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# ABOMINATION

**Source:** 3e *Epic Level Handbook*.

Abominations are the cast-off mistakes of the great powers, especially the gods but also sometimes including arch-devils, demon princes, primordial or other beings of similar stature. Abominations are sustained by their own hatred and all of them despise their forebears without exception; most furthermore loathe all other creatures, though some are more specific with their malice.

**Many Forms:** Abominations come in many forms, from the hundred-handed hecatoncheires to the humanoid infernal and mechanical anaxim. Some abominations have no physical form, instead consisting of dreams or shattered fragments of time. No abomination has a form that is not terrible to behold, though some can cloak themselves in a less horrid seeming.

**Locked Away:** Most abominations are locked away by deific or similar decree. Some, however, lurk in the ruins of shattered worlds or planes that they have devastated, either unaware of the existence of other places, confined by spell and artifice or sated in their need for vengeance. Those few abominations that wander the multiverse freely cause continents, worlds or even entire planes of existence to quake when they appear.

**Singular but Not Unique:** Although each abomination is singular, they are not unique. For example, there are more than one anaxim, but each one looks, acts and thinks differently, as a unique individual. Abominations have no special affinity for each other, and generally speaking, one infernal (for instance) does not think of other infernals as its kindred.

## Anaxim

Medium immortal animate (construct)

## Level 28 Solo Skirmisher

XP 65,000

An anaxim is the mistake of a power of creation, machinery, the forge or artifice. It appears as a mass of metal parts, including wheels, limbs, blades and other moving mechanical elements. Within its body, pistons pound, steam whistles and gears turn. An anaxim, though discarded as a mistake, has not been cleansed of the spark of divine, primordial or other power within it. It is this spark that has given the anaxim animation and the semblance of life.

**HP** 1028; **Bloodied** 514

**Initiative** +24

**AC** 42; **Fortitude** 40; **Reflex** 42; **Will** 38

**Perception** +19

**Speed** 7 (but see *Reserve Power On*)

Darkvision, low-light vision

**Immune** charm, lightning, psychic

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

## TRAITS

**Reserve Power On \* While bloodied**

The anaxim's speed increases to 9. During its turn, it may make one basic attack as a free action.

## STANDARD ACTIONS

**(mbasic) Spinning Blade \* At Will**

*Attack:* Melee 1 (one creature); +33 vs. AC.

*Hit:* 3d12+7 damage, plus ongoing 10 damage (save ends). Saves against this effect take a -5 penalty.

**(mbasic) Hammer Blow \* At Will**

*Attack:* Melee 1 (one creature); +31 vs. Fortitude.

*Hit:* 4d10+14 damage, and the anaxim pushes the target up to 3 squares.

**(rbasic) Spike Launcher \* At Will**

*Attack:* Ranged 20 (one creature); +33 vs. AC.

*Hit:* 6d6+15 damage.

**Mechanistic Assault \* At Will**

*Effect:* The anaxim makes three basic attacks.

**(melee) Spiked Chains \* Recharges** if no enemy is adjacent to the anaxim at the start of its turn

*Attack:* Melee 3 (one, two or three creatures); +29 vs. Reflex.

*Hit:* 3d6+20 damage, and the target is immobilized (save ends). The effect also ends on a target if the anaxim is more than 3 squares it.

**(ranged) Lightning Assault (lightning) \* Recharges** when an attack subjects the anaxim to an effect that lasts until the end of any turn

*Attack:* Ranged 10 (one, two or three creatures); +31 vs. Reflex.

*Hit:* 5d8+9 lightning damage

## MINOR ACTIONS

### Divert Power to Compensate \* At Will

*Effect:* The anaxim makes a saving throw. It loses immunity to lightning until the beginning of its next turn.

## MOVE ACTIONS

### Flying Blades \* At Will

*Effect:* The anaxim flies up to 12 squares, or 15 squares if it is bloodied. Each creature that makes an opportunity attack against the anaxim due to this movement takes 15 damage.

## TRIGGERED ACTIONS

### (close) Warning Siren (thunder) \* Encounter

*Trigger:* The anaxim becomes bloodied.

*Attack (Free Action):* Close burst 3 (each creature in burst); +29 vs. Fortitude.

*Hit:* 3d10+11 thunder damage, and the target is dazed and deafened (save ends both).

*Effect:* The anaxim emits a loud sound audible up to two miles away in clear terrain.

---

**Str** 32    **Dex** 26    **Wis** 20

**Con** 25    **Int** 20    **Cha** 25

**Alignment** unaligned

**Languages** Supernal

## Infernal

## Level 30 Solo Soldier

Large immortal humanoid

XP 95,000

An infernal is the result of the star-crossed mating of devil and deity, a bastard entity that hates its forebears and yet possesses no small measure of their puissance and cunning. An infernal resembles a tormented, diabolic-looking humanoid with great draconic wings that fold around its twisted body. For some reason known only to the divine and diabolic powers, infernals usually have more freedom to roam the realms from which they sprang than most abominations. Even so, their movements are proscribed to within certain regions, an arrangement that suits the devils fine, for an infernal is mighty enough that it might be able to challenge even an arch-devil for supremacy over its home plane.

**Design Notes:** The infernal's hit points are set to 80% of normal to account for its exceptional ability to reduce the damage one attacker can deal each round. Its *hellball* power deals substantially more damage than a normal limited-use multi-target attack due to its solo role.

**HP** 883; **Bloodied** 441

**AC** 46; **Fortitude** 40; **Reflex** 42; **Will** 44

**Speed** 10, fly 20

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

**Initiative** +25

**Perception** +24

Darkvision, low-light vision

## TRAITS

### Focused Puissance

Creatures marked by the infernal suffer a -5 penalty to saving throws.

## STANDARD ACTIONS

### (mbasic) Claw \* At Will

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

*Hit:* 6d6+17 damage, and the infernal marks the target until the end of the infernal's next turn.

### (melee) Wing Buffet \* At Will

*Attack:* Melee 1 (one creature); +35 vs. AC.

*Hit:* 4d8+16 damage, and the target falls prone.

### (melee) Constricting Tail \* At Will

*Attack:* Melee 3 (one creature); +33 vs. Reflex.

*Hit:* 4d10+16 damage and the infernal grabs the target (escape DC 32).

*Sustain Minor:* The infernal sustains the grab, and the target takes 30 points of damage and is dazed until the end of its next turn.

