **At Will**

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 1d8+1 damage plus 1d8+6 radiant damage.

Str 12 **Dex** 16 **Wis** 11

Con 19 **Int** 7 **Cha** 23

Alignment unaligned

Languages Supernal

Ravid Lasher

Level 15 Artillery

Medium immortal magical beast

XP 1,200

HP 116; **Bloodied** 58

Initiative +10

AC 27; **Fortitude** 27; **Reflex** 25; **Will** 28

Perception +7

Speed fly 6 (hover)

TRAITS

Animating Aura * **Aura** 5

Objects and terrain in the aura animate, hindering and attacking the ravid's enemies. Any enemy entering or starting its turn in the aura suffers an attack: +20 vs. AC; 1d10 damage. In addition, the aura is difficult terrain for enemies.

STANDARD ACTIONS

(mbasic) Tail Lash (radiant) * **At Will**

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 1d8+5 damage plus 1d8+6 radiant damage.

(rbasic) Radiant Lash (radiant) * **At Will**

Attack: Ranged 20 (one creature); +20 vs. Reflex.

Hit: 2d8+14 radiant damage.

Str 12 **Dex** 16 **Wis** 11

Con 20 **Int** 7 **Cha** 24

Alignment unaligned

Languages Supernal

Source: 3.5E *Monster Manual V*.

A ruin chanter is the personification of worldly decay, guarding ancient ruins and forgotten outposts. A ruin chanter appears as an elfin figure garbed in ragged clothing with a tattered, rust-colored cloak. Weathered but clever-looking, ruin chanters almost always sing a mournful dirge that can sometimes be heard at surprising distances.

Guardian of Ruins: A ruin chanter is literally birthed by the ruin it claims as its territory. It will attempt to prevent a large population from returning to its ruin and absolutely oppose, with deadly force, any attempt to build permanent structures or rebuild any part of the ruin. If the ruin it dwells in were to be rebuilt, the ruin chanter knows it could no longer exist.

Lore of Ruin: A ruin chanter knows an amazing amount of information about the ruin it haunts. Sometimes a ruin chanter can be bribed or persuaded into sharing some of its lore, although it is unlikely to favor would-be explorers with any information that would encourage them to delve within its territory.

Medium fey humanoid

HP 446; Bloodied 223

AC 38; Fortitude 35; Reflex 39; Will 36

Speed 7

Saving Throws +2; Action Points 1

XP 6,050

Initiative +19

Perception +20

Lowlight vision

Mournful Chant (fear, psychic) * **Aura** 5

Enemies must spend an extra square of movement to move or shift into any square in the aura. If the ruin chanter is bloodied, each enemy that ends its turn in the aura also takes 15 psychic damage.

Ruin Walk

A ruin chanter ignores difficult terrain composed of rubble or debris, and may choose to ignore the effects of challenging terrain.

(mbasic) Mace (weapon) * **At Will**

Attack: Melee 1 (one creature); +29 vs. AC.

Hit: 4d8+14 damage.

(ranged) Ruin Body (necrotic) * **Recharge** when first bloodied

Attack: Ranged 10 (one or two creatures); +27 vs. Fortitude.

Hit: 4d6+18 necrotic damage, and the target is weakened (save ends). Until the target makes its save against this effect, it appears to age rapidly.

First Failed Save: The target is instead weakened and slowed (save ends both).

Second Failed Save: The target dies.

(ranged) Ruin Mind (charm, psychic) * **Recharge** when first bloodied

Attack: Ranged 10 (one or two creatures); +27 vs. Will.

Hit: 4d6+18 psychic damage, and the target's mind is ruined (save ends). While its mind is ruined, at the start of its turn, the ruin chanter slides the target up to 4 squares and the target makes a melee basic attack against a target of the ruin chanter's choice as a free action. Until the target makes its save against this effect, it appears to age rapidly.

Sprightly Leap * **At Will**

Effect: The ruin chanter jumps up to 6 squares.

Spike Stones * **Recharge** when the ruin chanter ends its turn with no enemies adjacent to it

Effect: Area wall 6 within 10 squares; the ground in the area of the wall extrudes stone spikes. Any creature that enters or ends its turn in a square of the wall takes 15 damage and is slowed (save ends). The wall persists until the beginning of the ruin chanter's next turn.

Skills Acrobatics +24, Intimidate +26, Stealth +24

Str 20 **Dex** 25 **Wis** 17

Con 23 **Int** 18 **Cha** 28

Alignment unaligned

Languages Common, Elven

Equipment mace

SCORPIONFOLK

Source: 3e *Monsters of Faerun*.

Tlincallis, also called scorpionfolk or stingers, are horrific monsters that combine the worst features of humanity with the deadliest aspect of a scorpion. A tlincallis (singular and plural) has a humanoid torso, arms and head. Its skin is a dark red color, sometimes mottled with black or deep grays. The hands of a tlincallis have only two broad, strong fingers and a thumb. It is hairless, with red, glowing eyes. Its lower body is scorpion-like, with six legs and a long, stinger-bearing tail.

Scorpionfolk live in desert cities, beneath which are thriving networks of burrows and tunnels. They often take humans and dwarves as slaves, forcing them to mine and craft weapons.

Scorpionfolk Nomad

Level 12 Minion Soldier

Large natural humanoid (scorpion)

XP 175

HP 1; a missed attack never damages a minion

Initiative +12

AC 26; **Fortitude** 26; **Reflex** 24; **Will** 24

Perception +6

Speed 6

Tremorsense 6

STANDARD ACTIONS

(mbasic) Sting (poison) * **At Will**

Attack: +17 vs. AC (one creature); 7 damage and ongoing 5 poison (save ends).

TRIGGERED ACTIONS

(m) You're Not Going Anywhere * **At Will**

Trigger: An enemy moves or shifts out of a square adjacent to the scorpionfolk nomad.

Attack (Opportunity Action): Melee 1 (the triggering creature); +17 vs. Reflex.

Hit: 5 damage, and the target is knocked prone.

Str 23 **Dex** 19 **Wis** 11

Con 14 **Int** 8 **Cha** 19

Alignment evil

Languages Tlincallis

Scorpionfolk Reaver

Level 12 Soldier

Large natural humanoid (scorpion)

XP 700

HP 118; **Bloodied** 59

Initiative +12

AC 28; **Fortitude** 26; **Reflex** 24; **Will** 24

Perception +6

Speed 6

Tremorsense 6

STANDARD ACTIONS

(mbasic) Sting (poison) * **At Will**

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 2d8+4 damage and ongoing 10 poison (save ends).

(m) Invigorate Venom (poison) * **Recharge** 5 6

Requirement: The target must have ongoing poison damage.

Attack: Melee 1 (one creature); +15 vs. Fortitude.

Hit: 3d8+7 poison damage, and the target's ongoing poison damage increases by 5.

TRIGGERED ACTIONS

(m) You're Not Going Anywhere * **At Will**

Trigger: An enemy moves or shifts out of a square adjacent to the scorpionfolk reaver.

Attack (Opportunity Action): Melee 1 (the triggering creature); +17 vs. Reflex.
Hit: 2d8+4 damage, and the target is knocked prone.

Str 23 **Dex** 19 **Wis** 11
Con 14 **Int** 8 **Cha** 19
Alignment evil

Languages Tlincallis

Scorpionfolk Driver

Level 14 Skirmisher

Large natural humanoid (scorpion)

XP 900

HP 135; **Bloodied** 67

Initiative +13

AC 28; **Fortitude** 28; **Reflex** 25; **Will** 26

Perception +7

Speed 6

Tremorsense 6

STANDARD ACTIONS

(mbasic) Sting (poison) * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 1d10+10 damage plus ongoing 10 poison (save ends).

(m) Driving Attack (poison) * At Will

Requirement: The scorpionfolk driver must move or shift at least 3 squares during its turn before using this attack.

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 1d10+10 damage plus ongoing 10 poison (save ends).

Effect: The scorpionfolk driver pushes the target 1 square (2 on a critical hit).

MOVE ACTIONS

Skitter * At Will

Effect: The scorpionfolk driver shifts 3 squares.

Str 24 **Dex** 19 **Wis** 11
Con 15 **Int** 13 **Cha** 20
Alignment evil

Languages Tlincallis

Scorpionfolk Magus

Level 15 Controller

Large natural humanoid (scorpion)

XP 1000

HP 143; **Bloodied** 71

Initiative +11

AC 29; **Fortitude** 27; **Reflex** 26; **Will** 30

Perception +7

Speed 6

Tremorsense 6

STANDARD ACTIONS

(mbasic) Sting (poison) * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 1d10+7 damage plus ongoing 15 poison (save ends).

(m) Slowing Sting (poison) * At Will

Attack: Melee 1 (one creature); +19 vs. Fortitude; 2d10+12 poison damage and the target is slowed (save ends).

(r) Venom Bolt (poison) * At Will

Attack: Ranged 6 (one creature); +20 vs. Fortitude.

Hit: 2d10+7 poison damage and the target is slowed and takes ongoing 5 poison damage (save ends).

Effect: Each creature adjacent to the target takes 5 poison damage.

Str 20 **Dex** 19 **Wis** 11
Con 15 **Int** 13 **Cha** 26
Alignment evil

Languages Tlincallis

SCYLLA

Source: 3e *Stormwrack*.

Over the eons, the Nine Hells have been ruled by a variety of arch-devils. Lucifer predated and then succeeded Asmodeus; Geryon fell; tales of the struggle between Tiamat and Bel for dominance over Avernus could fill volumes. Other, more ancient devils have ruled one Hell or another as well, Scylla among them.

So long ago that almost all references to him it been lost, Scylla ruled Stygia from the frozen depths. Now it lurks in the Underdepths, the deepest reaches of the sea where light never reaches, brooding in the frigid waters of its exile. Scylla rarely stirs, but sometimes vomits forth a clutch of eggs that hatches after a century into a batch of scyllans.

Devil Men of the Deep Cultists: The devil-worshipping sahuagin typically devote themselves to Sekolah, the Great Shark, but there are rare instances of small groups, cut off from their normal religious heirarchy, who have fallen into a crude form of veneration of Scylla. Such groups do not consort with sharks, and are usually the remains of lost raiding parties that failed and were driven into unknown waters. Perhaps it requires a deep and bitter sense of failure to achieve communion with Scylla after so many eons of brooding.

Weird Broods: Scylla vomits forth the eggs that become the scyllans. Scyllans are less successful at reproducing, creating strange broods of mutant fish with tentacles or pincers, or even more bizarre stillbirths so disturbing that they make scholars shudder. Few offspring of the scyllans are viable, but a few escape to the open sea, where their true source is rarely determined.

Strange Keening: Scyllans make a dreadful keening noise that can be heard miles away on the open sea. The sound is frightening and malevolent-sounding, and most fishermen and boaters lay in a course for shore as soon as they hear it. Those foolish enough to seek out a scyllan have an easy time following the noise, but usually a far harder time surviving the encounter.

Obsessed with Failure: Scylla broods for eons on its failures, wallowing in bitterness. The few cultists that follow it do so only after suffering great failures themselves. Scyllans are prone to overestimating their ability to carry out complex plans and failing to bring them to completion. When a setback occurs to Scylla or one of the creatures related to it, that creature obsesses over the setback, turning even a minor defeat into the end of the world. Scylla and its offspring and followers hold grudges forever.

Scylla Cultist

Medium natural humanoid (aquatic), sahuagin

HP 78; **Bloodied** 39

AC 22; **Fortitude** 20; **Reflex** 17; **Will** 16

Speed 6, swim 6

Level 7 Soldier

XP 300

Initiative +7

Perception +4

Low-light vision

TRAITS

Aquatic

The sahuagin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Blood Frenzy

Against bloodied enemies, the sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.

STANDARD ACTIONS

(mbasic) Trident (weapon) * At Will

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

Hit: 2d8+6 damage and the Scylla cultist marks the target until the end of the Scylla cultist's next turn.

TRIGGERED ACTIONS

Bitterness of Failure * At Will

Trigger: The Scylla cultist misses with an attack that has no effect on a miss.

Effect (Immediate Reaction): The attack deals half damage to the target and equal damage to the Scylla cultist.

Str 20 **Dex** 14 **Wis** 12

Con 14 **Int** 10 **Cha** 10

Alignment evil

Languages Sahuagin

Equipment trident

Weirdling Fish

Level 7 Skirmisher

Large natural beast (aquatic)

XP 300

A weirdling fish is an ugly thing the size of a horse, with a few random nonfunctional pincers, legs and tentacles protruding from its body. It has eyes studding its body all over.

HP 74; **Bloodied** 37

Initiative +8

AC 21; **Fortitude** 19; **Reflex** 21; **Will** 17

Perception +10

Speed swim 8

Darkvision, low-light vision

TRAITS

All-Around Vision

Enemies do not gain combat advantage by flanking the weirdling fish.

Aquatic

The weirdling fish can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Effect: The weirdling fish shifts one square before the attack.

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

Hit: 2d12+2 damage.

MOVE ACTIONS

Dart * At Will

Effect: The weirdling fish shifts up to four squares.

TRIGGERED ACTIONS

Bitterness of Failure * At Will

Trigger: The weirdling fish misses with an attack that has no effect on a miss.

Effect (Immediate Reaction): The attack deals half damage to the target and equal damage to the weirdling fish.

Str 20 **Dex** 16 **Wis** 15

Con 10 **Int** 5 **Cha** 7

Alignment evil

Languages -

Bitter Scyllan

Level 24 Elite Soldier

Huge immortal magical beast (aquatic)

XP 12,100

HP 450; **Bloodied** 225

Initiative +21

AC 40; **Fortitude** 36; **Reflex** 36; **Will** 37

Perception +17

Speed swim 10

Darkvision

Immune cold

Saving Throws +2; **Action Points** 1

TRAITS

Frightful Dirge of Failure (fear, psychic) * Aura 10

A creature in the aura takes 10 psychic damage each time it misses all targets of an attack, fails a saving throw or fails a skill check.

Aquatic

The scyllan can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d6+18 damage.

(mbasic) Tentacle * At Will

Attack: Melee 5 (one creature); +27 vs. Reflex.

Hit: 2d6+9 damage, and the scyllan slides the target up to 3 squares and grabs the target if it is within five squares of the scyllan (escape DC 28).

Tentacle Flurry * At Will

Effect: The scyllan uses *tentacle* twice times, or three times if it is bloodied.

Devour * Recharge when first bloodied

Attack: Melee 2 (one grabbed creature); +29 vs. AC.

Hit: 4d10+18 damage, and the scyllan devours the target (escape DC 30). While devoured, the target does not occupy a square and has neither line of sight nor line of effect to anything except the scyllan and other creatures swallowed by the scyllan; in addition, nothing has line of sight or line of effect to the target except other creatures swallowed by the scyllan. If the target attacks the scyllan using a close or area attack, that attack targets all other creatures swallowed by the scyllan. If the target misses all targets of an attack or fails a saving throw, skill check or escape check, it takes 20 points of psychic damage. If the target ends its turn in the scyllan, it takes 20 points of acid damage.

Skills Intimidate +15

Str 28 **Dex** 24 **Wis** 20

Con 25 **Int** 7 **Cha** 6

Alignment evil

Languages Infernal

Weirdling Pilot

Level 24 Minion Skirmisher

Large natural beasts (aquatic)

XP 1,513

HP 1; a missed attack never damages a minion

Initiative +21

AC 38; **Fortitude** 36; **Reflex** 36; **Will** 35

Perception +16

Speed swim 8

Darkvision, low-light vision

TRAITS

All-Around Vision

Enemies do not gain combat advantage by flanking the weirdling fish.

Aquatic

The weirdling fish can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bitter Bite * At Will

Effect: The weirdling pilot shifts 1 square before the attack.

Attack: Melee 1 (one creature); +29 vs. AC.

Hit: 16 damage.

Miss: 8 damage and the weirdling pilot grants combat advantage until the end of its next turn.

Str 28 **Dex** 24 **Wis** 19

Con 10 **Int** 5 **Cha** 7

Alignment evil

Languages -

Scylla

Level 29 Solo Soldier

Gargantuan immortal magical beast (aquatic, devil)

XP 75,000

HP 1,064; **Bloodied** 532

Initiative +24

AC 45; **Fortitude** 43; **Reflex** 41; **Will** 39

Perception +24

Speed 4, swim 12, teleport 20

Darkvision

Immune cold

Saving Throws +5; **Action Points** 2

TRAITS

Feed on Failure * Aura 20

When an enemy within the aura fails a saving throw or skill check or misses at least one target with an attack, Scylla ends one condition affecting it.

Frightful Dirge of Failure (fear, psychic) * **Aura 20**

An enemy in the aura takes 15 psychic damage each time it misses all targets of an attack, fails a saving throw or fails a skill check. If Scylla is bloodied, it instead takes 25 psychic damage.

Aquatic

Scylla can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creature.

STANDARD ACTIONS

(mbasic) Bite (cold) * **At Will**

Attack: Melee 3 (one creature); +34 vs. AC.

Hit: 4d8+19 damage, and the target is immobilized (save ends).

Effect: Each creature adjacent to the target takes 15 cold damage.

(mbasic) Grasping Tentacle * **At Will**

Attack: Melee 8 (one creature); +32 vs. Reflex.

Hit: 4d8+19 damage and Scylla slides the target up to 4 squares and grabs the target if it is within eight squares of Scylla.

(mbasic) Freezing Tentacle * **At Will**

Attack: Melee 8 (one creature); +32 vs. Fortitude.

Hit: 3d10+11 cold damage and the target takes ongoing 20 cold damage and is slowed (save ends both).

Tentacle Flurry * **At Will**

Effect: Scylla uses any combination of *grasping tentacle* and *freezing tentacle* four times (five times if bloodied).

MINOR ACTIONS

(close) Fear of Failure (fear) * **Recharge** when an enemy affects Scylla with a condition

Attack: Close blast 5 (each enemy in blast); +30 vs. Will.

Hit: The target suffers a -5 penalty on attacks, skill checks and saving throws (save ends). This condition also ends if the target fails a saving throw or skill check or misses all targets with an attack.

Str 31 Dex 26 Wis 21

Con 26 Int 12 Cha 30

Alignment evil

Languages Infernal, Supernal

THE SHADOW CIRCLE

There are many different followers of the druidic faith throughout the world. Some of them have weird powers unavailable to pc druids; others simply use the Druid class template (DMG2) or represent other primal classes. Members of the Shadow Circle believe that nature is an avenging force that has no room for mankind and its ilk; these ones often work actively to destroy frontier settlements, sabotage lumbering, mining and fishing operations, or work to increase the number and intensity of elemental and Feywild incursions into the World. While some are druids, others are members of other primal classes and many are fey or elemental creatures.

Shadow Circle Druid Initiate

Level 1 Controller

Medium natural humanoid, human

XP 100

HP 29; Bloodied 14

Initiative +2

AC 15; Fortitude 16; Reflex 12; Will 14

Perception +2

Speed 6

STANDARD ACTIONS

(mbasic) Scimitar (weapon) * **At Will**

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d8+4 damage (1d8+12 on a critical hit).