### Flurry of Attacks \* At Will

*Effect:* The infernal uses *claw*, *wing buffet* and *constricting tail* once each. Each creature targeted by any of these attacks is marked by the infernal (save ends).

**(melee) Suck Energy \* Recharge 5 6**

*Attack:* Melee 1 (one creature); +33 vs. Fortitude.

*Hit:* 6d10+15 damage, the target loses a healing surge and the target cannot use daily or encounter powers (save ends).

**(area) Hellball (acid, fire, lightning, thunder) \* Recharges** when first bloodied

*Attack:* Area burst 3 within 20 (each creature in burst); +31 vs. Reflex.

*Hit:* 10d8+10 fire, lightning and thunder damage, plus ongoing 30 acid damage (save ends).

*Miss:* Half damage, plus ongoing 20 acid damage (save ends).

*Effect:* Each enemy in the burst is marked until the end of the infernal's next turn.

## TRIGGERED ACTIONS

**Learned Immunity \* At Will** 1/round

*Trigger:* An enemy damages the infernal.

*Effect (Free Action):* After the triggering attack resolves, the infernal gains learned immunity against the attacker. Until the end of the target's next turn, attacks made against it by the triggering creature suffer a -10 penalty to attack rolls and deal half damage to it on a hit, and have no effect on a miss even if the attack normally has a "Miss" or "Effect" line. An attack with multiple targets suffers these penalties only against the infernal itself.

**Deadly Enmity (teleportation) \* At Will**

*Requirement:* The infernal must be bloodied.

*Trigger:* A creature marked by the infernal ends its turn more than 3 squares from the infernal.

*Effect (Opportunity Action):* The infernal teleports to a space adjacent to the triggering enemy and makes a melee basic attack against it.

---

**Str** 35    **Dex** 27    **Wis** 28

**Con** 28    **Int** 22    **Cha** 29

**Alignment** evil

**Languages** Supernal, telepathy 100'

## Dream Larva

## Level 31 Solo Controller

Large immortal magical beast

XP 115,000

A dream larva is the formless, misbegotten offspring of a power of fancy, longing or dream. Regardless of the nature of its parent power, the dream larva is twisted into a hateful, malevolent creature ruled by spite and the desire to spread fear and despair.

A dream larva has no actual true form; each creature sees it as its own worst nightmare, and even the mere sight of it is sometimes enough to slay observers. Worse yet, the world around the dream larva becomes subject to its whim, as if it were the stuff of dreams rather than solid material.

**HP** 1140; **Bloodied** 570

**Initiative** +20

**AC** 45; **Fortitude** 42; **Reflex** 41; **Will** 46

**Perception** +20

**Speed** 6, fly 10 (hover)

Darkvision, low-light vision

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

## TRAITS

**Control the Dreamscape \* Aura** 20

At the start of its turn, the dream larva can change up to 10 unoccupied squares within the aura to clear terrain, blocking or difficult terrain. This is not an action and the change lasts until the end of the encounter.

**Nightmares Never Stop**

If the dream larva is stunned, it instead grants combat advantage until the end of its next turn and loses its move action on its next turn. If it is dazed, it instead grants combat advantage until the end of its next turn and loses its minor action on its next turn.

## STANDARD ACTIONS

**(mbasic) Horrifying Attack (fear, psychic) \* At Will**

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

*Hit:* 4d10+17 psychic damage, and the dream larva slides the target up to 3 squares.

**(melee) Nightmare's Grasp (fear, psychic) \* At Will**

*Attack:* Melee 1 (one, two or three creatures); +35 vs. Reflex.

*Hit:* The target takes 40 psychic damage and is grabbed (escape DC 33). As long as it remains grabbed, the target is dazed.

#### **Horrifying Flurry \* At Will**

*Effect:* The dream larva uses *horrifying attack* up to four times against different targets.

#### **(close) Worst Nightmare (fear, psychic) \* Encounter**

*Attack:* Close burst 10 (each creature in burst); +34 vs. Will.

*Hit:* 40 psychic damage, and the target must make three death saves.

*Miss:* 30 psychic damage and the target must make one death save.

### **MOVE ACTIONS**

#### **Dream Flux \* At Will**

*Effect:* The dream larva chooses up to four squares of terrain within 20 squares of it. It can move each chosen square of terrain up to 3 squares to an unoccupied space.

### **MINOR ACTIONS**

#### **Confusion of Dreams (teleportation) \* Recharges** when the dream larva starts its turn adjacent to difficult terrain

*Effect:* The dream larva and one creature within 10 squares teleport, exchanging places. There must be enough room for each creature in its arrival point or this power fails.

#### **(melee) Banish into Nightmare (fear) \* Recharges** when first bloodied, then recharges on **5 6**

*Attack:* Melee 1 (one creature grabbed by the dream larva); +35 vs. Will.

*Hit:* The target is banished into nightmare (save ends). While banished, the creature is removed from play, is dazed and takes ongoing 50 psychic damage. It has line of sight and line of effect only to itself. When the creature makes its saving throw against this effect, it reappears in the space it occupied before being banished. If that space is occupied, it instead reappears in the nearest unoccupied space.

### **TRIGGERED ACTIONS**

#### **(close) Inescapable Nightmare (fear, psychic) \* Encounter**

*Trigger:* The dream larva becomes bloodied.

*Attack (Immediate Reaction):* Close burst 10 (each enemy in burst); +35 vs. Will.

*Effect:* Each target loses immune or resist psychic until the end of the encounter.

*Hit:* 10d8+8 psychic damage and the dream larva pushes the target up to its speed.

*Miss:* Half damage.

---

**Skills** Insight +25

**Str** 30    **Dex** 20    **Wis** 20

**Con** 29    **Int** 16    **Cha** 32

**Alignment** chaotic evil

**Languages** telepathy 100'

## **Phaethon**

## **Level 31 Solo Brute**

Gargantuan primordial animate (fire)

XP 115,000

Phaethons are the discarded progeny of fiery powers, usually bound into the center of a world or plane. In its prison at the heart of the world, a phaethon burns its way through the earth and stone around it. When somehow freed of its bindings, the phaethon bursts to the surface, creating a volcanic eruption as it exits. The phaethon then sweeps towards anything that will burn or melt, seeking only to destroy.

Some worlds owe the heat within them completely to a phaethon or brood of phaethons locked away within it, trapped and raging for eons. Sometimes one or more phaethons breaks its eternal geas for a day or a season, wreaking terrible havoc on the world around it.

**Design Notes:** The phaethon's "do as much as five monsters" mechanic lies in its close attacks, which do single-target damage. (All of the phaethon's damage values are reduced by somewhat less than their ongoing damage inflicted.) Overall, with all its ways to bump its ongoing fire damage to absurd levels and the reduced effectiveness of resistance or immunity to fire against it, my tentative feeling is that this guy comes out about right, but it hasn't been playtested.

**HP** 1400; **Bloodied** 700

**Initiative** +22

**AC** 43; **Fortitude** 45; **Reflex** 41; **Will** 43

**Perception** +19

**Speed** 12, burrow 12 (tunneling)

**Tremorsense** 20

**Immune** fire; **Vulnerable** 30 cold

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

## TRAITS

### Blazing Flames \* Aura 10

Creatures within the aura that have immunity to fire instead take half damage from fire. Creatures within the aura that have resistance to fire instead have a bonus to saving throws against ongoing fire damage equal to 1/10 their resistance value, rounded down.

### Share the Pain

Whenever a phaethon is subject to a condition or effect, all creatures that share its space are also subject to that condition or effect.

## STANDARD ACTIONS

### (mbasic) Fiery Touch (fire) \* At Will

*Attack:* Melee 3 (one creature); +34 vs. Reflex.

*Hit:* 4d12+8 fire damage, plus ongoing 30 fire damage (save ends).

### (close) Hellish Heat (fire) \* At Will

*Attack:* Close burst 2 (each creature in burst); +32 vs. Reflex.

*Hit:* 4d12+18 fire damage, plus ongoing 20 fire damage (save ends).

### (close) Engulf (fire) \* At Will

*Effect:* The phaethon shifts up to 4 squares. It can enter enemy spaces during this movement. It makes the following attack on each creature whose space it enters.

*Attack:* Melee 0 (each creature whose space the phaethon enters); +32 vs. Reflex.

*Hit:* 6d10+16 fire damage, and the target is immobilized (save ends). The phaethon slides the target to any space within the phaethon's space that is not occupied by another creature. If the target makes its saving throw against this effect, it shifts to the closest unoccupied space outside of the phaethon as a free action.

## MOVE ACTIONS

### (melee) Fiery Overrun (fire) \* Recharges when first bloodied

*Effect:* The phaethon moves up to its speed and makes the following attack against each creature it moves adjacent to during the movement.

*Attack:* Melee 1 (each adjacent creature); +36 vs. AC.

*Hit:* 4d10+27 fire damage, the phaethon slides the target up to 5 squares, and the target falls prone.

## MINOR ACTIONS

### (close) Stoke the Flames (fire) \* At Will

*Attack:* Close blast 3 (each creature in blast); +33 vs. Fortitude.

*Hit:* The target's ongoing fire damage increases by 15, and the target takes a -5 penalty to saving throws against ongoing fire until the end of its next turn. If the target did not have ongoing fire damage, it instead gains ongoing 15 fire damage (save ends).

### Swallow the Flames to Feed the Fire \* At Will 1/round

*Effect:* One creature within 10 squares loses ongoing fire damage, and one condition or effect on the phaethon ends.

## TRIGGERED ACTIONS

### Burn and Crush (fire) \* At Will

*Trigger:* An enemy starts its turn inside the phaethon's space.

*Attack (Free Action):* Melee 0 (the triggering enemy); +34 vs. Fortitude.

*Hit:* 5d10 damage plus 30 fire damage, and the phaethon slides the target to any space within the phaethon's space that is not occupied by another creature.

*Miss:* 30 fire damage.

### Raging Flames \* Encounter

*Trigger:* The phaethon becomes bloodied.

*Effect (Free Action):* Each creature within 10 squares gain ongoing 30 fire damage (save ends). If it already has ongoing fire damage, it instead increases by 20. In addition, each creature within 10 squares of the phaethon suffer a -5 penalty to saving throws against ongoing fire until the end of its next turn.

---

**Str** 36    **Dex** 25    **Wis** 18

**Con** 30    **Int** 8    **Cha** 28

**Alignment** chaotic evil

**Languages** Primordial

# ASSASSIN VINE

**Source:** 3e *Monster Manual*.

An assassin vine is a long vine that grows both above and beneath the ground. It requires blood to survive, and is able to animate in an attempt to seize prey. The subterranean variety is darker in color than the aboveground.

**Often Parasitic:** An assassin vine often wraps itself around another tree, eventually crushing it much like ivy does. Others choose pillars, statues, or even walls as their host, but an assassin vine grows better and remains healthier without blood for a longer period if it can sap the life of another plant.

**Heady Wine:** The assassin vine produces purple berries that are widely believed to be poisonous. In any event, they are bitter and unnutritious. Nonetheless, a heady wine is made from these berries by some particularly brave tribes of goblins and gnomes.

**Guardian Creature:** Clever humanoids, hags and groups of druids occasionally plant assassin vines as guardians, since the vines prefer to remain at rest unless actively following retreating prey. By ensuring that the vines get enough to eat, such a group can maintain a guardian over an area.

## Assassin Vine Level 3 Lurker

Large natural animate (blind, plant)

XP 150

HP 38; Bloodied 19

Initiative +8

AC 16; Fortitude 17; Reflex 16; Will 15

Perception +3

Speed 4

Tremorsense 10

Vulnerable 5 fire

### TRAITS

**Lashing Foliage \* Aura 3**

Creatures other than plants must spend 1 extra square of movement to enter any space within the aura that the assassin vine has line of effect to. (This does not count as difficult terrain and stacks with the penalty for entering difficult terrain, but not with other *lashing foliage* auras.)

### STANDARD ACTIONS

**(mbasic) Vine Lash \* At Will**

*Attack:* Melee 3 (one creature); +8 vs. AC.

*Hit:* 2d6+4 damage.

**(melee) Grasping Vine \* At Will**

*Requirement:* The assassin vine may not have more than three creatures grabbed.

*Attack:* Melee 3 (one or two creatures); +6 vs. Reflex.

*Hit:* The target is grabbed (escape DC 15) and the assassin vine pulls the target 1 square.

*Sustain Minor:* The assassin vine sustains all of its grabs.

**(melee) Strangle \* At Will**

*Attack:* Melee 2 (one creature grabbed by the assassin vine); +6 vs. Fortitude.

*Hit:* 2d10+5 damage.