(melee) Grasping Vines * **At Will**

Attack: Melee 1 (one creature); +5 vs. Reflex; 1d8+4 damage, and the target is slowed (save ends).

(area) Twisting Vines * Encounter

Attack: Burst 1 within 10 (each enemy in burst); +3 vs. Reflex.

Hit: 1d8+2 damage, and each square adjacent to the target becomes difficult terrain until the end of the Shadow Circle initiate's next turn.

Skills Nature +7

Str 13 **Dex** 14 **Wis** 15

Con 13 **Int** 10 **Cha** 9

Alignment evil

Languages Common, Elven

Equipment leather armor, wooden shield, scimitar

Shadow Circle Druid Oviat Level 2 Elite Controller

Size origin type (keywords), race

XP Value

HP 76; **Bloodied** 38

Initiative +2

AC 16; **Fortitude** 15; **Reflex** 13; **Will** 14

Perception +5

Speed 6

Saving Throws +1; **Action Points** 1

TRAITS**Incipient Rot * While Bloodied**

The Shadow Circle druid oviat's melee attacks gain the Necrotic keyword and inflict ongoing 5 necrotic damage (save ends) in addition to their other effects.

STANDARD ACTIONS**(mbasic) Scimitar (weapon) * At Will**

Attack: Melee 1 (one or two creatures); +7 vs. AC.

Hit: 1d8+5 damage.

(melee) Vine Lash * At Will

Attack: Melee 2 (one creature); +7 vs. AC.

Hit: 2d8+5 damage.

(area) Fungal Rot (necrotic) * Encounter

Attack: Burst 2 within 10 (creatures in burst).

Hit: Ongoing 8 necrotic damage and the target is weakened (save ends both).

TRIGGERED ACTIONS**Blurring Shapeshift (polymorph) * Encounter**

Trigger: The Shadow Circle druid oviat becomes bloodied.

Effect: The Shadow Circle druid oviat shifts 4 squares and gains concealment until the end of its next turn.

Skills Bluff +10, Nature +6

Str 12 **Dex** 13 **Wis** 18

Con 14 **Int** 10 **Cha** 13

Alignment evil

Languages Common, Elven

Equipment leather armor, wooden shield, scimitar

Shadow Circle Hound Level 13 Minion Soldier

Medium natural beast

XP 175

HP 1; a missed attack never damages a minion

Initiative +12

AC 27; **Fortitude** 26; **Reflex** 25; **Will** 25

Perception +15

Speed 8

STANDARD ACTIONS**(mbasic) Bite * At Will**

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 10 damage and the Shadow Circle hound marks the target until the end of the hound's next turn.

TRIGGERED ACTIONS

(melee) Don't Look Away * At Will

Trigger: A creature marked by the Shadow Circle hound makes an attack that does not include it as a target.

Attack (Immediate Interrupt): Melee 1 (the triggering creature); +20 vs. AC.

Hit: 7 damage and the Shadow Circle hound slides the target 1 square to a space adjacent to the hound.

Str 22 **Dex** 18 **Wis** 18

Con 16 **Int** 3 **Cha** 11

Alignment unaligned

Languages understands Elven

Warden of the Shadow Path Level 13 Brute

Medium fey humanoid, eladrin

XP 800

HP 162; **Bloodied** 81

Initiative +10

AC 25; **Fortitude** 28; **Reflex** 24; **Will** 25

Perception +9

Speed 6

TRAITS

Font of Life

At the start of its turn, the warden of the shadow path may make a saving throw.

STANDARD ACTIONS

(mbasic) Maul (weapon) * At Will

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d10+11 damage.

(melee) Persevering Strike (weapon) * Recharge 5 6

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d10+11 damage.

Effect: The warden of the shadow path makes a saving throw.

MOVE ACTIONS

Fey Step (teleportation) * Encounter

Effect: The warden teleports 5 squares.

Str 17 **Dex** 18 **Wis** 16

Con 22 **Int** 13 **Cha** 15

Alignment evil

Languages Common, Elven

Equipment hide armor, maul

Seeker of the Shadow Path Level 13 Artillery

Medium natural humanoid, elf

XP 800

HP 94; **Bloodied** 47

Initiative +14

AC 25; **Fortitude** 23; **Reflex** 27; **Will** 25

Perception +10

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d8+6 damage.

(rbasic) Longbow (weapon) * At Will

Attack: Ranged 20/40 (one creature); +19 vs. AC.

Hit: 3d6+11 damage.

(ranged) Seeking Arrow (weapon) * At Will

Requirement: The seeker of the shadow path must be wielding a bow.

Attack: Ranged 20 (one creature); +20 vs. AC.

Hit: 3d6+9 damage.

Miss: The seeker of the shadow path makes the attack again against a different creature within 5 squares of the target.

Str 16 **Dex** 23 **Wis** 18
Con 10 **Int** 12 **Cha** 15

Alignment evil

Languages Common, Elven

Equipment leather armor, longsword, longbow, 80 arrows

Shadow Circle Predator

Level 14 Skirmisher

Medium natural humanoid (shapechanger), human

XP 1,000

HP 140; **Bloodied** 70

Initiative +11

AC 28; **Fortitude** 27; **Reflex** 25; **Will** 26

Perception +12

Speed 6 (7 in animal form)

TRAITS

Shapechanging Defense (polymorph)

The severity of a critical hit on a Shadow Circle predator is reduced by 2d6.

STANDARD ACTIONS

(mbasic) Scimitar (weapon) * **At Will**

Requirement: The Shadow Circle predator must be in human form.

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d6+12 damage (3d6+30 on a critical hit).

(mbasic) Bite * **At Will**

Requirement: The Shadow Circle predator must be in animal form.

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 2d10+11 damage.

Effect: The Shadow Circle predator shifts 1 square.

Frenzied Predation (polymorph) * **Encounter**

Requirement: The Shadow Circle predator must be bloodied.

Effect: The Shadow Circle predator uses *bite* and *scimitar* in either order, changing shape and shifting up to 3 squares in between the two attacks. It then grants combat advantage until the end of its next turn.

MINOR ACTIONS

Predatory Shapechange (polymorph) * **At Will**

Effect: The Shadow Circle predator changes into animal form, acquiring the appearance of a wolf, cougar, crocodile or bear, or changes back into human form. Any marks on it end, and it shifts 3 squares. This effect lasts until the Shadow Circle predator uses this ability to change form again.

Str 23 **Dex** 18 **Wis** 20
Con 20 **Int** 10 **Cha** 11

Alignment evil

Languages Common, Elven

SHARK

Sharks are amongst the top predators of the oceans of Cydra. Able to scent blood from remarkable distances, sharks often arrive at the scenes of naval battles or conflicts with large sea monsters where blood spills into the water, seeking an easy meal.

Top Predators: Sharks are generally just as willing to eat another shark as they are a human or dolphin. If a creature dies in a conflict with sharks, its surviving companions might be able to escape while the sharks devour their unfortunate friend. On the other hand, non-aquatic creatures thrashing about in the water sound helpless to a shark, making them tempting prey.

Sahuagin Allies: Very few creatures are able to tame or work with sharks with any degree of success. Sahuagin, however, have been blessed by their dark patron, Sekolah, with a special relationship with them. Sahuagin sometimes even ride sharks into battle, and some scholars claim that there is shark blood running in sahuagin veins.

Bull Shark	Level 2 Soldier
Medium natural beast (aquatic)	XP 125
HP 40; Bloodied 20	Initiative +5
AC 18; Fortitude 16; Reflex 14; Will 14	Perception +3
Speed swim 8	

TRAITS

Aquatic

The bull shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 2d6+2 damage, and the target is grabbed (escape DC 13).

(melee) Aggressive Charge * Encounter

Effect: The bull shark charges and makes the following attack in place of a melee basic attack.

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 3d6+3 damage.

Str 18 **Dex** 14 **Wis** 15

Con 16 **Int** 2 **Cha** 6

Alignment unaligned

Tiger Shark	Level 4 Brute
Large natural beast (aquatic)	XP 175
HP 66; Bloodied 33	Initiative +4
AC 16; Fortitude 17; Reflex 16; Will 16	Perception +4
Speed swim 8	

TRAITS

Aquatic

The tiger shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 3d6+5 damage.

TRIGGERED ACTIONS

Blood Seeker * At Will

Trigger: A creature within 20 squares of the tiger shark becomes bloodied.

Effect (Immediate Reaction): The tiger shark shifts 2 squares. It must end this shift closer to the triggering creature than it started, and it must shift if able.

Str 18 **Dex** 14 **Wis** 15

Con 16 **Int** 2 **Cha** 6

Alignment unaligned

Thresher Shark

Medium natural beast (aquatic)

Level 5 Controller

XP 200

HP 64; **Bloodied** 32

Initiative +6

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

Perception +4

Speed swim 8

TRAITS

Aquatic

The tiger shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 1d10+5 damage, or 2d10+5 against a dazed target..

(melee) Thrashing Tail * At Will

Requirement: There must be no enemy adjacent to the thresher shark that it is aware of.

Attack: Melee 3 (one creature); +8 vs. Fortitude.

Hit: 2d8+4 damage, and the thresher shark slides the target one square. Additionally, the target is dazed until the end of the thresher shark's next turn.

Str 15 **Dex** 19 **Wis** 15

Con 16 **Int** 3 **Cha** 6

Alignment unaligned

Megalodon Shark

Gargantuan natural beast (aquatic)

Level 24 Skirmisher

XP 6,050

HP 224; **Bloodied** 112

Initiative +23

AC 38; **Fortitude** 36; **Reflex** 38; **Will** 34

Perception +16

Speed Swim 11

TRAITS

Aquatic

The megalodon shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d6+18 damage.

(close) Huge Bite * At Will

Attack: Close blast 2 (each creature in blast); +27 vs. AC.

Hit: 3d8+11 damage.

(melee) Primeval Ram * Recharge 5 6

Effect: The megalodon swims its speed.

Attack: Melee 1 (one vehicle); +27 vs. Fortitude.

Hit: 3d12+22 damage, and the target is out of control until the pilot and crew use a total of three standard actions to regain control.

Effect: The megalodon makes a secondary attack against each creature on board the vehicle.

Secondary Attack: +25 vs. Reflex.

Hit: 2d10+10 damage and the target falls prone.

TRIGGERED ACTIONS

(melee) Blood Frenzy * At Will

Trigger: An enemy within 5 squares becomes bloodied.

Effect (Immediate Reaction): The megalodon shark swims its speed to a space from which it can reach the triggering creature. It uses Bite on up to two enemies within reach at any time during this movement, including the triggering creature.

Str 26 **Dex** 29 **Wis** 19
Con 24 **Int** 7 **Cha** 14
Alignment unaligned

SHIMMERLING SWARM

Source: 3e *Monster Manual III*.

Shimmerlings are tiny fey folk that congregate in great swarms. Almost exclusively found on the Feywild, shimmerlings are individually as fragile as a dandelion, but in groups they can befuddle and confuse creatures, often amusing themselves by distracting individuals while more dangerous fey creatures move in to attack.

Shimmerling Swarm

Level 9 Controller

Medium fey humanoid (swarm)

XP 400

HP 97; **Bloodied** 48

Initiative +9

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

Perception +3

Speed 4, fly 6 (hover)

Low-light vision

Immune radiant; **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 close and area attacks

TRAITS

Dazzling Illumination (radiant) * **Aura** 5

The aura is brightly illuminated. An enemy that ends its turn in the aura is dazed until the end of its next turn.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is small enough for a single Tiny creature.

STANDARD ACTIONS

(close) Painful Radiance (radiant) * **At Will**

Attack: Close burst 1 (each enemy in burst); +12 vs. Reflex.

Hit: 2d6+3 radiant damage.

Str 4 **Dex** 20 **Wis** 8
Con 17 **Int** 5 **Cha** 21
Alignment unaligned

Languages Elven

SIRRUSH

Source: 3e *Epic Level Handbook*.

In the early days of the cosmos, when the world was still in a constant flux of creation and destruction, the primal spirits were barely-formed prototypes of what they would become. As places of great primal power were created and destroyed, many of the spirits were formed and re-formed over and over again. Most eventually fell into a fairly permanent state when creation stabilized, but there were a few exceptions. The tulgar (MM3 197) are one example; the sirrush are another.

One common theme that ran through each iteration of the world as it was made and unmade over and over was that of the hunt: the relationship between predator and prey. Though the beings that filled each role were different each time life was sparked anew, the hunt itself remained the same. However, each time the primordials destroyed the world to build it again, the hunt ended and the spirits that embodied it suffered tremendously. Each time they dwindled away, almost perishing before the renewal of life and the hunt strengthened them.

This process, repeated over and over, annealed the spirits of the hunt. Soon they discovered that taking physical form allowed them to keep more of their strength when the hunt ebbed. However, while they managed to preserve more of their

raw power this way, they found themselves less able to return to their original, nonphysical forms with each cycle. Now the sirrush are a race of spirits forced to live a corporeal life.

A sirrush is vaguely feline in form, but with thick dragon-like scales instead of fur. Its head has a mane-like protective plate of scaled bone which helps to shield it from lethal blows. Sirrush are a mottled mix of silver, black and grey in color and weigh in at around 650 lbs. Huge, razor-sharp incisors project from its oversized mouth, and its talon-like claws are each as long as a human's entire hand.

Consummate Hunters: Though they are no longer true spirits, the sirrush remain devoted to the hunt with a degree of commitment most mortal creatures cannot comprehend. Most sirrush need to eat, but even those that do not live to chase their prey. Once a sirrush has chosen a creature as its quarry, it will hunt that creature across the entire world, and a sirrush prefers prey that can challenge it. Some have hunted entities as powerful as demon princes and godlings with various degrees of success. Others take it upon themselves to interfere with the Wild Hunt or other creatures that fancy themselves to epitomize predation.

Of Two Natures: Sirrush are caught between life as a true mortal creature, with mortal needs such as food and sleep, and existence as a primal spirit. Each sirrush is at a different point on the path between the two existences, and each seeks to find its own balance between the two. While most sirrush must fulfill their mortal requirements, some particularly spiritual individuals do not need to eat or even breathe.

Sirrush Hunter

Large natural magical beast

Level 25 Skirmisher

XP 7,000

HP 230; **Bloodied** 115

Initiative +24

AC 39; **Fortitude** 36; **Reflex** 42; **Will** 35

Perception +25

Speed 15

Darkvision, low-light vision

TRAITS

Bone Shield

A sirrush does not take maximum damage from critical hits. (Other critical effects apply normally.)

Evasion

If a close or area attack misses the sirrush hunter, it has no effect on the sirrush.

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +30 vs. AC.

Hit: 2d6+10 damage.

(melee) Flurry of Claws * At Will

Effect: The sirrush uses *claw* twice.

(close) Stunning Roar (thunder) * Encounter

Attack: Close blast 5 (each creature in blast); +26 vs. Fortitude.

Hit: The target is stunned (save ends).

MOVE ACTIONS

Sudden Sprint * At Will

Effect: The sirrush shifts up to 6 squares.

Blinding Speed * Encounter

Effect: The sirrush becomes invisible until the beginning of its next turn and shifts up to 10 squares.

Skills Acrobatics +30, Nature +25

Str 25 **Dex** 30 **Wis** 26

Con 22 **Int** 25 **Cha** 19

Alignment unaligned

Languages Common, Draconic

Sirrush Stalker

Large natural magical beast

HP 178; **Bloodied** 89

AC 39; **Fortitude** 36; **Reflex** 42; **Will** 35

Speed 15

Level 25 Lurker

XP 7,000

Initiative +26

Perception +25

Darkvision, low-light vision

TRAITS

Bone Shield

A sirrush does not take maximum damage from critical hits. (Other critical effects apply normally.)

Evasion

If a close or area attack misses the sirrush hunter, it has no effect on the sirrush.

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +30 vs. AC.

Hit: 2d6+10 damage. If the sirrush stalker is invisible, it deals an extra 2d6 damage.

(melee) Flurry of Claws * At Will

Effect: The sirrush uses *claw* twice.

Blinding Sprint * At Will

Effect: The sirrush turns invisible until the end of its next turn and shifts up to 5 squares. If it ends its turn adjacent to an enemy, its invisibility ends.

MOVE ACTIONS

Sudden Leap * Recharge when the sirrush uses *blinding sprint*

Effect: The sirrush jumps up to 8 squares without triggering opportunity attacks.

Skills Acrobatics +30, Nature +25

Str 25 **Dex** 30 **Wis** 26

Con 22 **Int** 25 **Cha** 19

Alignment unaligned

Languages Common, Draconic

Sirrush Pack Hunter

Large natural beast

HP 1; a missed attack never damages a minion

AC 44; **Fortitude** 41; **Reflex** 47; **Will** 40

Speed 15

Level 30 Minion Skirmisher

XP 4,750

Initiative +27

Perception +28

Darkvision, low-light vision

STANDARD ACTIONS

(mbasic) Claws * At Will

Attack: Melee 1 (one creature); +35 vs. AC.

Hit: 19 damage.

MOVE ACTIONS

Sudden Sprint * At Will

Effect: The sirrush shifts up to 6 squares.

Skills Acrobatics +33, Nature +28

Str 25 **Dex** 30 **Wis** 26

Con 22 **Int** 25 **Cha** 19

Alignment unaligned

Languages Common, Draconic

SLUG

Source: 1e *Monster Manual* (giant slug); Dragon Magazine #139 (metal master).

While most slugs are inoffensive, or at worst garden pests, there are a number of less mundane species that are very dangerous to humanoids. Many of them live underground, dwelling in dungeons or the Underdark. A few are even intelligent.

Giant Rasping Slug

Level 8 Soldier

Large natural beast

XP 350

HP 86; **Bloodied** 43

Initiative +4

AC 22; **Fortitude** 22; **Reflex** 18; **Will** 22

Perception +7

Speed 4 (cannot shift)

Low-light vision

STANDARD ACTIONS

(mbasic) Slimy Bite * At Will

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

Hit: 2d8+7 damage and the target is slowed (save ends).

(ranged) Spit Slime (acid) * At Will

Attack: Ranged 10 (one creature); +11 vs. Reflex.

Hit: 1d12+6 acid damage and the target is slowed (save ends).

(ranged or melee) Acid Gob (acid) * Encounter

Attack: Melee 1 or ranged 5 (one creature); +11 vs. Reflex.

Hit: 3d6+10 acid damage, plus ongoing 5 acid damage (save ends).

Str 21 **Dex** 10 **Wis** 17

Con 14 **Int** 1 **Cha** 1

Alignment unaligned

Languages -

Deep Slug

Level 13 Solo Brute

Huge natural beast

XP 4,000

HP 640; **Bloodied** 320

Initiative +5

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

Perception +11

Speed 4

Darkvision

Resist 20 acid

Saving Throws +5; **Action Points** 2

TRAITS

Mindless

Any dazed, dominated and stunned conditions affecting the deep slug end at the beginning of its turn.