---

Str 18 Dex 16 Wis 14

Con 14 Int 1 Cha 5

Alignment unaligned

Languages -

## Assassin Vine Copse Guardian Level 15 Minion Soldier

Large natural animate (blind, plant)

XP 300

HP 1; a missed attack never damages a minion

Initiative +12

AC 30; Fortitude 28; Reflex 28; Will 26

Perception +9

Speed 4

Tremorsense 10

### TRAITS

**Lashing Foliage \* Aura 3**



Creatures other than plants must spend 1 extra square of movement to enter any space within the aura that the assassin vine has line of effect to. (This does not count as difficult terrain and stacks with the penalty for entering difficult terrain, but not with other *lashing foliage* auras.)

## STANDARD ACTIONS

### (mbasic) Strangling Vine \* At Will

*Attack:* Melee 3 (one creature); +20 vs. AC.

*Hit:* 11 damage and the assassin vine grabs the target (escape DC 15).

*Sustain Standard:* The assassin vine makes the following secondary attack against the target.

*Secondary Attack:* Melee 3 (one grabbed creature); +20 vs. Fortitude.

*Hit:* 15 damage, and the assassin vine sustains the grab.

*Miss:* The target may make an escape attempt against the assassin vine's grab as an immediate reaction.

---

**Str** 18    **Dex** 16    **Wis** 14

**Con** 14    **Int** 1    **Cha** 5

**Alignment** unaligned

**Languages** -

## BADGER

**Source:** 3e *Monster Manual*.

While most badgers are foul-tempered beasts, an ordinary badger is not generally a threat to humanoids. However, giant and dire badgers sometimes prey on livestock, halflings, gnomes and children.

### Giant Badger

### Level 1 Soldier

Small natural beast

XP 100

**HP** 31; **Bloodied** 15

**Initiative** +5

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

**Perception** +6

**Speed** 6, burrow 3

Low-light vision

## STANDARD ACTIONS

### (mbasic) Claws and Bite \* At Will

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

*Hit:* 1d6+4 damage, or 1d6+9 while the giant badger is bloodied, and the badger marks the target until the end of the badger's next turn..

## TRIGGERED ACTIONS

### Berserk Rage \* At Will

*Trigger:* The giant badger starts its turn bloodied.

*Effect (No Action):* The giant badger gains 5 temporary hit points

---

**Str** 8    **Dex** 17    **Wis** 12

**Con** 15    **Int** 2    **Cha** 10

**Alignment** unaligned

**Languages** -

### Dire Badger

### Level 7 Brute

Medium natural beast

XP 300

**HP** 97; **Bloodied** 48

**Initiative** +7

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

**Perception** +11

**Speed** 6, burrow 3

Low-light vision

## STANDARD ACTIONS

### (mbasic) Claws and Bite \* At Will

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

*Hit:* 3d6+10 damage, or 3d6+15 while the giant badger is bloodied.



## TRIGGERED ACTIONS

### Berserk Rage \* At Will

*Trigger:* The dire badger starts its turn bloodied.

*Effect (No Action):* The dire badger gains 8 temporary hit points.

---

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

**Con** 17    **Int** 2    **Cha** 10

**Alignment** unaligned

**Languages** -

## BEE

**Source:** Real life,

Bees are ubiquitous almost everywhere. Under most circumstances, other than the occasional sting, they are harmless.

However, as with so many other varieties of seemingly innocuous life, there are any number of dangerous and monstrous variants of the bee.

Many bees die when they sting, but others have reusable stingers, and a few bite rather than stinging. Most live in hives; others, such as bumblebees, live in nests. Giant bee queens are usually noncombatants. The hive or nest of a giant bee often contains royal jelly, a substance that the bees produce that is said to be a balm against the effects of aging. Thus, wealthy elderly persons sometimes organize groups of adventurers to loot the giant hive. Even when there is no royal jelly present, the honey produced by giant bees is remarkable and valuable.

### Giant Worker Honeybee

### Level 3 Minion Skirmisher

Small natural beast (insect)

XP 38

**HP** 1; a missed attack never misses a minion

**Initiative** +6

**AC** 17; **Fortitude** 13; **Reflex** 17; **Will** 15

**Perception** +2

**Speed** 4, fly 6

## STANDARD ACTIONS

### (mbasic) Sting (poison) \* At Will

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

*Hit:* 6 damage, and the giant worker honeybee dies.

*Special:* If the target has vulnerable poison, it takes additional damage equal to its vulnerability.

*Miss:* The giant worker honeybee flies (shifts) 3 squares.

---

**Str** 10    **Dex** 17    **Wis** 13

**Con** 12    **Int** 3    **Cha** 6

**Alignment** unaligned

**Languages** -

### Giant Soldier Honeybee

### Level 4 Minion Soldier

Medium natural beast (insect)

XP 43

**HP** 1; a missed attack never damages a minion

**Initiative** +6

**AC** 20; **Fortitude** 18; **Reflex** 16; **Will** 14

**Perception** +3

**Speed** 4, fly 7

## STANDARD ACTIONS

### (mbasic) Sting (poison) \* At Will

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

*Hit:* 6 damage plus ongoing 5 poison damage and the target is slowed (save ends both), and the giant soldier honeybee dies.

*Special:* If the target is already taking ongoing poison damage, it instead takes a -1 penalty to saves against the ongoing poison damage. This penalty stacks.

---

**Str** 16    **Dex** 14    **Wis** 13

Con 14   Int 3   Cha 6

Alignment unaligned

Languages -

## Giant Bumblebee

## Level 6 Brute

Medium natural beast (insect)

XP 250

HP 83; **Bloodied** 41

**Initiative** +1

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

**Perception** +3

Speed 4, fly 6

### TRAITS

#### Inflammable Wings

If the giant bee takes 10 points of fire damage in a single attack, its wings burn up and it loses its fly speed.

### STANDARD ACTIONS

#### (mbasic) Sting (poison) \* At Will

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

*Hit:* 1d12+2 damage plus ongoing 10 poison damage (save ends).

*Second Failed Save:* The target falls prone.

### MOVE ACTIONS

#### Angry Buzzing \* At Will

*Requirement:* The giant bumblebee must be bloodied.

*Effect:* The giant bumblebee moves from one space adjacent to an enemy to another space adjacent to that enemy, then makes the following attack against that enemy.

*Attack:* Melee 1 (the adjacent creature); +9 vs. Will.

*Hit:* The target grants combat advantage to the giant bumblebee until the end of the bumblebee's next turn.

---

Str 19   Dex 7   Wis 11

Con 13   Int 3   Cha 8

Alignment unaligned

Languages -

## Killer Bee Swarm

## Level 7 Elite Skirmisher

Large natural beast (insect, swarm)

XP 600

HP 148; **Bloodied** 74

**Initiative** +9

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

**Perception** +4

Speed Fly 6

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

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

### TRAITS

#### Swarm Attack (poison) \* Aura 1

Once per round, a creature that enters or ends its turn in the aura takes 10 poison damage. A creature also takes this damage if it ends its turn in the swarm's space (in which case, a creature can take the damage twice).

#### 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.

#### Fear of Fire

The killer bee swarm will not willingly come within 2 squares of a terrain feature, wall or zone with the fire keyword.

### STANDARD ACTIONS

#### (mbasic) One Thousand Stings (poison) \* Usage

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

*Hit:* 2d6 poison damage plus ongoing 10 poison damage (save ends).

---

Str 1      Dex 19      Wis 13  
Con 10    Int 2      Cha 8  
Alignment unaligned

Languages -

## Giant Meat Bee

## Level 9 Soldier

Medium natural beast (insect)

XP 400

HP 92; Bloodied 46

Initiative +9

AC 25; Fortitude 22; Reflex 21; Will 21

Perception +5

Speed 4, fly 6

### TRAITS

#### Inflammable Wings

If the giant bee takes 15 points of fire damage in a single attack, its wings burn up and it loses its fly speed.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 2d8+8 damage.

### TRIGGERED ACTIONS

#### (melee) Pheromone Splash \* Encounter

*Trigger:* The giant meat bee is reduced to 0 hit points.

*Attack (No Action):* Melee 1 (one adjacent creature); +12 vs. Reflex.

*Hit:* Insects gain combat advantage against the target (save ends).

---

Str 20      Dex 16      Wis 13  
Con 12    Int 4      Cha 8  
Alignment unaligned

Languages -

## Delirium Bee

## Level 13 Controller

Medium fey beast (insect)

XP 800

A delirium bee is a bright green and yellow bee as big as a man. The stinger of a delirium bee delivers a toxin that causes the target to suffer a bout of painful delirium as it dies. Delirium bees hail from the Feywild and make honey that is a bright yellow-green and glows under starlight. They are surprisingly intelligent, for insects, and while they cannot speak, they do understand the Elven tongue.

HP 123; Bloodied 61

Initiative +11

AC 27; Fortitude 23; Reflex 25; Will 27

Perception +8

Speed 5, fly 8

### TRAITS

#### Inflammable Wings

If the giant bee takes 20 points of fire damage in a single attack, its wings burn up and it loses its fly speed.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 2d6+6 damage.

#### (melee) Delirium Sting (poison) \* At Will

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

*Hit:* 1d6 damage plus 2d12 poison damage, and the target suffers from delirium poison (save ends). While suffering from delirium poison, the target takes ongoing 5 poison damage and at the start of its turn, it must make a saving throw. If it fails, it moves half its speed in a random direction as its first action on its turn. The delirium bee takes ongoing 5 damage (save ends).

---

Str 11      Dex 21      Wis 15  
Con 11    Int 8      Cha 20

Alignment unaligned

Languages understands Elven

# BELKER

**Source:** *2e Planescape Monstrous Compendium Annual 3*.

A belker is a strange creature composed of smoke. While it has a fiendish-looking appearance, with extended wings and long curling claws of smoke, the belker is actually composed of elemental smoke.

**Dangerous Recluses:** A belker is usually reclusive, typically dwelling on a cinder or in a smoke bank in the Elemental Chaos. Most belkers prefer to be left in isolation and are content to spend their time in deep contemplation. However, when disturbed, a belker's evil nature becomes apparent; a belker can rarely resist the urge to try to devour intruders for more than a few moments.

**The Choking Court:** A few belkers follow Ehkakhk, the Smoldering Duke, and dwell in the Choking Palace (see *Plane Below*, pg. 72 and 146, for more details). These belkers of the Choking Court are far more ambitious than their wilder kin, with a far greater propensity for plots and schemes. These belkers are far more likely to be found in numbers than those that dwell elsewhere in the Plane Below.

## Young Belker

Medium elemental humanoid (air, fire)

HP 69; Bloodied 34

AC 20; Fortitude 18; Reflex 19; Will 18

Speed 6, fly 7 (hover; maximum altitude 5)

## Level 6 Skirmisher

XP 250

Initiative +9

Perception +3

## TRAITS

**Smoky Haze** \* **Aura 4**

Creatures in the aura gain concealment against non-belkers.

**Frozen Smoke**

If the belker takes cold damage, it cannot enter or leave smoke form (save ends).

## STANDARD ACTIONS

**(mbasic) Claw** \* **At Will**

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

*Hit:* 2d10+3 damage.

**(melee) Smoke Claws** \* **At Will**

*Requirement:* The belker must start its turn in smoke form.

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

*Hit:* 2d8 damage, and the target's lungs are full of smoke (save ends). While its lungs are full of smoke, the target takes ongoing 5 damage and must make an Endurance check, DC 11, at the start of its turn. A creature that fails this check loses its minor action for that turn.

**(close) Smoke Burst** \* **Encounter**

*Attack:* Close burst 2 (each non-belker in burst); +7 vs. Fortitude.

*Hit:* 3d4+5 damage, and the target is slowed and weakened (save ends both).

## MINOR ACTIONS

**Smoke Form** (polymorph) \* **At Will**

*Effect:* The belker turns into smoke, gaining the insubstantial trait, until it spends another minor action to turn back into its solid form. This effect lasts indefinitely. While it is in smoke form, the belker cannot take standard actions.

---

Str 14    Dex 18    Wis 11

Con 13    Int 6    Cha 14

Alignment evil

Languages Primordial

## Belker Lungcrusher Level 10 Soldier

Large elemental humanoid (air, fire)

XP 500

HP 110; Bloodied 55

Initiative +12

AC 24; Fortitude 24; Reflex 22; Will 21

Perception +7

Speed 6, fly 7 (hover; maximum altitude 5)

### TRAITS

**Smoky Haze** \* **Aura 4**

Creatures in the aura gain concealment against non-belkers.

**Frozen Smoke**

If the belker takes cold damage, it cannot enter or leave smoke form (save ends).

### STANDARD ACTIONS

**(mbasic) Claw** \* **At Will**

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

*Hit:* 2d10+7 damage.