Slow but Steady

At the start of its turn, the deep slug makes a saving throw against each effect including the immobilized, restrained or slowed condition.

STANDARD ACTIONS

(mbasic) Bite (acid) * At Will

Attack: Melee 2 (one creature); +18 vs. AC.

Hit: 3d6+12 damage, plus ongoing 10 acid damage (save ends).

Slugfest * Recharges when first bloodied and when the deep slug spends its last action point

Effect: The deep slug uses *bite* once against each enemy within 2 squares of it, taking a -2 penalty to each such attack if the slug is not bloodied.

MOVE ACTIONS

(melee) Implacable Advance * At Will

Effect: The deep slug moves up to its speed. It can move into squares occupied by enemies during this movement and gains resist 10 against opportunity attacks triggered by this movement. It makes the following attack on each creature whose space it enters doing this movement.

Attack: Melee 0 (each creature whose space the deep slug enters); +16 vs. Fortitude.

Hit: 4d6+6 damage, and the target is knocked prone.

Sticky Trail (zone) * At Will

Effect: The slug moves up to its speed. Each square it leaves becomes a zone of sticky mucus that lasts until the end of the encounter. Any creature other than the slug that ends its turn in a square of mucus is grabbed by the mucus (escape DC 14).

MINOR ACTIONS

(ranged) Spit Acid (acid) * At Will

Attack: Ranged 10 (one creature); +16 vs. Reflex. This does not trigger opportunity attacks.

Hit: 3d10+5 acid damage.

Str 25 Dex 8 Wis 20

Con 20 Int 1 Cha 1

Alignment unaligned

Languages -

Giant Spitting Slug

Level 14 Artillery

Large natural beast

XP 1,000

HP 108; Bloodied 54

Initiative +14

AC 24; Fortitude 28; Reflex 24; Will 28

Perception +12

Speed 4 (cannot shift), climb 4

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 2d10+5 damage.

(ranged) Spit Acid (acid) * At Will

Attack: Ranged 20 (one creature); +19 vs. Reflex.

Hit: 4d8+4 acid damage and the target is slowed (save ends).

(area) Slimy Splatter (acid) * Encounter

Attack: Area burst 2 within 10 squares (each creature in burst); +29 vs. Reflex.

Hit: 2d10+9 acid damage and the target is immobilized (save ends).

Aftereffect: The target is slowed (save ends).

Miss: Half damage and the target is slowed (save ends).

Str 20 Dex 24 Wis 20

Con 18 Int 1 Cha 1

Alignment unaligned

Languages -

Giant Banana Slug

Level 18 Soldier

Large natural beast

XP 2,000

HP 170; Bloodied 85

Initiative +12

AC 32; Fortitude 32; Reflex 28; Will 32

Perception +15

Speed 4 (cannot shift), climb 4

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +23 vs. AC.

Hit: 3d8+10 damage and the target falls prone.

(melee) Numbing Bite (poison) * Recharge 5 6

Attack: Melee 1 (one creature); +23 vs. AC.

Hit: 3d8+13 damage and the target takes a -2 penalty to attacks, AC and Reflex (save ends all).

(ranged) Spit Slime (acid) * At Will

Attack: Ranged 10 (one creature); +21 vs. Reflex.

Hit: 3d6+8 acid damage and the target is slowed (save ends).

Str 26 **Dex** 12 **Wis** 22

Con 18 **Int** 1 **Cha** 1

Alignment unaligned

Languages -

Metal Master

Large fey magical beast

Level 20 Controller

XP 2,800

A metal master is an intelligent giant slug from the Feywild that is able to use magnetism to influence metal. Metal masters usually accumulate enough small metal items that they can form a protective halo that surrounds them.

HP 190; **Bloodied** 95

Initiative +9

AC 33; **Fortitude** 33; **Reflex** 30; **Will** 34

Perception +16

Speed 4 (cannot shift)

Low-light vision

TRAITS

Control Metal * Aura 6

Whenever a creature bearing at least 5 lbs. of metal ends its turn in the aura, the metal master slides that creature up to 3 squares.

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +25 vs. AC.

Hit: 3d12+9 damage.

(area) Magnetic Pulse * Encounter

Attack: Area burst 2 within 10 squares.

Hit: 5d6+4 damage, the target falls prone and the metal master slides the target up to 2 squares.

(close) Corona of Metal (zone) * Encounter

Attack: Close burst 1 (each creature in the burst); +23 vs. Reflex.

Hit: 4d8+6 damage.

Effect: The area of the burst becomes a zone that lasts until the end of the metal master's next turn that is filled with a whirling maelstrom of bits of metal and loose objects. Any creature other than the metal master that ends its turn in the zone takes 10 damage.

Sustain Minor: The zone persists.

Sustain Standard: The metal master repeats the attack.

MINOR ACTIONS

(ranged) Magnetic Slide * At Will 1/round

Attack: Ranged 10 (one creature); +23 vs. Reflex.

Hit: The metal master slides the target up to 6 squares.

Miss: The metal master slides the target 1 square.

Str 15 **Dex** 9 **Wis** 23

Con 22 **Int** 18 **Cha** 27

Alignment unaligned

Languages Common

SNAKE

Source: 1e *Monster Manual* (amphisbaena, giant sea snake); 1e *Fiend Folio* (jaculi); real life (water moccasin).

There are many different types of dangerous snakes in Cydra, both large and small. Still others come from other planes. Different types of snake dwell almost everywhere, from deserts to the ocean itself. Snakes are revered by some

religions and reviled by others. Amongst the stranger types of snakes is the amphisbaena, which has a head at either end of its body, rather than a head and tail.

Jaculi	Level 2 Minion Skirmisher
Small natural beast (reptile)	XP 125
HP 1; a missed attack never damages a minion	Initiative +6
AC 16; Fortitude 12; Reflex 16; Will 14	Perception +3
Speed 7	Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 5 damage.

MOVE ACTIONS

Leap * At Will

Effect: The jaculi jumps up to 3 squares. This jump does not provoke opportunity attacks.

Skills Stealth +9

Str 9 **Dex** 17 **Wis** 15

Con 10 **Int** 2 **Cha** 10

Alignment unaligned

Languages -

Water Moccasin	Level 8 Minion Controller
Small natural beast (reptile)	XP 88
HP 1; a missed attack never damages a minion	Initiative +11
AC 22; Fortitude 20; Reflex 21; Will 20	Perception +6
Speed 6, swim 6	

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

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

Hit: 8 damage plus ongoing 3 poison damage (save ends). If the target is already taking poison damage, it instead takes a -2 penalty to saves to end that effect.

(close) Frightful Hiss (fear) * At Will

Attack: Close burst 1 (each creature in burst); +9 vs. Will.

Hit: The target is immobilized until the end of its next turn.

Str 9 **Dex** 20 **Wis** 14

Con 14 **Int** 2 **Cha** 12

Alignment unaligned

Languages -

Amphisbaena	Level 15 Elite Soldier
Large fey beast (reptile)	XP 2,400

An amphisbaena is a strange creature indeed- a snake with a head at each end. This bizarre creature often moves by clasping its mouths together and rolling like a wheel.

HP 290; **Bloodied** 145

AC 29; **Fortitude** 27; **Reflex** 27; **Will** 27

Speed 6

Saving Throws +2; **Action Points** 1

Initiative +14

Perception +15

Low-light vision

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Attack: Melee 2 (one creature); +20 vs. AC.

Hit: 2d12+7 damage, plus ongoing 10 poison damage and the target is slowed (save ends both).

Double Bite * At Will

Effect: The amphisbaena uses *bite* against two different targets.

MOVE ACTIONS

Wheel Roll * At Will

Effect: The amphisbaena locks its jaws together and rolls like a wheel. It moves 10 squares, but suffers a -2 penalty to its defenses against opportunity attacks caused by this movement.

TRIGGERED ACTIONS

Shake It Off * At Will 1/round

Trigger: The amphisbaena becomes dazed or stunned.

Effect (Free Action): The amphisbaena makes a saving throw to remove the triggering condition.

Str 24 **Dex** 20 **Wis** 16

Con 17 **Int** 2 **Cha** 10

Alignment unaligned

Languages -

Sea Serpent

Level 18 Soldier

Huge natural beast (reptile)

XP 2,000

HP 169; **Bloodied** 84

Initiative +16

AC 34; **Fortitude** 30; **Reflex** 30; **Will** 30

Perception +13

Speed 6, swim 8

TRAITS

Aquatic

In aquatic combat, the sea serpent gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite (poison) * At Will

Attack: Melee 3 (one creature); +23 vs. AC.

Hit: 2d10+10 damage plus ongoing 10 poison damage (save ends).

(melee) Crushing Coils * At Will

Attack: Melee 3 (one creature or vehicle); +21 vs. Reflex.

Hit: 2d8+6 damage and the sea serpent grabs the target and makes a secondary attack against it.

Secondary Attack: Melee 2 (the primary target); +21 vs. Fortitude.

Hit: 2d10+5 damage, or 5d10+5 damage against a vehicle.

(melee) Constrict * At Will

Attack: Melee 3 (one grabbed creature or vehicle); +21 vs. Fortitude.

Hit: 4d8+8 damage, or 8d8+8 damage against a vehicle.

TRIGGERED ACTIONS

(ranged) Angry Spit (poison) * Encounter

Trigger: The sea serpent takes damage.

Attack (Immediate Reaction): Ranged 5 (one creature); +21 vs. Reflex.

Hit: 2d6+3 poison damage and the target is blinded (save ends).

Str 25 **Dex** 21 **Wis** 18

Con 17 **Int** 3 **Cha** 12

Alignment unaligned

Languages -

SQUIRREL

Source: Homebrew.

While mundane squirrels are not a threat to most humanoid creatures, there are some types of squirrels that are more dangerous. Dire squirrels, swarms of enraged squirrels and even megalosquirrels exist and can potentially trouble civilized areas. Scavenging for food or causing mischief, squirrels are rarely malignant but often mischievous.

Even normal squirrels can present a challenge to adventurers when they are inflamed by the fey or by druids or others that serve that primal powers. Though an individual squirrel is not much of a threat, in large numbers they can be very dangerous.

Dire Squirrel Nuthucker

Level 1 Artillery

Small natural beast

XP 100

HP 25; Bloodied 12

Initiative +4

AC 13; Fortitude 13; Reflex 15; Will 14

Perception +2

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d4+4 damage.

(ranged basic) Huck Nut * At Will

Attack: Range 10 (one creature); +8 vs. AC.

Damage: 2d4+3 damage.

(ranged) Nut Barrage * Recharge 5 6

Attack: Range 5 (one creature); +6 vs. Reflex.

Hit: 2d6+3 damage, and each creature adjacent to the target takes 1d6 damage.

Skills Athletics +4

Str 9 Dex 18 Wis 15

Con 13 Int 2 Cha 6

Alignment unaligned

Languages -

Dire Squirrel Prankster

Level 1 Skirmisher

Small natural beast

XP 100

HP 29; Bloodied 14

Initiative +6

AC 15; Fortitude 12; Reflex 18; Will 12

Perception +2

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d4+4 damage, or 2d4+4 with combat advantage.

Effect: The dire squirrel prankster shifts up to 2 squares.

MINOR ACTIONS

(melee) Scampering Trick * Encounter

Effect: The dire squirrel prankster shifts up to 6 squares. It must move into a square adjacent to an enemy and end this shift not adjacent to that enemy.

Attack: Melee 1 (the creature it shifted adjacent to and ended its shift not adjacent to); +4 vs. Will.

Hit: The dire squirrel knocks the target prone.

TRIGGERED ACTIONS

Squirrel's Cowardice * Encounter

Trigger: The dire squirrel prankster becomes bloodied.

Effect (Immediate Reaction): The dire squirrel prankster shifts up to 2 squares to a space not adjacent to an enemy.

Skills Athletics +6

Str 13 **Dex** 18 **Wis** 15

Con 13 **Int** 2 **Cha** 6

Alignment unaligned

Languages -

Chittering Squirrel

Level 3 Minion Artillery

Tiny natural beast

XP 38

HP 1; a missed attack never damages a minion

Initiative +6

AC 15; **Fortitude** 14; **Reflex** 16; **Will** 15

Perception +3

Speed 7, climb 6

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 5 damage.

(ranged) Huck Nut * At Will

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

Hit: 5 damage, and the target grants combat advantage until the end of its next turn.

Skills Acrobatics +11, Stealth +11, Thievery +11

Str 3 **Dex** 21 **Wis** 14

Con 11 **Int** 2 **Cha** 14

Alignment unaligned

Languages -

Squirrel Swarm

Level 3 Skirmisher

Medium natural beast (swarm)

XP 150

HP 45; **Bloodied** 22

Initiative +6

AC 17; **Fortitude** 14; **Reflex** 18; **Will** 12

Perception +2

Speed 6, climb 4

Resist half damage from melee and ranged attacks; **Vulnerable** 10 area and ranged attacks

TRAITS

Swarm Attack * Aura 1

Any creature that ends its turn in the aura takes 2 damage and grants combat advantage until the end of its next turn.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is small enough for a single Tiny creature.

STANDARD ACTIONS

(close) Chittering Bites * At Will

Attack: Close burst 1 (each enemy in burst); +6 vs. AC.

Hit: 1d6+3 damage.

MOVE ACTIONS

Scamper * At Will

Effect: The squirrel swarm shifts up to 6 squares.

Str 6 **Dex** 18 **Wis** 13

Con 13 **Int** 2 **Cha** 10

Alignment unaligned

Languages -

Megalosquirrel

Gargantuan natural beast

Level 20 Skirmisher

XP 11,200

HP 185; **Bloodied** 92

Initiative +19

AC 33; **Fortitude** 33; **Reflex** 36; **Will** 32

Perception +19

Speed 10, climb 7

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +25 vs. AC.

Hit: 4d6+14 damage and the megalosquirrel grabs the target (escape DC 28).

(melee) Scampering Ramapage * At Will

Effect: The megalosquirrel shifts up to its speed. It can pass through enemy spaces during this move, but must end the move in an unoccupied space. It makes the following attack against each creature whose square it enters during this shift.

Attack: Melee 0 (the creature whose square the megalosquirrel enters); +21 vs. Fortitude.

Hit: 3d6+11 damage, and the megalosquirrel knocks the target prone.

(ranged) Huck a Rock * Recharge 6

Attack: Range 10 (one creature); +25 vs. AC.

Hit: 3d6+14 damage and the megalosquirrel makes a secondary attack:

Secondary Attack: +23 vs. Reflex.

Hit: The target is knocked prone.

MINOR ACTIONS

(melee) Save You for Later * At Will

Requirement: The megalosquirrel must have a medium or smaller creature grabbed.

Attack: Melee 2 (one medium or smaller grabbed creature); +23 vs. Reflex.

Hit: The target is stuffed into the squirrel's cheek. While stuff in the squirrel's cheek, no creature has line of sight or line of effect to the target, and the target only has line of sight and line of effect to the squirrel's cheek. The target is also dazed and restrained. It can free itself with an escape check (DC 30) or by inflicting damage to the megalosquirrel (see *Ptooi!*).

TRIGGERED ACTIONS

Ptooi! * At Will

Trigger: A creature stuffed into the megalosquirrel's cheek inflicts 20 points of damage on the megalosquirrel.

Effect (Immediate Reaction): The megalosquirrel spits the target up, pushing it up to 6 squares. It is no longer stuffed into the megalosquirrel's cheek, but it falls prone and is dazed (save ends).

Skills Acrobatics +24, Athletics +21

Str 23 **Dex** 28 **Wis** 23

Con 17 **Int** 2 **Cha** 15

Alignment unaligned

Languages -

SUNDEW

Source: A2 *Secret of the Slavers Stockade*.

A giant sundew is a sticky plant that uses the decaying flesh of creatures that it catches as mulch. Giant sundews are dangerous enough that those fortunate enough to recognize them tend to steer well clear of them.

Giant Sundew

Large natural animate (plant)

Level 10 Lurker

XP 500

HP 80; **Bloodied** 40

Initiative +12

AC 24; **Fortitude** 24; **Reflex** 21; **Will** 21

Perception +9

Speed 4

Tremorsense 15

STANDARD ACTIONS

(mbasic) Sticky Tendril (acid) * At Will

Requirement: The giant sundew may not have more than 12 creatures grabbed.

Attack: Melee 4 (one creature); +13 vs. Reflex.

Hit: 2d6+7 damage plus 1d8 acid damage, and the target is grabbed (until escape).

(m) Final Resting Place (acid) * At Will

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

Hit: 3d8+9 acid damage, and the target is restrained (until escape). While restrained, the target takes ongoing 10 acid damage.

MINOR ACTIONS

(m) Relentless Ensnarement * At Will 1/round

Attack: Melee 4 (each creature grabbed by the giant sundew); +13 vs. Fortitude.

Hit: The target is pulled 2 squares.

TRIGGERED ACTIONS

(m) Reaching Tendril * At Will

Trigger: An enemy moves within 4 squares of the giant sundew.

Attack (Opportunity Action): Melee 4 (the triggering creature); +13 vs. Reflex.

Hit: The target is grabbed (until escape).

Str 22 Dex 17 Wis 18

Con 14 Int 4 Cha 11

Alignment unaligned

Languages -

TABAXI

Source: 1e *Fiend Folio*.

Tabaxi on Cydra have a long history. Many millenia ago they ruled the Miloxi Empire, a far-flung empire that maintained control over even more area than the Forinthian Empire at its height. Eventually, their hubris brought them low, and their empire is succeeded only by dangerous crystals and poisoned relics.

Tabaxi today are a shattered and hunted remnant of a once-proud people. Many of the animal-humanoids were engineered long ago as slave races for the tabaxi (including the canus, ibixian and yakfolk and possibly including many others as well). Now the tables have turned, and canus hunting packs seek to find and slay the surviving tabaxi, many of whom still seek to reclaim the lost glories of Miloxi despite the dangers.

Tabaxi Seeker

Level 1 Skirmisher

Medium natural humanoid

XP 100

HP 30; Bloodied 15

Initiative +9

AC 15; Fortitude 14; Reflex 15; Will 11

Perception +6

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Shortsword (weapon) * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d6+5 damage.

(m) Rushing Attack (weapon) * Recharge when no enemy is adjacent to the tabaxi seeker.

Effect: Before the attack, the tabaxi seeker moves up to 4 squares.

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 2d6+1 damage and the seeker slides the target 1 square.

MOVE ACTIONS

Nimble Shift * At Will

Effect: The tabaxi seeker shifts 2 squares.

Skills Endurance +7, Nature +5, Stealth +8

Str 13 **Dex** 17 **Wis** 13
Con 14 **Int** 10 **Cha** 10
Alignment unaligned
Equipment leather armor

Languages Common, Tabaxi

Tabaxi Technician

Level 1 Lurker

Medium natural humanoid

XP 100

HP 24; **Bloodied** 12

Initiative +6

AC 15; **Fortitude** 11; **Reflex** 15; **Will** 13

Perception +5

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +5 vs. AC.