**(melee) Smoke Claws** \* **At Will**

*Requirement:* The belker must start its turn in smoke form.

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

*Hit:* 3d8 damage, and the target takes ongoing 5 damage and is slowed (save ends both).

**(melee) Lung Strike** \* **Encounter**

*Attack:* Melee 2 (one slowed creature); +15 vs. Fortitude.

*Hit:* 4d8+9 damage, and the target is weakened (save ends).

*Miss:* Half damage, and the target is weakened until the end of its next turn.

### MINOR ACTIONS

**Smoke Form** (polymorph) \* **At Will**

*Effect:* The belker turns into smoke, gaining the insubstantial trait, until it spends another minor action to turn back into its solid form. This effect lasts indefinitely. While it is in smoke form, the belker cannot take standard actions.

Str 14 Dex 20 Wis 14

Con 22 Int 7 Cha 15

Alignment evil

Languages Primordial

## Sly Belker Level 13 Elite Lurker

Medium elemental humanoid (air, fire)

XP 1,600

HP 208; Bloodied 104

Initiative +16

AC 27; Fortitude 25; Reflex 27; Will 25

Perception +9

Speed 6, fly 7 (hover; maximum altitude 5)

Saving Throws +2; Action Points 1

### TRAITS

**Smoky Haze** \* **Aura 4**

Creatures in the aura gain concealment against non-belkers.

**Frozen Smoke**

If the belker takes cold damage, it cannot enter or leave smoke form (save ends).

### STANDARD ACTIONS

**(mbasic) Claw** \* **At Will**

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

*Hit:* 3d10+2 damage.

**(melee) Into the Lungs!** \* **At Will**

*Requirement:* The sly belker must be in smoke form.

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

*Hit:* The sly belker enters the target's lungs (save ends). While within the target's lungs, no creature has line of sight or line of effect to the sly belker, and it can take no actions except to shift out of the target's lungs as a move action. While the belker is in the target's lungs, the target takes ongoing 25 damage and is dazed.

*Miss:* 2d6+3 damage, and the belker shifts to any space adjacent to the target.

**(close) Blinding Burst \* Encounter**

*Requirement:* The sly belker must be bloodied.

*Attack:* Close burst 2 (each creature in burst); +14 vs. Fortitude.

*Hit:* 2d10+12 fire damage, and the target is blinded until the end of the belker's next turn.

*Miss:* Half damage.

**Smoke Form (polymorph) \* At Will**

*Effect:* The sly belker turns into smoke, gaining insubstantial, until it attacks or spends a minor action to turn back into its solid form. This effect otherwise lasts indefinitely.

## TRIGGERED ACTIONS

**Choking Spasm \* Encounter**

*Trigger:* The sly belker becomes bloodied.

*Effect (No Action):* The sly belker makes a saving throw against each effect on it that a save can end, and each non-belker adjacent to the target grants combat advantage until the end of the sly belker's next turn.

---

**Skills** Stealth +20

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

**Con** 20    **Int** 9    **Cha** 15

**Alignment** evil

**Languages** Primordial

## Belker Hermit

## Level 15 Solo Lurker

Large elemental humanoid (air, fire)

XP Value

**HP** 460; **Bloodied** 230

**Initiative** +17

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

**Perception** +10

**Speed** 6, fly 7 (hover; maximum altitude 5)

**Resist** 15 fire

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

## TRAITS

**Smoky Haze \* Aura 4**

Creatures in the aura gain concealment against non-belkers.

**Frozen Smoke**

If the belker takes cold damage, it cannot enter or leave smoke form (save ends).

## STANDARD ACTIONS

**(mbasic) Claw \* At Will**

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

*Hit:* 2d10+8 damage.

**(melee) Smoke Claws \* At Will**

*Attack:* Melee 2 (one, two or three creatures); +18 vs. Fortitude.

*Hit:* 3d8+10 damage, and the targets lungs are full of smoke (save ends). While its lungs are full of smoke, the target takes ongoing 15 damage. In addition, it must make an Endurance check (DC 15) at the start of its turn or be blinded until the beginning of its next turn.

**(close) Burning Cinders (fire) \* Recharge 4 5 6**

*Requirement:* The belker hermit must be bloodied.

*Attack:* Close blast 5 (each creature in blast); +16 vs. Reflex.

*Hit:* 4d6+6 fire damage, and the target is blinded (save ends).

*Miss:* Half damage.

**Clever Escape** (conjunction, teleportation) \* **Recharge** when the belker starts its turn with no enemies adjacent to it

*Effect:* The belker teleports 5 squares and conjures a smoky duplicate that appears in the space it left and remains until the end of the encounter or until destroyed. The smoky duplicate's defenses are equal to the belker's, but it has only 1 hit point. Creatures can enter the smoky duplicate's space, but any non-belker that does so is blinded until it leaves the duplicate's space.

## MOVE ACTIONS

**Smoky Step** (teleportation, zone) \* **Recharges** when first bloodied

*Effect:* The belker teleports 5 squares. The space it teleports from and each square adjacent to it become a zone of thick smoke that lasts until the end of its next turn. The zone blocks line of sight, and non-belkers within the zone are blinded.

**Maneuver Duplicates** \* **At Will**

*Effect:* The belker can move each of its smoky duplicates up to 3 squares. A smoky duplicate can enter a creature's space.

## MINOR ACTIONS

**Merciless Advantage** \* **At Will**

*Effect:* The belker hermit chooses one blinded enemy within 5 squares. Until the end of the belker's next turn, it gets a +6 bonus to damage against that creature.

**Smoke Form** (polymorph) \* **At Will**

*Effect:* The belker turns into smoke, gaining the insubstantial trait, until it spends another minor action to turn back into its solid form. This effect lasts indefinitely. While it is in smoke form, the belker cannot take standard actions.

---

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

**Con** 19    **Int** 8    **Cha** 18

**Alignment** evil

**Languages** Primordial

## Choking Court Belker

## Level 21 Lurker

Large elemental humanoid (air, fire)

XP 3,200

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

**Initiative** +22

**AC** 35; **Fortitude** 33; **Reflex** 35; **Will** 32

**Perception** +12

**Speed** 6, fly 7 (hover; maximum altitude 5)

**Resist** 20 fire

## TRAITS

**Smoky Haze** \* **Aura** 4

Creatures in the aura gain concealment against non-belkers.

**Frozen Smoke**

If the belker takes cold damage, it cannot enter or leave smoke form (save ends).