Hit: 1d8+4 damage.

(ranged) Fix * At Will

Effect: Range 10 (one creature); the tabaxi technician places a fix on the target until the end of the encounter or until it is expended. A creature may have up to three fixes on it at one time. The fix remains until the end of the encounter or until the technician chooses to expend it.

TRIGGERED ACTIONS

(Type) Expend Fix * At Will

Trigger: The tabaxi technician hits a creature with one or more fixes on it.

Effect (Free Action): The tabaxi technician expends one or more fixes on the target and deals an extra 1d8 damage per expended fix.

Skills Arcana +8

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

Con 12 **Int** 17 **Cha** 11

Alignment unaligned

Languages Common, Tabaxi

Tabaxi Brigand

Level 5 Skirmisher

Medium natural humanoid

XP 200

HP 61; **Bloodied** 30

Initiative +9

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

Perception +9

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Shortsword (weapon) * At Will

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

Hit: 1d6+9 damage.

(m) Rushing Attack (weapon) * Recharge when no enemy is adjacent to the tabaxi seeker.

Effect: Before the attack, the tabaxi seeker moves up to 4 squares.

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

Hit: 2d6+5 damage and the seeker slides the target 1 square.

MOVE ACTIONS

Nimble Shift * At Will

Effect: The tabaxi seeker shifts 2 squares.

Skills Acrobatics +12, Perception +9, Stealth +12

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

Con 13 **Int** 10 **Cha** 13

Alignment unaligned

Languages Common, Tabaxi

Equipment leather armor, shortsword

Tabaxi Scout

Level 5 Artillery

Medium natural humanoid

XP 200

HP 51; Bloodied 25

Initiative +7

AC 16; Fortitude 17; Reflex 19; Will 17

Perception +9

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Claw * At Will

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

Hit: 1d8+9 damage.

(rbasic) Longbow (weapon) * At Will

Attack: Range 20/40 (one creature); +12 vs. AC.

Hit: 1d10+8 damage.

(ranged) Shoot for the Legs (weapon) * Recharge 4 5 6

Requirement: The tabaxi scout must be wielding a longbow.

Attack: Range 20 (one creature); +12 vs. AC.

Hit: 2d10+5 damage and the target is slowed (save ends).

MINOR ACTIONS

Fleet of Foot * At Will

Requirement: The tabaxi scout may not have used the walk or run action this round.

Effect: The tabaxi scout moves 4 squares. It cannot use the walk or run action until the start of its next turn.

Skills skill modifier

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

Con 15 **Int** 10 **Cha** 13

Alignment unaligned

Languages Common, Tabaxi

Equipment leather armor, longbow, 20 arrows

Tabaxi Ripper

Level 6 Brute

Medium natural humanoid

XP 250

HP 86; Bloodied 43

Initiative +7

AC 18; Fortitude 20; Reflex 19; Will 18

Perception +6

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 2d10+7 damage, or 2d10+12 damage against a creature grabbed by the tabaxi ripper.

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 1d8+5 damage.

(melee) Ripping Claws * At Will

Effect: The tabaxi ripper makes two claw attacks at the same target. If both hit, it grabs the target and makes a secondary attack.

Secondary Attack: Melee 1 (the grabbed creature); +9 vs. Fortitude.

Hit: 2d6+5 damage.

Miss: Half damage.

MOVE ACTIONS

Nimble Shift * At Will

Effect: The tabaxi ripper shifts up to 2 squares.

MINOR ACTIONS

(close) Frightful Yowl (fear) * Encounter

Attack : Close burst 3 (enemies in burst); +7 vs. Will.

Hit: The target is dazed until the end of the tabaxi ripper's next turn.

Str 20 **Dex** 18 **Wis** 16

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

Alignment unaligned

Languages Common, Tabaxi

Equipment leather armor

Tabaxi Hero

Level 10 Skirmisher (Leader)

Medium natural humanoid

XP 500

HP 104; **Bloodied** 52

Initiative +10

AC 24; **Fortitude** 24; **Reflex** 23; **Will** 21

Perception +13

Speed 7

Lowlight vision

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+9 damage and the target is marked until the end of the tabaxi hero's next turn.

(melee) Hit and Run * At Will

Effect: The tabaxi hero makes a basic attack and then shifts up to 2 squares.

(melee) Lead the Attack * At Will

Effect: The tabaxi hero shifts at least two and up to four squares to a square adjacent to an enemy and each ally within 4 squares may shift 2 squares.

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+9 damage and the target is marked until the end of the tabaxi hero's next turn.

MOVE ACTIONS

Nimble Shift * At Will

Effect: The tabaxi ripper shifts up to 2 squares.

Skills Diplomacy +14

Str 22 **Dex** 20 **Wis** 16

Con 16 **Int** 10 **Cha** 18

Alignment unaligned

Languages Common, Tabaxi

Equipment leather armor, longsword

TERROR BIRD

Source: 1e *Monster Manual* (axe beak) and 3e *Fiend Folio* (terror bird)

Terror birds are predatory birds large enough to treat human and demihuman creatures as prey. Intermediary in behavior between behemoths and conventional birds, there are many types of terror bird, some of which have even been domesticated. However, all are carnivores and not too fussy about what they eat, so they cannot be left unattended around livestock, pets or children.

Axe Beak

Level 4 Soldier

Medium natural beast (bird)

XP 175

An axe beak is named for its vicious beak, which is as long as a man's hand and viciously sharp. Axe beaks cannot be domesticated or trained. An axe beak can run at great speeds and for a considerable distance, but is motivated by hunger and easily distracted by food.

HP 58; **Bloodied** 29

Initiative +6

AC 19; **Fortitude** 18; **Reflex** 17; **Will** 16

Perception +9

Speed 8

STANDARD ACTIONS

(mbasic) Axe Beak * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 1d10+7 damage (1d10+17 on a critical hit).

Effect: The axe beak marks the target until the end of the axe beak's next turn.

TRIGGERED ACTIONS

Enthusiastic Charger * Encounter

Trigger: The axe beak charges.

Effect (Free Action): The axe beak gains a +4 bonus to speed until the end of its turn.

Skills Endurance +11

Str 18 **Dex** 14 **Wis** 14

Con 18 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Young Axe Beak

Level 4 Minion Soldier

Small natural beast (bird)

XP 44

HP 1; a missed attack never damages a minion

Initiative +6

AC 19; **Fortitude** 18; **Reflex** 17; **Will** 16

Perception +9

Speed 8

STANDARD ACTIONS

(mbasic) Axe Beak * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 6 damage. If the target has been hit by two or more other axe beaks since the end of its last turn, it is also knocked prone.

Skills Endurance +11

Str 18 **Dex** 14 **Wis** 14

Con 18 **Int** 2 **Cha** 11

Alignment unaligned

Kocho

Level 6 Skirmisher

Medium natural beast (bird, mount)

XP 250

A kocho is a flightless bird that is commonly used as a mount on Cydra. However, a kocho is fairly difficult to maintain, given that it needs fresh meat and tends to try to eat other nearby mounts and pack animals. Kocho are foul-tempered at best.

HP 70; **Bloodied** 35

Initiative +9

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

Perception +5

Speed 8

TRAITS

Sturdy Mount (mount)

A kocho can serve as a mount for a humanoid of up to Medium size.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC. This attack scores a critical hit on a natural 19 or 20.

Hit: 1d10+9 damage. If this attack scores a critical hit, it gains a +1d4 bonus to critical severity.

(mbasic) Kick * At Will

Requirement: The kocho may not be carrying a rider.

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 2d6+7 damage and the kocho pushes the target 1 square.

TRIGGERED ACTIONS

Vicious Mount (mount) * **Recharge** when the kocho moves or shifts

Requirement: The kocho must be mounted by a creature of its level or higher with the Mounted Combat feat.

Trigger: The kocho's rider hits an enemy adjacent to the kocho with a melee attack.

Effect (Free Action): The kocho uses *bite* against the attack's target as a free action.

Str 15 **Dex** 19 **Wis** 15
Con 14 **Int** 2 **Cha** 10
Alignment unaligned

Languages -

Predatory Terror Bird

Level 8 Brute

Large natural beast (bird)

XP 350

HP 108; **Bloodied** 54

Initiative +8

AC 18; **Fortitude** 22; **Reflex** 20; **Will** 19

Perception +12

Speed 8

STANDARD ACTIONS

(mbasic) Talon Rake * **At Will**

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

Hit: 3d8+7 damage.

(melee) Slashing Talons * **At Will**

Attack: Melee 1 (one creature); +11 vs. Reflex.

Hit: 3d8+7 damage, the predatory terror bird pushes the target 1 square and the target falls prone.

(close) Flurry of Talons * **Encounter**

Requirement: The predatory terror bird must be bloodied.

Attack: Close burst 1 (each enemy in burst); +9 vs. Reflex.

Hit: 4d8+7 damage, the predatory terror bird pushes the target 1 square and the target falls prone.

Skills Endurance +13
Str 20 **Dex** 19 **Wis** 16
Con 18 **Int** 2 **Cha** 11
Alignment unaligned

Languages -

Bird of Pandos

Level 11 Skirmisher

Large natural beast (mount)

XP 600

A bird of Pandos is one of the few types of terror birds that can fly. A close relative of the kocho, the bird of Pandos is named for Pandos the Mute, one of the Companions of Dexter, a paladin who tamed the first of the breed to be used as a mount. Birds of Pandos are rare and expensive, but loyal and significantly smarter than most other terror birds.

HP 109; **Bloodied** 54

Initiative +12

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

Perception +8

Speed 7, fly 10

STANDARD ACTIONS

(mbasic) Talons * **At Will**

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

Hit: 3d6+9 damage.

Flyby Attack (mount) * **At Will**

Requirement: The bird of Pandos must be mounted by a rider of at least 11th level.

Effect: The bird of Pandos flies up to half its speed. At any point during this movement, either it or its rider may make a melee basic attack against one target within reach. Neither the bird of Pandos nor its rider trigger opportunity attacks from this movement.

Str 17 **Dex** 21 **Wis** 17

Con 13 Int 3 Cha 11

Alignment unaligned

Languages -

Terror Bird Apex Predator Level 16 Elite Skirmisher

Large natural beast (bird)

XP 2,800

HP 316; **Bloodied** 158

Initiative +15

AC 29; **Fortitude** 30; **Reflex** 29; **Will** 27

Perception +13

Speed 8

Saving Throws +2; **Action Points** 1

TRAITS

Deadly Skirmisher

If the terror bird apex predator is at least 4 squares from where it started its turn, it deals an extra 2d8 damage with melee attacks.

STANDARD ACTIONS

(mbasic) Talon * At Will

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 3d8+7 damage.

Dash and Slash * At Will

Effect: The terror bird apex predator moves up to 6 squares. This movement does not trigger opportunity attacks. At any points during the move, it uses *talon* twice.

MINOR ACTIONS

(melee) Tearing Beak * At Will 1/round

Requirement: The terror bird apex predator must be bloodied.

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 1d10+2 damage.

Skills Endurance +19

Str 24 **Dex** 20 **Wis** 20

Con 22 **Int** 3 **Cha** 12

Alignment unaligned

Languages -

THOUGHT EATER

Source: 1e *Monster Manual*.

Emaciated creatures that swim through the Astral Sea feeding on thoughts and mental processes, thought eaters appear as translucent, emaciated platypus-like monstrosities with rough, uneven teeth.

Thought eaters are attracted to the smartest available prey. While native to the Astral Sea, they sometimes find their way to the natural world through portals, color pools or psychic accident.

Thought Eater Level 14 Artillery

Small immortal beast

XP 1,000

HP 110; **Bloodied** 55

Initiative +9

AC 28; **Fortitude** 26; **Reflex** 24; **Will** 28

Perception +10

Speed 4, swim 6

Thoughtsense 20

TRAITS

Thoughtsense

The thought eater can sense the location and intelligence score of any creature with an intelligence of 3 or higher within 20 squares. This requires neither line of sight nor line of effect. The thought eater ignores concealment of creatures detected by this ability.

Psychic Feeding

If the thought eater takes psychic damage, it gains 15 temporary hit points.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +17 vs. Will.

Hit: 2d6+5 damage and the target gains vulnerable 10 psychic (save ends).

(r) Eat Thoughts (psychic) * At Will

Attack: Ranged 10; +19 vs. Will.

Hit: 2d10+10 psychic damage. If the target is stunned, its lowest level unexpended daily power is also expended. If a stunned target has no unexpended daily powers, it instead gains vulnerable 10 psychic (save ends).

(area) Devour Minds (psychic) * Encounter

Attack: Close burst 2 (enemies in the burst); +18 vs. Will.

Hit: 3d8+7 psychic damage and the target is stunned (save ends).

MOVE ACTIONS

Hungry Pursuit * Encounter

Effect: The thought eater gains phasing until the end of its turn and moves 8 squares towards the enemy with the highest intelligence within range of its *thoughtsense* ability.

Str 11 **Dex** 15 **Wis** 16

Con 20 **Int** 3 **Cha** 23

Alignment unaligned

Languages -

Thought Grinder

Level 27 Artillery

Large immortal beast

XP 11,000

HP 110; **Bloodied** 55

Initiative +18

AC 41; **Fortitude** 39; **Reflex** 37; **Will** 41

Perception +18

Speed 6, swim 9

Thoughtsense 20

TRAITS

Thoughtsense

The thought eater can sense the location and intelligence score of any creature with an intelligence of 3 or higher within 20 squares. This requires neither line of sight nor line of effect. The thought eater ignores concealment of creatures detected by this ability.

Psychic Feeding

If the thought grinder takes psychic damage, it gains 25 temporary hit points.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +30 vs. Will.

Hit: 4d6+9 damage and the target gains vulnerable 15 psychic (save ends).

(r) Eat Thoughts (psychic) * At Will

Attack: Ranged 10; +32 vs. Will.

Hit: 4d10+19 psychic damage. If the target is stunned, its lowest level unexpended daily power is also expended. If a stunned target has no unexpended daily powers, it instead gains vulnerable 10 psychic (save ends).

(area) Devour Minds (psychic) * Encounter

Attack: Close burst 2 (enemies in the burst); +41 vs. Will.

Hit: 4d8+15 psychic damage and the target is stunned (save ends).

MOVE ACTIONS

Hungry Pursuit * Encounter

Effect: The thought grinder gains phasing until the end of its turn and moves 8 squares towards the enemy with the highest intelligence within range of its *thoughtsense* ability.

Str 18 **Dex** 20 **Wis** 21

Con 26 **Int** 4 **Cha** 30

Alignment unaligned

Languages -

ULGURSTASTA

Source: 3e *Fiend Folio*.

Horrific undead maggot-like worms of immense size, ulgurstasta are terrifying monstrosities spawned by the vile demigod Kyuss in the time of his greatest strength. While newly-made, they are not too intelligent, but they absorb portions of the knowledge of the creatures they devour. Thus, as an ulgurstasta becomes older, it becomes more intelligent- and more dangerous.

Ulgurstasta Maggot

Level 11 Soldier

Huge shadow beast (undead)

XP 600

HP 113; **Bloodied** 56

Initiative +8

AC 27; **Fortitude** 25; **Reflex** 22; **Will** 23

Perception +9

Speed 8

Darkvision

Immune disease, poison; **Resist** 15 cold, 15 necrotic; **Vulnerable** 10 radiant

TRAITS

Lashing Tendrils * **Aura** 2

While the ulgurstasta is bloodied, tiny, wire-like hairs emerge from its pores and lash about, giving it resist 5 against ranged attacks. While the ulgurstasta is bloodied, each enemy that starts its turn in the aura takes 10 damage.

STANDARD ACTIONS

(mbasic) Bite (necrotic) * **At Will**

Attack: Melee 2 (one creature); +16 vs. AC.

Hit: 2d6+5 damage, plus ongoing 10 necrotic damage and the target is marked (save ends both).

(close) Necromantic Acid (acid, necrotic) * **Encounter**

Attack: Close blast 6 (creatures in blast); +14 vs. Reflex.

Hit: 2d8+5 acid and necrotic damage, plus ongoing 15 acid and necrotic damage (save ends).

Str 22 **Dex** 16 **Wis** 18

Con 17 **Int** 3 **Cha** 18

Alignment chaotic evil

Languages understands Common

Ulgurstasta Thinker

Level 16 Controller

Huge shadow beast (undead)

XP 1,400

HP 154; **Bloodied** 77

Initiative +13

AC 30; **Fortitude** 30; **Reflex** 28; **Will** 28

Perception +13

Speed 8

Darkvision

Immune disease, poison; **Resist** 15 cold, 15 necrotic; **Vulnerable** 10 radiant

TRAITS

Lashing Tendrils * **Aura** 2

While the ulgurstasta is bloodied, tiny, wire-like hairs emerge from its pores and lash about, giving it resist 5 against ranged attacks. While the ulgurstasta is bloodied, each enemy that starts its turn in the aura takes 10 damage.

STANDARD ACTIONS

(mbasic) Bite (necrotic) * **At Will**

Attack: Melee 2 (one creature); +21 vs. AC.

Hit: 2d6+10 damage, plus ongoing 10 necrotic damage and the target is marked (save ends both).

(close) Necromantic Acid (acid, necrotic) * **Recharge 4 5 6**

Attack: Close blast 6 (creatures in blast); +18 vs. Reflex.

Hit: 2d6+5 acid and necrotic damage, plus ongoing 15 acid and necrotic damage and the target is immobilized (save ends both).

Miss: Half damage and the target is slowed (save ends).

MINOR ACTIONS

(ranged) Frightful Glare (fear) * **At Will** 1/round

Attack: Range 10 (one creature); +19 vs. Will.

Hit: The ulgurstasta slides the target 3 squares and the target is dazed until the end of the ulgurstasta thinker's next turn.

Skills History +13, Religion +13

Str 25 **Dex** 21 **Wis** 21

Con 20 **Int** 10 **Cha** 21

Alignment chaotic evil

Languages Common

Rotting Ulgurstasta

Level 16 Minion Controller

Huge shadow beast (undead)

XP 350

HP 1; a missed attack never damages a minion

Initiative +13

AC 30; **Fortitude** 30; **Reflex** 28; **Will** 28

Perception +13

Speed 8

Darkvision

Immune disease, poison; **Resist** 15 cold, 15 necrotic, 10 against ranged attacks

STANDARD ACTIONS

(mbasic) Rotting Bite (necrotic) * **At Will**

Attack: Melee 2 (one creature); +21 vs. AC.

Hit: 8 necrotic damage plus ongoing 5 necrotic (save ends). If the target is already taking ongoing necrotic damage, that ongoing necrotic damage instead increases by 2.

TRIGGERED ACTIONS

Foul Burst (necrotic, zone) * **Encounter**

Trigger: The rotting ulgurstasta drops to 0 hit points.

Effect (No Action): The rotting ulgurstasta's body becomes a zone of rotting flesh that lasts until the end of the encounter. Living creatures treat the area as difficult terrain, and if a living creature enters or starts its turn in the zone, it suffers a -2 penalty to saving throws until the start of its next turn.

Str 25 **Dex** 21 **Wis** 21

Con 15 **Int** 4 **Cha** 14

Alignment chaotic evil

Languages understands Common

Ulgurstasta Priest

Level 23 Controller

Huge shadow beast (undead)

XP 5,100

HP 216; **Bloodied** 108

Initiative +16

AC 37; **Fortitude** 35; **Reflex** 35; **Will** 37

Perception +25

Speed 8

Darkvision

Immune disease, poison; **Resist** 15 cold, 15 necrotic; **Vulnerable** 10 radiant

TRAITS

Lashing Tendrils * **Aura** 2

While the ulgurstasta is bloodied, tiny, wire-like hairs emerge from its pores and lash about, giving it resist 10 against ranged attacks. While the ulgurstasta is bloodied, each enemy that starts its turn in the aura takes 15 damage.

STANDARD ACTIONS

(mbasic) Bite (necrotic) * **At Will**

Attack: Melee 2 (one creature); +28 vs. AC.

Hit: 3d8+10 damage, plus ongoing 15 necrotic damage (save ends).

(ranged) Malevolence of Kyuss (psychic) * **Recharge** when the ulgurstasta priest takes radiant damage

Attack: Range 10 (one creature); +26 vs. Will.

Hit: 5d6+17 psychic damage and the target is weakened (save ends).

(close) Necromantic Acid (acid, necrotic) * **Recharge 4 5 6**

Attack: Close blast 6 (creatures in blast); +26 vs. Reflex.

Hit: 2d6+5 acid and necrotic damage, plus ongoing 20 acid and necrotic damage and the target is immobilized (save ends both).

Miss: Half damage and the target takes ongoing 10 acid and necrotic damage and is slowed (save ends both).

MINOR ACTIONS

(area) Zone of Worms (zone) * **Recharge** when the ulgurstasta priest becomes bloodied

Effect: Area burst 2 within 20; the burst becomes a zone of churning worms. Living creatures treat the zone as difficult terrain. A living creature takes 5 points of damage each time it enters a square in the zone. The zone lasts until the end of the ulgurstasta priest's next turn.

Skills Arcana +23, History +23, Religion +23

Str 25 **Dex** 21 **Wis** 29

Con 24 **Int** 24 **Cha** 28

Alignment chaotic evil

Languages Common, Deep Speech

Ulgurstasta Crawler

Level 23 Minion Skirmisher

Huge shadow beast (undead)

XP 1,275

HP 1; a missed attack never damages a minion

Initiative +16

AC 37; **Fortitude** 35; **Reflex** 35; **Will** 35

Perception +20

Speed 8

Darkvision

Immune disease, poison; **Resist** 20 cold, 20 necrotic, 15 against ranged attacks

STANDARD ACTIONS

(mbasic) Bite (necrotic) * **At Will**

Attack: Melee 2 (one creature); +28 vs. AC.

Hit: 15 necrotic damage and the ulgurstasta crawler shifts 4 squares.

Str 25 **Dex** 21 **Wis** 29

Con 24 **Int** 24 **Cha** 28

Alignment chaotic evil

Languages Common, Deep Speech

Ulgurstasta Swarm

Level 28 Brute

Gargantuan shadow beast (swarm, undead)

XP 13,000

HP 319; **Bloodied** 159

Initiative +17

AC 40; **Fortitude** 40; **Reflex** 40; **Will** 42

Perception +22

Speed 8

Darkvision

Immune disease, poison; **Resist** 20 cold, 20 necrotic, half damage from melee and ranged attack; **Vulnerable** 15 radiant, 20 against close and area attacks

TRAITS

Enormous

An ulgurstasta swarm takes up a 6 x 6 square space.

Lashing Tendrils * **Aura** 2

Tiny, wire-like hairs lash about the swarm, giving it resist 15 against ranged attacks. Creatures in the aura are slowed.

Thrashing Swarm of Doom * **Aura** 3

Each creature that ends its turn in the aura takes 15 points of damage and loses resist and immunity to acid and necrotic until the end of its next turn.

STANDARD ACTIONS

(mbasic) A Maw from the Mass * **At Will**

Attack: Melee 2 (one creature); +33 vs. AC.

Hit: 5d8+8 damage.

(close) Swarm Attack * At Will

Attack: Close burst 3 (enemies in burst); +31 vs. AC.

Hit: 3d6+10 damage.

(close) Worms' Vomit (acid, necrotic) * Recharge 6

Attack: Close blast 5 (creatures in burst); +29 vs. Reflex.

Hit: 3d10+6 acid and necrotic damage.

Str 30 Dex 16 Wis 26

Con 29 Int 26 Cha 23

Alignment chaotic evil

Languages Common, Deep Speech

Elder Ulgurstasta

Level 29 Controller

Gargantuan shadow beast (undead)

XP 15j,000

HP 266; **Bloodied** 133

Initiative +21

AC 43; **Fortitude** 41; **Reflex** 40; **Will** 44

Perception +28

Speed 8

Darkvision

Immune disease, poison; **Resist** 20 cold, 20 necrotic; **Vulnerable** 15 radiant

TRAITS

Lashing Tendrils * Aura 3

While the ulgurstasta is bloodied, tiny, wire-like hairs emerge from its pores and lash about, giving it resist 15 against ranged attacks. While the ulgurstasta is bloodied, each enemy that starts its turn in the aura takes 20 damage.

STANDARD ACTIONS

(mbasic) Bite (necrotic) * At Will

Attack: Melee 2 (one creature); +34 vs. AC.

Hit: 4d8+10 damage, plus ongoing 20 necrotic damage (save ends).

(melee) Bite of Kyuss (necrotic) * Recharge when first bloodied

Attack: Melee 2 (one creature); +32 vs. Fortitude.

Hit: 3d12+18 necrotic damage, and the target is affected by Kyuss' displeasure (save ends). While affected by Kyuss' displeasure, the target is weakened, and any enemy of the elder ulgurstasta that starts its turn adjacent to the target is weakened until the start of the creature's next turn.

(ranged) Spit Bones * At Will

Attack: Range 15 (one creature); +32 vs. Reflex.

Hit: 4d8+19 damage, and the target is immobilized (save ends).

Miss: Half damage and the target is slowed (save ends).

Effect: Each creature adjacent to the target is slowed until the end of the elder ulgurstasta's next turn.

TRIGGERED ACTIONS

(close) Necromantic Acid (acid, necrotic) * Encounter

Trigger: The elder ulgurstasta becomes bloodied.

Attack (Immediate Reaction): Close blast 5 (creatures in blast); +30 vs. Reflex.

Hit: 5d10+15 acid and necrotic damage, and the target falls prone.

Skills Arcana +28, History +31, Religion +28

Str 32 Dex 25 Wis 28

Con 26 Int 28 Cha 30

Alignment chaotic evil

Languages Common, Deep Speech

UNGULOSIN

Source: 2e Planescape Monstrous Compendium Appendix III.

In the early days of the world, the seas and lands were threatened with constant destruction and re-creation as great powers warred over existence. Slowly, primal spirits awoke to defend the nascent world. Some of these spirits manifested

directly, taking physical form in order to enforce a balance between the primordial forces and those of the gods. Others acted through natural processes and the powers of the world itself. Almost all of them remained on the world to defend it, but a small force of spirits chose a different path. This force split into two groups. One went to the Astral Sea while the other traveled into the Elemental Chaos, seeking to negotiate a peace.

The group that entered the Elemental Chaos found itself engaging in protracted negotiations with primordial powers of water. For eons they argued and debated terms while the battle for the world raged and quieted. As it finally died down, the spirits and primordials struck a bargain and fused into unguolosin, agreeing to guard against divine intrusions into either the natural world or the Elemental Chaos. Now unguolosin dwell in the greatest and deepest bodies of water in the world, including great lakes, oceans and underground seas.

Lost Brethren: The fate of the spirits that journeyed into the Astral Sea is unknown, but it is possible that they have become something akin to the unguolosin, joining with angels or other divine agents. The unguolosin would dearly love to determine the fate of their lost brethren, even if that fate now makes them the unguolosins' enemies.

A Swarm of Aquatic Life: Each unguolosin appears to be a swirling mass of water and eels, fish, sharks, starfish, crabs, seals, octopi and whatever other life dwells in the body of water it dwells within. Even if it is damaged, more life constantly joins the swarm, allowing it to regenerate.

Against the Gods: Ungulosin manifest to defend their waters against divine intrusion, whether direct or indirect. If the gods send agents into a body of water in which an unguolosin dwells, especially powerful ones such as angels, the unguolosin may manifest to drive them away. Likewise, if the worship of a sea god becomes too prevalent around the unguolosin's waters, it may rise up to destroy seaside temples of that god and wreck ships casting religious sacrifices into the waves.

Ocean Ungulosin

Level 24 Soldier

Huge elemental natural beast (swarm)

XP 6,050

HP 165; **Bloodied** 82

Initiative +21

AC 40; **Fortitude** 36; **Reflex** 37; **Will** 35

Perception +17

Speed Swim 10

Tremorsense 10

Resist half damage from melee and ranged attacks; **Vulnerable** 15 against close and area attacks

TRAITS

Swarm Attack * Aura 1

Any enemy that ends its turn in the aura takes 15 damage.

Aquatic

The unguolosin guardian can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Regeneration

The unguolosin guardian regains 15 hit points at the start of its turn when it has at least 1 hit point.

Swarm

The unguolosin guardian can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. It can squeeze through any opening that is large enough for a Medium creature.

STANDARD ACTIONS

(mbasic) Oceanic Swarm * At Will

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 2d10+6 damage and the target is grabbed (escape DC 28).

(melee) Envenomed Spines (poison) * Recharge 4 5 6

Attack: Melee 2 (one creature); +27 vs. Fortitude.

Hit: 3d6+10 poison damage and the target is immobilized (save ends).

Str 28 **Dex** 24 **Wis** 20

Con 20 **Int** 5 **Cha** 20

Alignment unaligned

UVUUDAUM

Source: 3e *Epic Level Handbook*.

The Far Realm is a space beyond the planes that is terrifyingly remote from standard planar geometries. Where it comes in contact with the natural world or the other conventional planes, reality warps, bringing strange distortions to the natural order. One of the most dangerous types of entities that might emerge from an opening into the Far Realm is the uvuudaum.

An uvuudaum is a powerful entity hailing from the Far Realm. Although some scholars have termed them lords of the Far Realm, it is likely that attempting to classify these monsters in any sort of hierarchical sense is meaningless. Even describing the form of an uvuudaum is an exercise in futility; some call them humanoid, others spider-like and others liken them to a hand. The monster's body is topped by a thick appendage with a black nail at its tip; midway down its trunk or torso are a pair of very human-like arms, and the lower body of an uvuudaum has three additional pairs of human arms that serve as legs but are set about it as if they were the fingers of a hand.

Inchoate and Alien: While a slaad might have no motivation at all, an uvuudaum has motivations that are incomprehensible to natural creatures. Their actions often seem simultaneously purposeful and nonsensical. When they communicate telepathically, the messages they send rarely make sense.

World Warpers: The mere presence of an uvuudaum in an area spreads insanity, warps the environment and sickens reality. This reality distortion grows in both extent and severity over time; an uvuudaum that persisted long enough in the natural world could see the entire plane absorbed into the Far Realm. Thus, the very existence of an uvuudaum is inimicable to reality itself.

False Form: Nobody knows what the true form of an uvuudaum is; however, the bodies they wear in the multiverse are a false form, somewhat equivalent to a deep sea diving suit for entry into conventional reality. As creatures like the kaorti show, the natural world blisters and harms Far Realm intrusions just as the Far Realm warps the natural world.

Uvuudaum Friend

Large aberrant magical beast

Level 25 Elite Controller

XP 14,000

HP 468; **Bloodied** 234

AC 39; **Fortitude** 36; **Reflex** 37; **Will** 39

Speed 8, climb 4

Immune charm, fear; **Resist** 20 psychic

Saving Throws +2; **Action Points** 1

Initiative +19

Perception +24

Blindsight 20

TRAITS

Relationship Twist (charm) * **Aura** 2

Enemies in the aura have no allies. While the uvuudaum friend is bloodied, it may treat each creature in the aura as an ally for purposes of determining flanking.

STANDARD ACTIONS

(mbasic) Head Spike (charm) * **At Will**

Attack: Melee 3 (one creature); +29 vs. Will.

Hit: 7d6+9 damage. At the start of the target's next turn, it takes a standard action of the uvuudaum's choice as a free action. The only attacks the target can make are basic attacks. If the target uses this free action to charge, it does not end its turn.

(close) Psychic Bore (psychic) * **Encounter**

Attack: Close blast 3 (one, two or three creatures in blast); +26 vs. Will.

Hit: 5d8+9 psychic damage and the target is dazed (save ends).

Miss: The target is dazed until the end of its next turn.

TRIGGERED ACTIONS

(close) Oh My Friends (charm) * **Encounter**

Trigger: The uvuudaum friend becomes bloodied.

Attack (Free Action): Close burst 5 (each creature in burst); +26 vs. Will.

Hit: The target makes a basic attack against itself.

Str 25 Dex 24 Wis 24
Con 26 Int 27 Cha 29
Alignment chaotic evil

Languages telepathy 20

Uvuudaum Yellow

Level 25 Elite Soldier

Large aberrant magical beast

XP 14,000

HP 468; **Bloodied** 234

Initiative +21

AC 41; **Fortitude** 38; **Reflex** 35; **Will** 38

Perception +24

Speed 8, climb 4

Blindsight 20

Immune charm, fear; **Resist** 20 psychic

Saving Throws +2; **Action Points** 1

TRAITS

Weird Geometry * **Aura** 10

When moving within the aura, moving diagonally into a square cost 1 extra square of movement. When measuring range, each diagonal square counts as 2 squares.

STANDARD ACTIONS

(mbasic) **Head Spike** * **At Will**

Attack: Melee 3 (one creature); +30 vs. AC.

Hit: 7d6+9 damage.

MINOR ACTIONS

(melee) **Freakish Grasp** * **At Will** 1/round

Requirement: The uvuudaum must not have a creature grabbed.

Attack: Melee 1 (one or two creatures); +28 vs. AC.

Hit: 3d8+12 damage and the target is grabbed until the start of the uvuudaum yellow's next turn..

TRIGGERED ACTIONS

(ranged) **Moebius Space** (teleportation) * **At Will**

Trigger: An enemy completes an action that ends with it further from the uvuudaum yellow than it began.

Attack (Opportunity Action): Range 10 (the triggering creature); +28 vs. Will. This attack does not trigger opportunity attacks.

Hit: The uvuudaum yellow teleports the target to a square adjacent to the uvuudaum.

Str 25 Dex 24 Wis 24
Con 26 Int 27 Cha 29
Alignment chaotic evil

Languages telepathy 20

Uvuudaum Haiku

Level 27 Controller

Large aberrant magical beast

XP 11,000

HP 251; **Bloodied** 125

Initiative +20

AC 41; **Fortitude** 38; **Reflex** 38; **Will** 41

Perception +20

Speed 8, climb 4

Blindsight 20

Immune charm, fear; **Resist** 20 psychic

TRAITS

Noncontiguous Space * **Aura** 5

When a creature uses a close or area power whose effect includes squares within the aura, the uvuudaum haiku may choose two squares in the aura to exempt from its effects and two additional squares in the aura to be affected by the close or area power.

STANDARD ACTIONS

(mbasic) **Head Spike** (teleportation) * **At Will**

Attack: Melee 3 (one creature); +32 vs. AC.

Hit: 6d8+8 damage and the uvuudaum teleports the target up to 4 squares.

(ranged) Far Exile * Encounter

Attack: Range 10 (one creature); +30 vs. Will.

Hit: The target is exiled to the Far Realm (save ends). While exiled, the target is removed from play and takes ongoing 40 psychic damage (save ends).

MOVE ACTIONS

Far Step (psychic, teleportation) * **Recharges** when first bloodied

Effect: The uvuudaum teleports up to 10 squares and makes the following attack.

Attack: Close burst 1 (each creature in the burst); +28 vs. Will.

Hit: The target is blinded, dazed and takes ongoing 20 psychic damage (save ends all).

Str 25 **Dex** 24 **Wis** 25

Con 27 **Int** 28 **Cha** 30

Alignment chaotic evil

Languages telepathy 20

VARGOUILLE

Source: 1e *Monster Manual II*.

A vargouille is a hideous creature, appearing as the decapitated head of a humanoid. However, the ears of the thing have grown into grotesque wings, and its features have become hateful and vicious, with filthy teeth and a loathing of all life. The head of a creature that dies of a vargouille's poison falls off after a few days, and slowly transforms into a new vargouille.

Vargouille Biter**Level 2 Controller**

Small shadow magical beast (undead)

XP 125

HP 36; **Bloodied** 18

Initiative +x

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

Perception +2

Speed fly 6 (hover)

Darkvision

STANDARD ACTIONS

(mbasic) Bite (poison) * **At Will**

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 2d4 damage and the target is slowed and takes ongoing 5 poison (save ends both).

MINOR ACTIONS

(c) Terrifying Shriek (fear) * **Recharge 5 6**

Attack: Close burst 4 (each living creature in burst); +4 vs. Will.

Hit: The target is immobilized (save ends).

Str 10 **Dex** 13 **Wis** 12

Con 12 **Int** 5 **Cha** 8

Alignment chaotic evil

Languages Abyssal

Vargouille Lover**Level 4 Lurker**

Small shadow magical beast (undead)

XP 175

HP 43; **Bloodied** 21

Initiative +8

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

Perception +4

Speed fly 6 (hover)

Darkvision

Resist 5 necrotic; **Vulnerable** 5 radiant

STANDARD ACTIONS

(mbasic) Bite (poison) * **At Will**

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 2d4 damage and ongoing 5 poison (save ends).

(m) Vargouille Kiss (necrotic) * **At Will**

Attack: Melee 1 (one immobilized or stunned creature); +7 vs. Fortitude.

Hit: 2d8+6 necrotic damage, and the target is stunned (save ends). The stunned condition also ends if the vargouille lover ends its turn not adjacent to the target.

(r) Terrifying Cry (fear) * **Recharge**

Attack: Ranged 10 (one living creature); +5 vs. Will.

Hit: The target is immobilized (save ends).

Skills Stealth +9

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

Con 13 **Int** 7 **Cha** 13

Alignment chaotic evil

Languages Abyssal

VISAGE

Source: *Dead Gods*.

The visage is the undead spirit of a demon in service to Tenebrous. Visages operate by stealing the identity of its victims to further Tenebrous' aims, and a number of them are in service to Quah-Nomag himself.

A visage appears to be incorporeal, but this is not the case. Its body is largely shapeless, appearing as a mass of tattered cloth with the occasional long claw emerging. Its face resembles a grinning white mask with few features.