## STANDARD ACTIONS

**(mbasic) Claw** \* **At Will**

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

*Hit:* 3d10+13 damage.

**(melee) Smoldering Blow** (fire) \* **At Will**

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

*Hit:* 2d12 fire damage plus ongoing 15 fire damage (save ends).

**(melee) Billowing Blow** (cold, zone) \* **At Will**

*Attack:* Melee 1 (one creature suffering ongoing fire damage); +26 vs. AC.

*Hit:* 3d10+13 damage plus 20 cold damage, and the target loses ongoing fire damage. Its space and each square adjacent to it becomes a zone of thick smoke (save ends). This zone moves with the target, remaining centered on it. Non-belkers that enter or end their turn in the zone, including the target, take 15 cold damage once per round and can only see 4 squares.

## MINOR ACTIONS

**Smoke Form** (polymorph) \* **At Will**

*Effect:* The belker turns into smoke, gaining the insubstantial trait, until it spends another minor action to turn back into its solid form. This effect lasts indefinitely. While it is in smoke form, the belker cannot take standard actions.

## MOVE ACTIONS

**Sneering Escape** \* **Encounter**



*Requirement:* The belker must be in smoke form.

*Effect:* The belker shifts its speed.

---

**Str** 19    **Dex** 26    **Wis** 15  
**Con** 22    **Int** 7    **Cha** 18

**Alignment** evil

**Languages** Primordial

## BRAIN COLLECTOR

**Source:** *2e Monstrous Compendium Annual 4*.

The brain collector is a horrible monster from the Far Realms that extracts the brains of its prey, collecting them in bulging pods along its body. A brain collector is a terrifying and very deadly monster, and sometimes appears alongside other aberrations, such as mind flayers or uvuudaum.

A brain collector is absolutely hideous in appearance. The creature's body resembles nothing more than a yellow-orange semi-amorphous sac covered with a dozen translucent bulges which sometimes contain the extracted brains of worldly creatures. This foul, oily body is perched upon six crablike legs, and at its front is a disgusting face consisting of a great, sharp-toothed mouth with four large staring eyes surmounting it.

**“Neh-Thalggu”:** The brain collectors refer to themselves as *neh-thalggu* in their own weird tongue. They appear to have some sort of high status among those creatures from the Far Realms; many sages speculatively liken their place in their home planes as akin to that of a dragon on the natural world. Because of the relative strengths of the brain collector and the uvuudaum in the world, it is theorized that the brain collector's form in the world is only a projection or weak avatar of the real creature. Of course, as with all things related to the Far Realms, very few actual observations have been made without destroying the observer's mind.

**Collecting Brains:** When a brain collector somehow breaches the barrier between its home dimensions and the natural world, it appears and begins searching for brains, preferring to harvest the most intelligent organs it can. The brain collector seems to view living creatures on the natural world as objects, having no qualms about attacking natural, fey or immortal creatures. When a brain collector engages a creature whose brain it wishes to collect, it takes great pains to avoid damaging the target's cranium. After killing the target, the brain collector carefully cuts off the top of the skull and extracts the brain, which the brain collector swallows whole. Some brain collectors also snatch the brains of their targets with magic, teleporting it out of the victim's head. Once a brain collector has completed its collection by obtaining a full dozen brains, it immediately seeks to return to the Far Realms from which it came.

### Brain Collector Headhunter      Level 14 Soldier

Large aberrant magical beast

XP 1,000

**HP** 137; **Bloodied** 68

**Initiative** +10

**AC** 30; **Fortitude** 26; **Reflex** 26; **Will** 28

**Perception** +12

**Speed** 7

Darkvision

### STANDARD ACTIONS

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

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 3d8+9 damage and the target is marked until the end of the brain collector's next turn.

**(ranged) Brain Snatch (healing, psychic) \* Recharge 6**

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

*Hit:* 4d8+10 psychic damage. If this damage kills the victim, its brain teleports into one of the brain collector's collection sacs, it regains 34 hit points and it recharges one expended power of its choice, including this one.

### MINOR ACTIONS

**(close) Horrifying Visage (fear) \* Encounter**

*Attack:* Close blast 4 (each creature in blast); +15 vs. Will.

*Hit:* The target is weakened (save ends).

---

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

Con 17 Int 24 Cha 20

Alignment evil

Languages Deep Speech

## Brain Collector Cephalomage Level 14 Artillery

Large aberrant magical beast

XP 1,000

HP 107; Bloodied 53

Initiative +8

AC 26; Fortitude 24; Reflex 26; Will 28

Perception +12

Speed 7

Darkvision

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 3d8+9 damage.

#### (ranged) Force Missile (force) \* At Will

*Attack:* Ranged 20 (one creature); +19 vs. Reflex.

*Hit:* 3d6+12 force damage.

*Effect:* Each enemy adjacent to the target takes 6 force damage.

#### (area) Cryogenetic Storm (cold) \* Encounter

*Attack:* Area burst 2 within 10 (each creature in burst); +18 vs. Fortitude.

*Hit:* 3d10+6 cold damage, and the target is slowed (save ends).

*Miss:* Half damage.

#### (ranged) Brain Snatch (healing, psychic) \* Recharge 6

*Attack:* Ranged 10 (one creature); +19 vs. Will.

*Hit:* 4d8+10 psychic damage. If this damage kills the victim, its brain teleports into one of the brain collector's collection sacs, it regains 26 hit points and it recharges one expended power of its choice, including this one.

---

Str 16 Dex 13 Wis 21

Con 17 Int 25 Cha 20

Alignment evil

Languages Deep Speech

## Brain Collector Adrenist Level 16 Brute

Large aberrant magical beast

XP 1,400

HP 195; Bloodied 97

Initiative +9

AC 28; Fortitude 28; Reflex 28; Will 29

Perception +13

Speed 7

Darkvision

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 4d8+12 damage.

#### (ranged) Brain Snatch (healing, psychic) \* Encounter

*Attack:* Ranged 10 (one creature); +19 vs. Will.

*Hit:* 4d12+11 psychic damage. If this damage kills the victim, its brain teleports into one of the brain collector's collection sacs, it regains 48 hit points and it recharges one expended power of its choice, including this one.

### MINOR ACTIONS

**Adrenal Surge \* Recharges** when the brain collector takes damage.

*Effect:* The brain collector takes a move action.