Flickering Visage

Level 14 Minion Controller

Medium elemental shadow humanoid (demon, undead) XP 250

HP 1; a missed attack never damages a minion

Initiative +11

AC 28; **Fortitude** 25; **Reflex** 26; **Will** 28

Perception +8

Speed 0, fly 8 (hover)

Darkvision

TRAITS

Demon From Beyond

The visage has both the shadow and the elemental origin.

STANDARD ACTIONS

(mbasic) Claw * **At Will**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 11 damage and the visage slides the target 1 square.

(ranged) Lucidity Control (illusion, psychic) * **At Will**

Attack: Range 20 (one creature); +17 vs. Will.

Hit: 8 psychic damage, and either the target is dazed until the end of its next turn or the visage slides it 3 squares (visage's choice).

Str 13 **Dex** 19 **Wis** 13

Con 16 **Int** 14 **Cha** 23

Alignment chaotic evil

Languages Abyssal, Common

Demonic Visage

Level 14 Controller

Medium elemental shadow humanoid (demon, undead) XP 1,000

HP 136; **Bloodied** 68

Initiative +11

AC 28; **Fortitude** 25; **Reflex** 26; **Will** 28

Perception +8

Speed 0, fly 8 (hover)

Darkvision

Resist 10 psychic, 10 radiant

TRAITS

Demon From Beyond

The visage has both the shadow and the elemental origin.

STANDARD ACTIONS

(mbasic) Claw (psychic) * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 1d10+5 damage plus 2d6 psychic damage and the visage slides the target 2 squares.

(ranged) Lucidity Control (illusion, psychic) * At Will

Attack: Range 20 (one creature); +17 vs. Will.

Hit: 3d6+12 psychic damage, and the visage chooses one of the following effects: the target is dazed until the end of the visage's next turn, the visage slides the target 5 squares, the visage chooses the target's move and minor actions on its next turn before the target takes any actions, or the target grants combat advantage until the end of the visage's next turn.

Miss: The visage slides the target 2 squares.

(ranged) Dominate Mind (charm) * Encounter

Attack: Range 10 (one creature); +17 vs. Will.

Hit: The target is dominated (save ends).

Aftereffect: The target is dominated (save ends).

Skills Bluff +18

Str 13 **Dex** 19 **Wis** 13

Con 16 **Int** 14 **Cha** 23

Alignment chaotic evil

Languages Abyssal, Common

Visage Spy

Level 15 Lurker

Medium elemental shadow humanoid (demon, undead) XP 1,200

HP 112; **Bloodied** 56

Initiative +16

AC 29; **Fortitude** 26; **Reflex** 27; **Will** 29

Perception +8

Speed 0, fly 8 (hover)

Darkvision

Resist 10 psychic, 10 radiant

TRAITS

Demon From Beyond

The visage has both the shadow and the elemental origin.

STANDARD ACTIONS

(mbasic) Claw (psychic) * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 3d6+13 psychic damage.

(melee) Unseen Strangler (psychic) * At Will

Requirement: The target must not be able to see the visage.

Attack: Melee 1 (one creature); +18 vs. Will.

Hit: 4d8+14 psychic damage, and the target loses resist psychic (save ends).

Quick Escape * At Will

Effect: The visage spy becomes invisible and gains phasing until it attacks or until the end of its next turn, then shifts 6 squares.

TRIGGERED ACTIONS

Assume Identity (polymorph) * At Will

Trigger: The visage spy kills a creature.

Effect (Free Action): The visage spy assumes the identity of the creature that it kills, including its appearance and memories. It gains a +2 bonus to skill checks in which the creature whose identity it has assumed was trained and a +5 power bonus to Bluff checks to impersonate that creature. This effect lasts for 24 hours, and during this period, the dead creature cannot be returned to life.

Skills Bluff +18

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

Con 16 Int 14 Cha 23

Alignment chaotic evil

Languages Abyssal, Common

VOLT

Source: 1e *Fiend Folio*.

A volt is a strange beast that looks like a furry worm with a head consisting of a mouth, two large eyes and two small, backwards-curving horns. The curious little creature can levitate and likes to investigate new places and creatures, but is easily provoked into a bad temper.

Volt

Level 5 Soldier

Small natural magical beast

XP 200

HP 66; Bloodied 33

Initiative +6

AC 21; Fortitude 20; Reflex 20; Will 18

Perception +4

Speed 3, fly 6 (maximum altitude 2)

Low-light vision

Resist 5 lightning

STANDARD ACTIONS

(mbasic) **Bite** * **At Will**

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

Hit: 1d8+9 damage.

(m) **Tail Shock** (lightning) * **At Will**

Attack: +10 vs. Reflex; 1d6+5 damage plus 1d10 lightning damage, and the target is slowed until the end of its next turn.

Skills Stealth +9

Str 9 **Dex** 15 **Wis** 14

Con 18 **Int** 4 **Cha** 10

Alignment unaligned

Languages -

Young Volt

Level 5 Minion Skirmisher

Small natural magical beast

XP 50

HP 1; a missed attack never damages a minion

Initiative +8

AC 19; Fortitude 17; Reflex 19; Will 18

Perception +4

Speed 3, fly 6 (maximum altitude 2)

Low-light vision

Resist 5 lightning

STANDARD ACTIONS

(mbasic) **Tail Shock** (lightning) * **At Will**

Attack: +10 vs. Reflex; 6 lightning damage, and the young volt flies 3 squares without triggering opportunity attacks.

Skills Stealth +11

Str 9 **Dex** 18 **Wis** 14

Con 13 **Int** 4 **Cha** 10

Alignment unaligned

Languages -

WASP

Source: 1e *Monster Manual* (giant wasp); 3e *Monster Manual V* (howler wasp); *Arduin Grimoire* (hellwasp swarm); 3e *Monster Manual II* (phase wasp).

While ordinary wasps are not a real danger to most creatures unless they gather in large numbers, there are a number of magical varieties of wasps that are substantially more deadly. The common giant wasp is infamous for paralyzing a

victim, then laying its eggs in the poor person and leaving it as food for its larva. Howler wasps, while smaller than giant wasps, are nonetheless the size of a large melon. With faces resembling insectoid baboons, howler wasps are named for their tendency to screech and cry out. Worse still are the terrible queens that they serve- wingless monstrosities the size of a bear, a howler wasp queen hardly resembles an ordinary wasp at all. Some scholars claim that the mage Otiluke first created these terrible monstrosities.

Giant Wasp	Level 3 Lurker
Medium natural beast (insect)	XP 150

HP 39; Bloodied 19 AC 17; Fortitude 15; Reflex 17; Will 13 Speed 4, fly 8	Initiative +9 Perception +1
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TRAITS

Burning Wings

If the giant wasp is bloodied and takes at least 9 fire damage in a single attack, it loses its flying speed until it takes an extended rest.

STANDARD ACTIONS

(melee) Bite * At Will

Requirement: The giant wasp may not have a target grabbed.

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d8+6 damage and the target is grabbed.

(melee) Paralyzing Sting (poison) * At Will

Requirement: The giant wasp must have the target grabbed.

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: 2d10+4 poison damage and the target is immobilized (save ends).

First Failed Save: The target is dazed and immobilized (save ends both).

Second Failed Save: The target is instead stunned (save ends).

Third Failed Save: The target is instead stunned until an effect such as *remove affliction* removes this condition.

Powers that grant saving throws allow the target a chance to remove the condition as well. Finally, a Heal check, DC 18, will end this effect, but three failed checks indicate that mundane healing will not be able to remove this effect.

Miss: Half damage and the target is slowed (save ends).

Effect: The giant wasp's grab ends.

MINOR ACTIONS

(melee) Implant Eggs * Recharge if this power misses

Requirement: The target must be immobilized, restrained, stunned or helpless.

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: The target contracts giant wasp egg infestation (stage 1).

Str 15 Dex 19 Wis 10

Con 15 Int 2 Cha 4

Alignment unaligned

Languages -

Giant Wasp Egg Infestation	Level 3 Infestation
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As the eggs within the victim hatch, the larval giant wasps use its body for food.

Stage 0: The target recovers from the disease.

Stage 1: While affected by stage 1, the target's speed is halved by the painful swelling of the eggs in its body.

Stage 2: While affected by stage 2, the target loses a healing surge. In addition, its speed is halved.

Stage 3: The eggs hatch, and the target dies as the larval wasps devour it from within.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

8 or less: The stage of the disease increases by 1.

9 to 12: No change.

13 or higher: The stage of the disease decreases by 1.

Howler Wasp Level 3 Minion Skirmisher (Leader)

Small fey beast (insect)

XP 38

HP 1; a missed attack never damages a minion

Initiative +6

AC 17; Fortitude 15; Reflex 17; Will 13

Perception +2

Speed 3, fly 10

STANDARD ACTIONS

(mbasic) **Sting** (poison) * **At Will**

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 4 poison damage.

Effect: The howler wasp shifts 2 squares.

TRIGGERED ACTIONS

(close) **Pheromone Squirt** * **Encounter**

Trigger: The howler wasp is reduced to 0 hit points.

Attack (No Action): Close blast 2 (the creature that slew the wasp); +6 vs. Reflex.

Hit: The target is doused in pheromones (save ends). While it is doused in pheromones, howler wasps gain a +2 bonus on attacks and damage against the target.

Str 8 Dex 17 Wis 13

Con 13 Int 3 Cha 6

Alignment unaligned

Languages -

Howler Wasp Queen Level 3 Solo Brute (Leader)

Large fey beast (insect)

XP 750

HP 232; Bloodied 116

Initiative +1

AC 15; Fortitude 18; Reflex 13; Will 15

Perception +2

Speed 5

Saving Throws +5; Action Points 2

TRAITS

Pheromones of the Queen * **Aura 3**

If the howler wasp queen is stunned, dazed or dominated at the start of its turn, each of its insect allies in the aura makes a basic attack as a free action.

STANDARD ACTIONS

(mbasic) **Bite** * **At Will**

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 2d8+4 damage.

Effect: If the howler wasp queen is bloodied, it makes the attack a second time.

(melee) **Sting of the Queen** (poison) * **At Will**

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: 1d12+4 poison damage, plus ongoing 5 poison and the target is slowed (save ends both).

MINOR ACTIONS

(melee) **Claw** * **At Will**

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 2d6+6 damage.

(ranged) **Inciting Pheromone** * **At Will**

Attack: Range 10 (one creature); +6 vs. Reflex. This attack does not trigger opportunity attacks.

Hit: One 3rd or lower level insect ally of the howler wasp queen adjacent to the target makes a basic attack against it as a free action. It gets a +2 bonus to its attack roll and a +3 bonus to its damage.

TRIGGERED ACTIONS

Serve the Hive * At Will

Trigger: The howler wasp queen starts its turn and there are less than three howler wasps within 20 squares.

Effect (No Action): Three howler wasps appear within 20 squares of the queen. They act immediately following the queen. The first five of these wasps do not add to the experience point value of the encounter.

Str 18 Dex 11 Wis 13

Con 18 Int 6 Cha 8

Alignment unaligned

Languages -

Phase Wasp

Tiny fey magical beast (insect)

Level 6 Minion Artillery

XP 63

HP 1; a missed attack never damages a minion

Initiative +7

AC 18; Fortitude 17; Reflex 20; Will 18

Perception +5

Speed 4, fly 8

See invisible

TRAITS

See Invisible

A phase wasp ignores invisibility.

STANDARD ACTIONS

(mbasic) Sting (poison) * At Will

Attack: Melee 0 (one creature); +11 vs. AC.

Hit: 5 poison damage.

(ranged) Force Stinger (force) * At Will

Attack: Ranged 20 (one creature); +11 vs. Reflex.

Hit: 7 force damage.

Str 1 Dex 19 Wis 15

Con 14 Int 2 Cha 6

Alignment unaligned

Languages -

Hellwasp Swarm

Huge immortal magical beast (devil, insect, swarm)

Level 26 Elite Skirmisher

XP 18,000

Hellwasps are tiny wasp-shaped devils that love to bring desperation to an area by causing a famine, burning or eating all the area's food. Hellwasps congregate in the millions.

HP 464; Bloodied 232

Initiative +23

AC 40; Fortitude 36; Reflex 39; Will 39

Perception +17

Speed 3, fly 8 (hover)

Darkvision

Resist 15 fire, 15 poison

Saving Throws +2; Action Points 1

TRAITS

Hellish Swarm (fire, poison) * Aura 1

Each creature that ends its turn in the aura takes 15 fire and poison damage.

Swarm

The hellwasp swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Hell Swarm (fire, poison) * At Will

Attack: Melee 1 (one creature); +29 vs. Reflex.

Hit: 4d6+5 fire and poison damage, plus ongoing 15 fire damage (save ends).

(melee) Consuming Swarm (fire, poison, zone) * **Recharges** when first bloodied; while bloodied, 6

Effect: The hellwasp swarm flies up to its speed. Each square it exits during this turn becomes a zone of foul flames that lasts until the end of the swarm's next turn. Any creature that enters or ends its turn in a zone of the foul flames takes 40 points of fire and poison damage.

MOVE ACTIONS

Infernal Phase (fire) * At Will

Effect: The hellwasp swarm gains phasing and flies up to 5 squares. Each object that it phases through during this movement takes 40 fire damage.

Str 14 **Dex** 26 **Wis** 19
Con 16 **Int** 15 **Cha** 29
Alignment evil

Languages Infernal

WHEEP

Source: *3e Libris Mortis*.

A weep is a horrific undead creature whose eyes have been torn out or nailed through. Foul black ichor seeps down the monster's face and into its mouth, so that while it weeps and wails, the fluid causes its noises to emerge as a gurgling keen. A weep is almost constantly weeping and sniffing, for it is in constant pain. Wheeps are easy to track, because the black fluid leaking from their eyes leaves a constant trail behind them. Many wheeps also have nails or spikes driven through their hands, feet, arms or legs.

Wheep Servitor

Level 11 Minion Controller

Medium shadow humanoid (blind, undead)

XP 125

HP 1; a missed attack never damages a minion

Initiative +9

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

Perception +7

Speed 6

Blindsight 12

Immune disease; **Resist** 10 necrotic, 10 poison

TRAITS

Weeping Dirge (fear) * **Aura** 4

Living creatures in the aura have a -1 penalty to attacks and defenses.

STANDARD ACTIONS

(mbasic) Poisonous Claw (poison) * **At Will**

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

Hit: 6 damage, plus ongoing 5 poison (save ends).

Str 18 **Dex** 18 **Wis** 14
Con 14 **Int** 6 **Cha** 18
Alignment evil

Languages Common

Wheep Ululator

Level 11 Artillery

Medium shadow humanoid (blind, undead)

XP 600

HP 86; **Bloodied** 43

Initiative +9

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

Perception +7

Speed 6

Blindsight 12

Immune disease; **Resist** 10 necrotic, 10 poison; **Vulnerable** 10 radiant

TRAITS

Weeping Dirge (fear) * **Aura** 4

Living creatures in the aura have a -1 penalty to attacks and defenses.

STANDARD ACTIONS

(mbasic) Poisonous Claw (poison) * **At Will**

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

Hit: 2d8+3 damage plus ongoing 10 poison damage (save ends).

(ranged) Ululation of Despair (psychic) * **At Will**

Attack: Range 10 (one creature); +16 vs. Will.

Hit: 3d6+9 psychic damage.

(close) Agonizing Scream (psychic) * **Encounter**

Requirement: The wheep ululator must be bloodied.

Attack: Close burst 5 (creatures in burst); +15 vs. Will.

Hit: 3d8+4 psychic damage and the target is pushed 1 square.

Str 18 **Dex** 18 **Wis** 14

Con 14 **Int** 6 **Cha** 23

Alignment evil

Languages Common

WITHERSTENCH

Source: 1e *Fiend Folio*.

A witherstench is a relative of the skunk about the size of a bobcat. Though generally reclusive, gnomes and other humanoids sometimes capture and train them for use as guard animals. A thief sprayed by a witherstench has a very difficult time hiding its guilt.

Witherstench

Level 1 Controller

Small natural beast

XP 100

HP 32; **Bloodied** 16

Initiative +2

AC 15; **Fortitude** 15; **Reflex** 13; **Will** 11

Perception +1

Speed 6

Lowlight vision

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 2d4+3 damage.

(close) Musk Spray * **Recharges** when first bloodied

Attack: Close blast 2 (creatures in burst); +2 vs. Fortitude.

Hit: The witherstench pushes the target 4 squares and the target is musky (save ends). While musky, the target is weakened and gains an stench aura 2 (any creature starting its turn in the aura is pushed 2 squares away from the creature).

Aftereffect: The target has a lingering stench that inflicts a -2 penalty to Diplomacy checks. Each day, the target can make a saving throw to remove this effect.

Aftereffect: The stench lingers, though the penalty is reduced to -1. At the start of each day, the target can make a saving throw to remove this effect.

Aftereffect: The stench lingers, though the penalty is removed. At the start of each day, the target can make a saving throw to remove this effect.

Str 9 **Dex** 14 **Wis** 13

Con 16 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Witherstench Cub

Level 1 Minion Controller

Tiny natural beast

XP 25

HP 1; a missed attack never damages a minion

Initiative +4

AC 15; **Fortitude** 10; **Reflex** 16; **Will** 11

Perception +1

Speed 6

Lowlight vision

TRAITS

Stinky Musk * Aura 1

Each creature that starts its turn in the aura is pushed 2 squares.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 4 damage.

(close) Musk Spray * Encounter

Attack: Close blast 2 (creatures in burst); +2 vs. Fortitude.

Hit: The witherstench pushes the target 4 squares and the target is musky (save ends). While musky, the target is weakened and has a lingering stench that inflicts a -1 penalty to Diplomacy checks. Each day, the target can make a saving throw to remove this effect.

Aftereffect: The stench lingers, though the penalty is removed. At the start of each day, the target can make a saving throw to remove this effect.

Str 4 **Dex** 18 **Wis** 13

Con 10 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Dire Witherstench Level 5 Elite Skirmisher

Medium natural beast

XP 400

HP 132; **Bloodied** 66

Initiative +6

AC 19; **Fortitude** 19; **Reflex** 18; **Will** 15

Perception +3

Speed 7

Lowlight vision

Saving Throws +2; **Action Points** 1

TRAITS

Musk * Aura 2

Each creature that starts its turn in the aura is pushed 2 squares.

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 2d4+8 damage.

(melee) Dashing Attack * At Will

Effect: The dire witherstench makes a bite attack, shifts up to its speed and makes another bite attack.

MINOR ACTIONS

(close) Stinky Distraction * Recharges when the dire witherstench becomes marked

Attack: Close burst 2 (creatures in burst); +6 vs. Fortitude.

Hit: The target grants combat advantage until the end of the dire witherstench's next turn. If it has any creatures marked, those marks end.

Str 14 **Dex** 14 **Wis** 13

Con 18 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Dire Witherstench Charger Level 10 Elite Skirmisher

Medium natural beast (mount)

XP 400

HP 218; **Bloodied** 109

Initiative +10

AC 24; **Fortitude** 24; **Reflex** 23; **Will** 20

Perception +8

Speed 7

Lowlight vision

Saving Throws +2; **Action Points** 1

TRAITS

Impossible to Ignore Odor * Aura 3

Creatures in the aura cannot mark the dire witherstench charger's rider.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 3d4+11 damage.

(melee) Dashing Attack * At Will

Effect: The dire witherstench makes a bite attack, shifts up to its speed and makes another bite attack.

MINOR ACTIONS

(close) Stinky Distraction * Recharges when the dire witherstench becomes marked

Attack: Close burst 2 (creatures in burst); +6 vs. Fortitude.

Hit: The target grants combat advantage until the end of the dire witherstench's next turn. If it has any creatures marked, those marks end.

Str 14 **Dex** 18 **Wis** 16

Con 21 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

WORM

Source: 1e *Fiend Folio* (giant bloodworm); 3e *Fiend Folio* (lucent worm, century worm); 3e *Libris Mortis* (giant maggot); 1e *Monster Manual 2* (tunnel worm, tenebrous worm)

There are many different types of dangerous worms, from the lowly rot grub to the great nematodean. The legendary purple worm, of course, is the archetypical example. Dangerous worms' characteristics vary greatly by type, but they are usually extremely stupid. Dangerous worms almost always require a diet of flesh or blood; however, there are exceptions, especially those worms from other planes or the worms of Chaos unleashed upon Cydra centuries ago.

Giant Maggot

Small natural beast

Level 4 Minion Brute

XP 175

HP 1; a missed attack never damages a minion

Initiative +1

AC 16; **Fortitude** 18; **Reflex** 14; **Will** 16

Perception +3

Speed 5

Immune disease

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 6 damage.

TRIGGERED ACTIONS

(close) Sickening Pop * At Will

Trigger: The giant maggot is reduced to 0 hit points.

Attack (No Action): Close burst 1 (each creature in burst); +5 vs. Will.

Hit: The target is weakened until the end of its next turn.

Str 15 **Dex** 8 **Wis** 12

Con 18 **Int** 1 **Cha** 7

Alignment unaligned

Languages -

Giant Bloodworm

Large natural beast

Level 8 Elite Brute

XP 700

Giant bloodworms often lurk in wait below the surface of a body of water, where it strongly resembles a submerged log.

HP 220; **Bloodied** 110

AC 19; **Fortitude** 24; **Reflex** 18; **Will** 20

Speed 4, burrow 3, swim 6

Saving Throws +2; **Action Points** 1

Initiative +2

Perception +6

Tremorsense 10

TRAITS

Lightning Writhe

When the giant bloodworm takes lightning damage, it is slowed until the end of its next turn.

Bloody Surge

While the giant bloodworm is bloodied, at the start of its turn it gains a +2 bonus to attack rolls and a bonus of +2d6 to damage until the start of its next turn. It also takes 5 damage unless it has a creature grabbed with *leeching bite*.

STANDARD ACTIONS

(melee) Bite * At Will

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

Hit: 4d6+6 damage.

(melee) Leeching Bite (healing) * At Will

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

Hit: 4d6+6 damage, and the target is grabbed (escape DC 16). While the target is grabbed, it takes 10 damage and the bloodworm regains 5 hit points at the start of the target's turn. While the giant bloodworm has the target grabbed, the only standard action it can take is to use *leeching bite* against the grabbed target.

TRIGGERED ACTIONS

(close) Bloody Spray * Recharge when first bloodied

Trigger: The bloodworm is hit by a melee attack.

Attack (Immediate Reaction): Close blast 2 (the triggering attacker); +11 vs. Reflex.

Hit: The target is blinded (save ends).

Skills Stealth +7

Str 14 **Dex** 7 **Wis** 14

Con 20 **Int** 2 **Cha** 5

Alignment unaligned

Languages -

Tunnel Worm

Medium natural beast

Level 9 Lurker

XP 400

The tunnel worm is technically closer to a centipede than a worm, but so the vagaries of monster nomenclature go. Armored in shiny black chitin, the tunnel worm prefers to lair in narrow passages that restrict movement (and often grant it combat advantage) and is adept at striking very quickly. Tunnel worms are found underground, from shallow dungeons beneath abandoned keeps to the depths of the Underdark.

A tunnel worm typically digs its lair perpendicular to a passageway or the wall of a chamber, then lays in wait for prey to pass by its tunnel, seizing it and retreating into its lair with its meal. If the prey is too large to pull into the tunnel, the tunnel worm chews bits off until it can fit.

HP 75; **Bloodied** 37

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

Speed 8

Initiative +13

Perception +7

Darkvision

TRAITS

Tunnel Movement

A tunnel worm takes no penalties and does not grant combat advantage when squeezing. It can squeeze into an area sized for a tiny creature as long as there is at least one additional square that the tunnel worm can occupy adjacent to it.

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 2d8+8 damage.

(melee) Sudden Lunge * At Will

Requirement: The tunnel worm must be squeezing and must not be grabbing a creature.

Attack: Melee 3 (one creature); +14 vs. AC.

Hit: 3d8+8 damage and the tunnel worm pulls the target up to 3 squares. If the target ends this pull adjacent to the tunnel worm, the tunnel worm grabs the target (escape DC 17).

Str 18 **Dex** 20 **Wis** 16

Con 15 **Int** 3 **Cha** 11

Alignment unaligned

Languages -

Lucent Worm

Level 12 Lurker

Huge fey beast

XP 700

A lucent worm is extraordinarily good at concealing itself, especially for such a large and clumsy beast. However, it is semitransparent at the best of times, and the millions of tiny cilia that cover it aid it in moving in quick and versatile ways.

HP 97; **Bloodied** 48

Initiative +9

AC 26; **Fortitude** 26; **Reflex** 22; **Will** 24

Perception +6

Speed 8, burrow 6, swim 6

Tremorsense 10

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +17 vs. AC.

Hit: 2d8+11 damage.

(melee) Paralyzing Bite * At Will

Requirement: The lucent worm must be invisible or hidden from the target.

Attack: Melee 2 (one creature); +17 vs. AC.

Hit: 3d8+12 damage and the target is immobilized (save ends).

Second Failed Save: The target is instead stunned (save ends).

Lucent Fade * At Will

Effect: The lucent worm becomes invisible and gains phasing until the end of its next turn or until it attacks.

Skills Stealth +13

Str 22 **Dex** 9 **Wis** 10

Con 19 **Int** 1 **Cha** 9

Alignment unaligned

Languages -

Tenebrous Worm

Level 12 Soldier

Large shadow beast

XP 700

The tenebrous worm is a predator from the Shadowfell. Its head and forebody are covered with stiff bristles; its hind portion is naked, exposing a dull, dead grey skin. The creature's eyes are multifaceted and seem to swim with shades of grey, while its great maw is flanked by mandibles of a pearly grey; occasionally, eccentric collectors have been willing to pay for an undamaged set. The tenebrous worm's underbody has a series of bulges on it, suggestive of caterpillar legs; this had led some sages to suggest that the tenebrous worm may be the larval form of some other Shadowfell hunter.

HP 120; **Bloodied** 60

Initiative +12

AC 28; **Fortitude** 24; **Reflex** 24; **Will** 24

Perception +9

Speed 7

Darkvision

STANDARD ACTIONS

(mbasic) Mandibles (acid, necrotic) * At Will

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 1d10+5 damage plus 3d6 acid and necrotic damage.

TRIGGERED ACTIONS

(melee) Gloom Bristles (poison) * **At Will**

Trigger: An adjacent enemy makes a melee attack against the tenebrous worm.

Attack (Opportunity Action): Melee 1 (the triggering creature); +15 vs. Reflex.

Hit: 2d6+3 poison damage and the target is slowed and cannot shift (save ends both).

Str 22 **Dex** 18 **Wis** 16

Con 16 **Int** 3 **Cha** 11

Alignment unaligned

Languages -

Century Worm

Huge natural beast

Level 15 Soldier

XP 1,200

A century worm is a gigantic worm with a voracious appetite. The monster takes its name from the fact that it takes a full century to grow to its adult size, but its larvae can be dangerous on their own. They dwell in its gut and sometimes emerge from its maw when the beast is under stress.

HP 148; **Bloodied** 74

Initiative +7

AC 31; **Fortitude** 30; **Reflex** 25; **Will** 25

Perception +7

Speed 8, burrow 4, swim 4

Tremorsense 20

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Requirement: The century worm may not have a creature grabbed.

Attack: Melee 2 (one creature); +20 vs. AC.

Hit: 4d6+9 damage and the target is grabbed (escape DC 22).

(melee) Slobbering Gulp (acid) * **At Will**

Attack: Melee 2 (one creature grabbed by the century worm); +18 vs. Reflex.

Hit: 4d10+1 acid damage and the target is swallowed (escape DC 24). While swallowed, the target takes ongoing 10 acid damage, plus see *wriggling progeny*. It has line of sight and line of effect only to the century worm, and no other creature has line of sight or line of effect to the target. When the target escapes or the century worm dies, the target reappears in a space adjacent to the century worm.

MINOR ACTIONS

(close) Distracting Keen * **At Will**

Requirement: The century worm may not have a creature grabbed.

Attack: Close burst 2 (each creature in burst); +16 vs. Will.

Hit: The century worm marks the target (save ends).

TRIGGERED ACTIONS

Acid Reflux * **Recharge** when first bloodied

Trigger: The century worm takes at least 20 acid damage.

Effect (Immediate Reaction): The century worm vomits up 2 century worm larvae in unoccupied spaces adjacent to the worm (if there is no adjacent unoccupied space, the larvae appear in the nearest unoccupied space). (These larvae are worth full normal xp.)

(melee) Wriggling Progeny * **At Will**

Trigger: A creature swallowed by the century worm starts its turn.

Effect (Opportunity Action): 1d4 century worm larvae within the worm make melee basic attacks on the triggering creature.

Str 23 **Dex** 7 **Wis** 11

Con 20 **Int** 1 **Cha** 2

Alignment unaligned

Languages -

Century Worm Larva

Small natural beast

Level 15 Minion Soldier

XP 300

HP 1; a missed attack never damages a minion
AC 31; **Fortitude** 25; **Reflex** 28; **Will** 26
Speed 8, burrow 4, swim 4
Resist 15 acid

Initiative +13
Perception +7
Tremorsense 20

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 11 damage.

(melee) Spine Burrow * At Will

Attack: Melee 1 (one helpless creature); +18 vs. Fortitude.

Hit: 14 damage, and the century worm larva burrows into a Medium or larger target's spine. Unless the target receives a power with the Heal keyword or a Heal check, DC 22, within one hour, the worm cannot be removed without a *remove affliction* ritual or a Heal check, DC 28 (a failed Heal check drains 4 healing surges from the target and reduces the target to 0 hit points). In 1d4 weeks, the victim dies. The worm slowly grows thereafter, living off the remains for a century before emerging as an adult.

Miss: The century worm larva dies.

Str 10 **Dex** 19 **Wis** 11

Con 16 **Int** 1 **Cha** 2

Alignment unaligned

Languages -

Nematodean

Gargantuan natural beast

Level 21 Solo Brute

XP 16,000

A nematodean is an immense and ancient worm. These dumb brutes are incredibly dangerous, as a single one can be split into many, equally-powerful nematodeans that are also able to split. These things are all locked in an ancient sleep, but if the seals leading to a nematodean's chamber are broken it will awaken. After a period of devastating activity, the great worm falls back into a sleep that lasts for decades or centuries, but no longer sealed away, it will awaken again to threaten the area it dwells in.

HP 726; **Bloodied** 363
AC 34; **Fortitude** 37; **Reflex** 30; **Will** 33
Speed 5, burrow 3
Immune daze, stun

Initiative +10
Perception +16
Tremorsense 20

Saving Throws +5; **Action Points** 2

TRAITS

Mindless

The nematodean gains a +5 bonus to its defenses against effects with the Charm, Fear or Psychic keyword.

Regeneration

The nematodean regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the nematodean takes fire or acid damage, its regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Crush * At Will

Attack: Melee 2 (one creature); +24 vs. Fortitude.

Hit: 4d12+10 damage and the target falls prone.

(melee) Crushing Surge * At Will

Effect: The nematodean moves its speed. It may enter enemy spaces during this movement and may end the move in occupied squares. As it moves, it makes the following attack once against each target.

Attack: Melee 0 (each creature whose space the nematodean enters); +22 vs. Fortitude.

Hit: 4d8+9 damage and the nematodean pushes the target to the nearest unoccupied space.

TRIGGERED ACTIONS

Split * Special

Trigger: The nematodean is reduced to 600 hit points for the first time in the encounter or 300 hit points for the first time in the encounter.

Effect (No Action): The nematodean splits in two. A second nematodean appears in unoccupied space adjacent to the nematodean; if there is no unoccupied space large enough for the new nematodean to appear, it makes a *crushing surge* attack as a free action. Each nematodean has half the original's hit points + 50. Each nematodean has the same statistics as the original, including this trait. The xp value of a nematodean includes the value of up to three additional nematodeans created via this power.

Writhing Thrash * Recharge when the nematodean uses *split*

Trigger: The nematodean is damaged by a close or melee attack.

Attack (Immediate Reaction): Melee 2 (the attacking creature); +24 vs. Fortitude.

Hit: 2d8+6 damage and the nematodean pushes the target 3 squares.

Str 26 **Dex** 10 **Wis** 22

Con 24 **Int** 1 **Cha** 8

Alignment unaligned

Languages -

YELLOW MUSK CREEPER

Source: 1e *Fiend Folio*.

The yellow musk creeper is a plant that reproduces by slaying living creatures and then planting a seed inside the corpse's brain. This causes the victim to animate as a yellow musk zombie, which does the bidding of the creeper that created it for several weeks. Meanwhile the new creeper grows, shooting tendrils throughout the body that hosts it. When the new creeper reaches its adult state, the yellow musk zombie walks several hours away from the parent plant and then collapses, serving the new creeper as mulch, and a new yellow musk creeper colony is established.

Yellow Musk Creeper

Level 7 Controller

Huge natural animate (blind, plant)

XP 300

HP 85; **Bloodied** 42

Initiative +6

AC 21; **Fortitude** 21; **Reflex** 19; **Will** 17

Perception +3

Speed 2

Tremorsense 10

STANDARD ACTIONS

(mbasic) Vine Lash * At Will

Attack: Melee 2 (one creature); +12 vs. AC.

Hit: 2d6+8 damage.

(melee) Consume Intelligence * At Will

Attack: Melee 2 (one dazed, stunned or helpless creature); +10 vs. Fortitude.

Hit: The yellow musk creeper begins inserting small tendrils into the target's brain, and the target is stunned (save ends).

First Failed Save: The target is instead immobilized and dominated (save ends both).

Second Failed Save: The target is instead under the yellow musk creeper's full control (save ends). While under the creeper's full control, the target can't take actions. Instead, it takes a standard action and a move action of the creeper's choice on the target's turn. The creeper can make the target use any at will power. The target also grants combat advantage.

Third Failed Save: The target dies. In 24 hours, it rises as a yellow musk zombie.

(ranged) Yellow Musk Puff (poison) * At Will

Attack: Ranged 10 (one creature); +10 vs. Fortitude.

Hit: 2d8+6 poison damage, the target is dazed (save ends) and the creeper pulls the target up to 3 squares.

Miss: The creeper pulls the target 1 square.

(close) Yellow Musk Burst (poison) * Encounter

Attack: Close burst 3 (each creature in burst); +8 vs. Fortitude.

Hit: 3d8+5 poison damage, the target is dazed (save ends) and the target shifts its speed toward the creeper as a free action.

Miss: Half damage.

Str 10 **Dex** 16 **Wis** 10

Con 21 **Int** 1 **Cha** 9

Alignment unaligned

Languages -

Yellow Musk Zombie

Level 7 Minion Controller

Medium natural animate (plant)

XP 60

HP 1; a missed attack never damages a minion

Initiative +3

AC 21; **Fortitude** 19; **Reflex** 17; **Will** 21

Perception +2

Speed 5

STANDARD ACTIONS

(mbasic) Slam * At Will

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

Hit: 7 damage.

(melee) Shove * At Will

Attack: Melee 1 (one creature); +11 vs. Fortitude.

Hit: The zombie slides the target up to 2 squares and then shifts to a space adjacent to the target.

Effect: The zombie repeats the attack against the same target's Reflex defense.

Str 20 **Dex** 11 **Wis** 8

Con 16 **Int** 2 **Cha** 8

Alignment unaligned

Languages -

APPENDIX: MONSTERS BY ROLE AND LEVEL

Level 1 Monsters

Dire Squirrel Nuthucker	Level 1 Artillery	Page 174
Kercpa Archer	Level 1 Artillery	Page 113
Guard Dog	Level 1 Brute	Page 68
Stone Spike	Level 1 Brute	Page 72
Bog Mudman	Level 1 Controller	Page 129
Dust Devil	Level 1 Controller	Page 72
Kercpa Comedian	Level 1 Controller	Page 115
Oil Beetle	Level 1 Controller	Page 20
River Nixie	Level 1 Controller	Page 137
Shadow Circle Druid Initiate	Level 1 Controller	Page 160
Witherstench	Level 1 Controller	Page 200
Tabaxi Technician	Level 1 Lurker	Page 178
Laughing Nixie	Level 1 Minion Controller	Page 136
Plodding Mudman	Level 1 Minion Controller	Page 129
Witherstench Cub	Level 1 Minion Controller	Page 200
Kercpa Watcher	Level 1 Minion Lurker	Page 115
Skittering Centipede	Level 1 Minion Skirmisher	Page 44
Young Giant Lizard	Level 1 Minion Soldier	Page 122
Black Centipede	Level 1 Skirmisher	Page 44
Dire Squirrel Prankster	Level 1 Skirmisher	Page 174
Kercpa Treehopper	Level 1 Skirmisher	Page 113
Tabaxi Seeker	Level 1 Skirmisher	Page 177
Giant Lizard	Level 1 Soldier	Page 122

Level 2 Monsters

Astral Lantern	Level 2 Artillery	Page 13
Blindheim	Level 2 Controller	Page 36
Shadow Circle Druid Oviat	Level 2 Elite Controller	Page 160
Vargouille Biter	Level 2 Controller	Page 192
Scarlet Centipede	Level 2 Elite Lurker	Page 45
Hunting Dog	Level 2 Minion Skirmisher	Page 69
Jaculi	Level 2 Minion Skirmisher	Page 172
Bat Swarm	Level 2 Skirmisher	Page 19
Blink Dog	Level 2 Skirmisher	Page 69
Goatfolk Pursuer	Level 2 Skirmisher	Page 98
Ape	Level 2 Soldier	Page 7
Bodokod	Level 2 Soldier	Page 21
Bull Shark	Level 2 Soldier	Page 164
Chagmat Warrior	Level 2 Soldier	Page 46
Goatfolk Executioner	Level 2 Soldier	Page 98

Level 3 Monsters

Amber-Eyed Blindheim	Level 3 Artillery	Page 37
Goatfolk Acolyte of Bleak	Level 3 Elite Artillery	Page 99
Shocker Lizard	Level 3 Artillery	Page 122
Bonesnapper	Level 3 Brute	Page 39
Howler Wasp Queen	Level 3 Solo Brute (Leader)	Page 197
Giant Wasp	Level 3 Lurker	Page 195
Violet Fungus	Level 3 Lurker	Page 93
Chittering Squirrel	Level 3 Minion Artillery	Page 175
Goatfolk Raider	Level 3 Minion Brute	Page 99
Fundamental	Level 3 Minion Skirmisher	Page 73
Howler Wasp	Level 3 Minion Skirmisher (Leader)	Page 197
Squirrel Swarm	Level 3 Skirmisher	Page 175
Giant Praying Mantis	Level 3 Soldier	Page 146

Level 4 Monsters

Tiger Shark	Level 4 Brute	Page 164
Deep Nixie	Level 4 Controller	Page 137
Vargouille Lover	Level 4 Lurker	Page 192
Giant Maggot	Level 4 Minion Brute	Page 202
Grey Brother Spy	Level 4 Minion Lurker	Page 101
Young Axe Beak	Level 4 Minion Soldier	Page 181
Ascomoid	Level 4 Skirmisher	Page 93
Axe Beak	Level 4 Soldier	Page 180
Chagmat Captain	Level 4 Soldier	Page 47
Gear Hound	Level 4 Soldier	Page 96
Giant Crab	Level 4 Soldier	Page 52
Grey Brother Assassin	Level 4 Soldier	Page 101

Level 5 Monsters

Eye Killer	Level 5 Artillery	Page 87
Grey Brother Shuiken Hurler	Level 5 Artillery	Page 102
Tabaxi Scout	Level 5 Artillery	Page 179
Carnivorous Ape	Level 5 Brute	Page 8
Flail Snail	Level 5 Brute	Page 89
Leucrotta Shieldbreaker	Level 5 Brute	Page 117
Brain Coral	Level 5 Controller	Page 49
Thresher Shark	Level 5 Controller	Page 165
Adherer	Level 5 Lurker	Page 5
Lone Bloodbloat	Level 5 Minion Controller	Page 38
Young Volt	Level 5 Minion Skirmisher	Page 195
Dire Witherstench	Level 5 Elite Skirmisher	Page 201

Leucrotta Ridgerunner	Level 5 Skirmisher	Page 116
Tabaxi Brigand	Level 5 Skirmisher	Page 178
Bloodbloater Ooze Swarm	Level 5 Soldier	Page 37
Mindless Algid	Level 5 Soldier	Page 5
Volt	Level 5 Soldier	Page 195

Level 6 Monsters

Stinging Jellyfish Swarm	Level 6 Brute	Page 113
Tabaxi Ripper	Level 6 Brute	Page 179
Algid Mosswarden	Level 6 Controller	Page 6
Jellyfish Man o' War	Level 6 Lurker	Page 112
Phantom Fungus	Level 6 Lurker	Page 94
Phantom Fungus Stalker	Level 6 Solo Lurker	Page 94
Phase Wasp	Level 6 Minion Artillery	Page 198
Giant Cave Cricket	Level 6 Minion Skirmisher	Page 42
Caterwaul Runner	Level 6 Skirmisher	Page 40
Kocho	Level 6 Skirmisher	Page 181
Black Phraint Drone	Level 6 Soldier	Page 138
Crysmal	Level 6 Soldier	Page 73

Level 7 Monsters

Spitting Praying Mantis	Level 7 Artillery	Page 147
Slicer Beetle	Level 7 Brute	Page 21
Stone Guardian	Level 7 Brute	Page 120
Algid Mindbreaker	Level 7 Controller	Page 6
Aranea Webspinner	Level 7 Controller	Page 11
Boiling Mudman	Level 7 Controller	Page 130
Psychic Crysmal	Level 7 Elite Controller	Page 74
Scintillating Flail Snail	Level 7 Controller	Page 90
Vision Mantis	Level 7 Controller	Page 147
Yellow Musk Creeper	Level 7 Controller	Page 207
Aranea Spy	Level 7 Lurker	Page 10
Caryatid Column	Level 7 Lurker	Page 120
Yellow Musk Zombie	Level 7 Minion Lurker	Page 207
Young Leucrotta	Level 7 Minion Skirmisher	Page 117
Billyman Lackey	Level 7 Minion Soldier	Page 34
Black Phraint Leaper	Level 7 Skirmisher	Page 139
Crab Swarm	Level 7 Skirmisher	Page 52
War-Trained Mastiff	Level 7 Skirmisher	Page 69
Weirdling Fish	Level 7 Skirmisher	Page 158
Caterwaul Pouncer	Level 7 Soldier	Page 40
Scylla cultist	Level 7 Soldier	Page 157
Thoquua	Level 7 Soldier	Page 75

Level 8 Monsters

Giant Bloodworm	Level 8 Elite Brute	Page 203
Predatory Terror Bird	Level 8 Brute	Page 182
Chagmat Priest	Level 8 Controller (Leader)	Page 47
Cave Ape	Level 8 Lurker	Page 8
Mudmaw Ambusher	Level 8 Lurker	Page 132
Water Moccasin	Level 8 Minion Controller	Page 172
Dire Bat	Level 8 Skirmisher	Page 19
Bronze Swordsman	Level 8 Soldier	Page 121
Giant Rasping Slug	Level 8 Soldier	Page 169
Leucrotta Kicker	Level 8 Soldier	Page 118

Level 9 Monsters

Ravenous Mudmaw	Level 9 Brute	Page 132
Shimmerling Swarm	Level 9 Controller	Page 166
Shocker Lizard Swarm	Level 9 Controller	Page 123
Tunnel Worm	Level 9 Lurker	Page 203
Whisper Demon	Level 9 Lurker	Page 63
Aranea Youth	Level 9 Minion Skirmisher	Page 11
Deadborn Vulture	Level 9 Skirmisher	Page 62
Monstrous Crab	Level 9 Skirmisher	Page 53
Billyman Slayer	Level 9 Soldier	Page 34

Level 10 Monsters

Aranea Witch	Level 10 Elite Controller	Page 12
Grey Brother Hangman	Level 10 Controller	Page 103
Jishin Mushi	Level 10 Controller	Page 22
Avolakia Infiltrator	Level 10 Lurker	Page 15
Grey Brother Uncle	Level 10 Lurker	Page 103
Invisible Stalker	Level 10 Lurker	Page 75
Giant Sundew	Level 10 Lurker	Page 176
Black Phraint Warrior	Level 10 Minion Skirmisher	Page 139
Blink Hound	Level 10 Minion Skirmisher	Page 70
Giant Vampire Bat	Level 10 Minion Skirmisher	Page 20
Uncontrolled Gear Hound	Level 10 Minion Soldier	Page 97
Cave Cricket Swarm	Level 10 Skirmisher	Page 43
Dire Witherstench Charger	Level 10 Elite Skirmisher	Page 201
Eye Killer Lord	Level 10 Skirmisher (Leader)	Page 88
Minotaur Beetle	Level 10 Skirmisher	Page 22
Relentless Caterwaul	Level 10 Solo Skirmisher	Page 41
Tabaxi Hero	Level 10 Skirmisher (Leader)	Page 180
Decrepit Crawling Apocalypse	Level 10 Soldier	Page 55
Gold Phraint Commander	Level 10 Soldier (Leader)	Page 140

Level 11 Monsters

Wheep Ululator	Level 11 Artillery	Page 199
Leucrotta Hew-Palate	Level 11 Brute	Page 118
Elder Stone Spike	Level 11 Elite Brute	Page 76
Mustard Jelly	Level 11 Elite Brute	Page 133
Blue Phraint Electromancer	Level 11 Controller	Page 140
Feymarsh Mudman	Level 11 Controller	Page 131
Leucrotta Knave	Level 11 Lurker	Page 119
Flitting Astral Lantern	Level 11 Minion Artillery	Page 13
Wheep Servitor	Level 11 Minion Controller	Page 199
Vampire Cricket	Level 11 Minion Skirmisher	Page 43
Bird of Pandos	Level 11 Skirmisher	Page 182
Howling Abomination	Level 11 Skirmisher	Page 106
Blink Dog Pack Leader	Level 11 Elite Soldier	Page 70
Ulgurstasta Maggot	Level 11 Soldier	Page 185

Level 12 Monsters

Avolakia Adept	Level 12 Artillery	Page 15
Yellow Shocker Lizard	Level 12 Artillery	Page 123
Aurumvorax	Level 12 Elite Brute	Page 14
Lucent Worm	Level 12 Lurker	Page 204
Dakon	Level 12 Minion Brute	Page 58
Scorpion Nomad	Level 12 Minion Soldier	Page 155
Mutant Bloodbloater	Level 12 Soldier	Page 39
Phantom Stalker	Level 12 Soldier	Page 76
Scorpionfolk Reaver	Level 12 Soldier	Page 155
Spicewoods Elder Mantis	Level 12 Solo Soldier	Page 149
Tenebrous Worm	Level 12 Soldier	Page 204

Level 13 Monsters

Elder Eye Killer	Level 13 Artillery	Page 88
Seeker of the Shadow Path	Level 13 Artillery	Page 162
Bile Manticore Sky Hunter	Level 13 Elite Brute (Leader)	Page 26
Deep Slug	Level 13 Solo Brute	Page 169
Warden of the Shadow Path	Level 13 Brute	Page 162
Avolakia Ghostmaster	Level 13 Controller (Leader)	Page 16
Billyman Acolyte of Bleak	Level 13 Controller	Page 35
Deodanth Despondant	Level 13 Controller	Page 65
Rapture Locust Swarm	Level 13 Controller	Page 124
Ravid Animator	Level 13 Controller	Page 153
Billyman Mocker	Level 13 Minion Controller	Page 35

Expendable Nimblewright	Level 13 Minion Skirmisher	Page 134
Shadow Circle Hound	Level 13 Minion Soldier	Page 161
Ascomoid Flattener	Level 13 Skirmisher	Page 95
Black Centipede Swarm	Level 13 Skirmisher	Page 45
Cinder Swarm	Level 13 Skirmisher	Page 77
Dakon Poacher	Level 13 Skirmisher	Page 58
Nimblewright Duelist	Level 13 Skirmisher	Page 134
Wavefire	Level 13 Skirmisher	Page 77
Avolakia Vermist	Level 13 Soldier	Page 17
Dakon Guard	Level 13 Soldier	Page 59

Level 14 Monsters

Giant Spitting Slug	Level 14 Artillery	Page 170
Thought Eater	Level 14 Artillery	Page 183
Bile Ogre Dreadnought	Level 14 Elite Brute	Page 26
Deadborn Hulk	Level 14 Brute	Page 63
Fungus Hulk	Level 14 Brute	Page 96
Quaraphon Bully	Level 14 Brute	Page 150
Demonic Visage	Level 14 Controller	Page 193
Entombed Warrior	Level 14 Controller	Page 85
Flickering Visage	Level 14 Minion Controller	Page 193
Black Phraint Elite	Level 14 Minion Skirmisher	Page 141
Scorpionfolk Driver	Level 14 Skirmisher	Page 156
Shadow Circle Predator	Level 14 Skirmisher	Page 163
Alkilith Demon	Level 14 Soldier	Page 64
Entombed Hag	Level 14 Soldier	Page 86
Nimblewright Bodyguard	Level 14 Soldier	Page 135
Quaraphon Swaggerer	Level 14 Soldier	Page 150
Superior Gold Phraint	Level 14 Elite Soldier (Leader)	Page 141

Level 15 Monsters

Ravid Lasher	Level 15 Artillery	Page 153
Howling Abomination Shifter	Level 15 Controller	Page 107
Living Tremor	Level 15 Controller	Page 78
Scorpionfolk Magus	Level 15 Controller	Page 156
Carcass Crab	Level 15 Lurker	Page 53
Grey Brother Shrouding Stalker	Level 15 Lurker	Page 104
Visage Spy	Level 15 Lurker	Page 194
Century Worm Larva	Level 15 Minion Soldier	Page 206
Failed Bile Serpent	Level 15 Skirmisher	Page 27
Amphisbaena	Level 15 Elite Soldier	Page 172
Century Worm	Level 15 Soldier	Page 205
Deodanth Sentry	Level 15 Soldier	Page 65

Level 16 Monsters

Pistol Wraith	Level 16 Artillery	Page 142
Quaraphon Bellower	Level 16 Artillery	Page 151
Eye of the Deep	Level 16 Elite Controller	Page 23
Ulgurstasta Thinker	Level 16 Controller	Page 185
Deodanth Slipper	Level 16 Lurker	Page 66
Rotting Ulgurstasta	Level 16 Minion Controller	Page 186
Strike Force Grey Brother	Level 16 Minion Soldier	Page 104
Terror Bird Apex Predator	Level 16 Elite Skirmisher	Page 183
Goatfolk Champion	Level 16 Soldier	Page 100

Level 17 Monsters

Immoth Ice Sage	Level 17 Controller	Page 109
Ravenous Tadhemoth	Level 17 Minion Brute	Page 92
Bloodfiend Locust Swarm	Level 17 Skirmisher	Page 124
Deodanth Eladricide	Level 17 Soldier	Page 67
Froghemoth	Level 17 Solo Soldier	Page 91
Immoth Frost Warrior	Level 17 Soldier	Page 108

Level 18 Monsters

Aag Plaguebearer	Level 18 Brute	Page 3
Goatfolk Half-Fiend	Level 18 Elite Brute	Page 100
Immoth Power Thief	Level 18 Elite Controller	Page 109
Caller From Below	Level 18 Solo Lurker	Page 78
Quaraphon Charger	Level 18 Skirmisher	Page 151
Aag	Level 18 Soldier	Page 2
Crawling Apocalypse Destroyer	Level 18 Soldier	Page 55
Giant Banana Slug	Level 18 Soldier	Page 170
Sea Serpent	Level 18 Soldier	Page 173

Level 19 Monsters

Aag Rot Mage	Level 19 Artillery	Page 3
Bile Beast	Level 19 Solo Brute	Page 28
Quaraphon Punk	Level 19 Minion Brute	Page 152
Girallon Smasher	Level 19 Elite Soldier	Page 9

Level 20 Monsters

Immoth Runecaster	Level 20 Artillery	Page 110
Elder Bonesnapper	Level 20 Brute	Page 40
Metal Master	Level 20 Controller	Page 171
Quaraphon Herder	Level 20 Controller (Leader)	Page 152
Deodanth Lifesucker	Level 20 Lurker	Page 67

Oozing Mudman	Level 20 Minion Brute	Page 131
Chronal Repeater	Level 20 Elite Skirmisher	Page 48
Megalosquirrel	Level 20 Skirmisher	Page 176
Siege Crab	Level 20 Soldier	Page 54
Tarent, Immoth Leader	Level 20 Elite Soldier (Leader)	Page 111

Level 21 Monsters

Entombed Cryomancer	Level 21 Artillery	Page 86
Spitting Bile Beast	Level 21 Elite Artillery	Page 30
Nematodean	Level 21 Solo Brute	Page 206
Avolakia Master	Level 21 Controller (Leader)	Page 17
Bile Lord Neophyte	Level 21 Controller	Page 28
Avolakia Sophist	Level 21 Minion Controller	Page 18
Bile Beast Guardian	Level 21 Elite Soldier	Page 29
Magnesium Spirit	Level 21 Elite Soldier	Page 125

Level 22 Monsters

Ruin Elemental	Level 22 Brute	Page 80
Immoth Agent	Level 22 Minion Controller	Page 111
Mabeen, Grandmother of Assassins	Level 22 Solo Lurker	Page 105

Level 23 Monsters

Ulgurstasta Priest	Level 23 Controller	Page 186
Ulgurstasta Crawler	Level 23 Minion Skirmisher	Page 186
Expert Nimblewright	Level 23 Skirmisher	Page 136

Level 24 Monsters

Crawling Head Wailer	Level 24 Artillery	Page 56
Dragon Turtle	Level 24 Artillery	Page 71
Ravenous Crawling Head	Level 24 Brute	Page 57
Dao Slaver	Level 24 Controller	Page 60
Ruin Chanter	Level 24 Elite Controller	Page 154
Dao Illusionist	Level 24 Lurker	Page 61
Weirdling Pilot	Level 24 Minion Skirmisher	Page 159
Megalodon Shark	Level 24 Skirmisher	Page 165
Bitter Scyllan	Level 24 Elite Soldier	Page 158
Ocean Ungulosin	Level 24 Soldier	Page 189

Level 25 Monsters

Elemental Tempest	Level 25 Artillery	Page 80
Marid Spumehurler	Level 25 Artillery	Page 127
Dao Granite Guard	Level 25 Brute	Page 61

Fire Plasm	Level 25 Brute	Page 145
Plague Spewer	Level 25 Elite Brute	Page 143
Released Corpse	Level 25 Minion Brute	Page 51
Uvuudaum Friend	Level 25 Elite Controller	Page 190
Wind Plasm	Level 25 Controller	Page 146
Sirrush Stalker	Level 25 Lurker	Page 168
Plague Vermin Swarm	Level 25 Skirmisher	Page 143
Sirrush Hunter	Level 25 Skirmisher	Page 167
Corpse Gatherer	Level 25 Solo Soldier	Page 50
Marid Foamblade	Level 25 Soldier	Page 127
Uvuudaum Yellow	Level 25 Elite Soldier	Page 191

Level 26 Monsters

Mist Master	Level 26 Artillery	Page 128
Omnimental	Level 26 Solo Artillery	Page 81
Marid Hydromancer	Level 26 Controller	Page 128
Water Omnimental Spawn	Level 26 Controller (special)	Page 83
Air Omnimental Spawn	Level 26 Lurker (special)	Page 82
Fire Omnimental Spawn	Level 26 Skirmisher (special)	Page 83
Hellwasp Swarm	Level 26 Elite Skirmisher	Page 198
Earth Omnimental Spawn	Level 26 Soldier (special)	Page 82

Level 27 Monsters

Thought Grinder	Level 27 Artillery	Page 184
Bile Lord	Level 27 Elite Controller	Page 31
Living Holocaust	Level 27 Controller	Page 84
Uvuudaum Haiku	Level 27 Controller	Page 191

Level 28 Monsters

Elder Bile Beast	Level 28 Solo Brute	Page 32
Ulgurstasta Swarm	Level 28 Brute	Page 187
Giant Stone Plasm	Level 28 Elite Soldier	Page 146

Level 29 Monsters

Bile Lord Sorcerer	Level 29 Elite Artillery	Page 32
Elder Ulgurstasta	Level 29 Controller	Page 188
Scylla	Level 29 Solo Soldier	Page 159

Level 30 Monsters

Aag Villain	Level 30 Minion Brute	Page 4
Sirrush Pack Hunter	Level 30 Minion Skirmisher	Page 168