---

Str 20 Dex 13 Wis 21

Con 25 Int 25 Cha 20

Alignment evil

Languages Deep Speech

## Brain Collector Cerebral Celebrant

### Level 29 Controller

Large aberrant magical beast

XP 15,000

HP 264; Bloodied 132

Initiative +16

AC 43; Fortitude 39; Reflex 41; Will 43

Perception +21

Speed 7

Darkvision

### STANDARD ACTIONS

#### (melee) Bite \* At Will

*Attack:* Melee 1 (one creature); +34 vs. AC.

*Hit:* 4d10+15 damage.

#### (ranged) Violating Probe (psychic) \* Recharge 5 6

*Attack:* Ranged 20 (one creature); +33 vs. Will.

*Hit:* 3d8+16 psychic damage, and the target is stunned (save ends).

#### (ranged) Brain Snatch (healing, psychic) \* Recharge 6

*Attack:* Ranged 10 (one creature); +33 vs. Will.

*Hit:* 5d10+20 psychic damage. If this damage kills the victim, its brain teleports into one of the brain collector's collection sacs, it regains 48 hit points and it recharges one expended power of its choice, including this one.

#### (close) Cerebral Lockdown (psychic) \* Encounter

*Attack:* Close burst 3 (each enemy in burst); +31 vs. Will.

*Hit:* 4d12+8 psychic damage, and the target is dazed and slowed (save ends both).

*Miss:* Half damage, and the target is slowed (save ends).

### TRIGGERED ACTIONS

#### (close) Foul Sweat (poison) \* At Will

*Trigger:* The brain collector is hit by a melee attack.

*Attack (Immediate Reaction):* Close blast 1 (the triggering creature); +33 vs. Reflex.

*Hit:* 2d8+10 poison damage, plus ongoing 5 poison damage and the target takes a -5 penalty to damage rolls (save ends both).

---

Str 21    Dex 15    Wis 24

Con 24    Int 31    Cha 27

Alignment evil

Languages Deep Speech

## BUNYIP

**Source:** 1e *Fiend Folio*.

A bunyip is an aquatic, seal-like beast known for its loud roar. Dwelling in sluggish rivers, swamps and lakes, the bunyip tends to have a curious, playful nature, but if attacked, a bunyip responds viciously. Bunyips are carnivores, primarily eating fish and water-dwelling mammals such as beavers. However, some take to the flavor of human, halfling or other sentient flesh, and some of these learn to attack boats in order to get at the (relatively) easy prey within.

### Bunyip

Medium natural beast (aquatic)

XP 150

HP 47; Bloodied 23

Initiative +5

AC 17; Fortitude 17; Reflex 15; Will 15

Perception +3

Speed 6, swim 6

Low-light vision

### TRAITS

#### Aquatic

The bunyip can hold its breath for up to ten minutes. 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); +8 vs. AC.

*Hit:* 1d10+6 damage, or 1d10+8 if the target is in the water and does not have the aquatic keyword.

### (melee) Underwater Attack \* Recharge 4 5 6

*Requirement:* The target must be in the water and must not have the aquatic keyword.

*Effect:* The bunyip swims 4 squares underwater without provoking opportunity attacks.

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

*Hit:* 1d10+8 damage and the bunyip slides the target 1 square.

### (close) Roar (fear) \* Recharges when first bloodied

*Attack:* Close blast 5 (each creature in blast); +4 vs. Will.

*Hit:* The target is dazed (save ends).

*Miss:* The target suffers a -1 penalty on attack rolls until the end of its next turn.

## TRIGGERED ACTIONS

### Underwater Escape \* Encounter

*Requirement:* The bunyip must be in water.

*Trigger:* An enemy without the aquatic keyword hits the bunyip with a melee, close or area attack.

*Effect (Immediate Interrupt):* The bunyip ducks under the water and gains resist 5 against the triggering attack.

---

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

**Con** 15    **Int** 6    **Cha** 13

**Alignment** unaligned

**Languages** -

## Giant Bunyip

Large natural beast (aquatic)

## Level 15 Brute

XP 1,200

**HP** 175; **Bloodied** 87

**Initiative** +12

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

**Perception** +12

**Speed** 6, swim 6

Low-light vision

## TRAITS

### Aquatic

The bunyip can hold its breath for up to ten minutes. 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.

*Hit:* 3d10+13 damage, or 4d10+13 if the target is in the water and does not have the aquatic keyword.

### (close) Roar (fear, thunder) \* Recharges when first bloodied

*Attack:* Close blast 5 (each creature in blast); +16 vs. Will.

*Hit:* 4d8+10 thunder damage, and the target is dazed (save ends).

*Miss:* The target suffers a -1 penalty on attack rolls until the end of its next turn.

## TRIGGERED ACTIONS

### Underwater Escape \* Encounter

*Requirement:* The bunyip must be in water.

*Trigger:* An enemy without the aquatic keyword hits the bunyip with a melee, close or area attack.

*Effect (Immediate Interrupt):* The bunyip ducks under the water and gains resist 15 against the triggering attack.

---

**Str** 25    **Dex** 20    **Wis** 20

**Con** 15    **Int** 9    **Cha** 18

**Alignment** unaligned

**Languages** -

## Dire Bunyip Level 15 Elite Brute

Large natural beast (aquatic)

XP 2,400

HP 350; **Bloodied** 175

**Initiative** +12

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

**Perception** +12

Speed 6, swim 6

Low-light vision

### TRAITS

#### Aquatic

The bunyip can hold its breath for up to ten minutes. 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.

*Hit:* 3d10+13 damage, or 4d10+13 if the target is in the water and does not have the aquatic keyword.

#### (close) Roar (fear, thunder) \* **Recharges** when first bloodied

*Attack:* Close blast 5 (each creature in blast); +16 vs. Will.

*Hit:* 4d8+10 thunder damage, and the target is dazed (save ends).

*Miss:* The target suffers a -1 penalty on attack rolls until the end of its next turn.

#### (melee) Drowning Worry \* **Encounter**

*Requirement:* The dire bunyip must be bloodied and in the water, and the target must not have the aquatic keyword.

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

*Hit:* 4d12+13 damage, and the dire bunyip grabs the target (escape DC 25). As long as the dire bunyip maintains the grab, the target takes 15 points of damage and loses a healing surge at the start of its turn. If it has no healing surges remaining, the creature instead falls unconscious (until healed).

### TRIGGERED ACTIONS

#### Underwater Escape \* **Encounter**

*Requirement:* The bunyip must be in water.

*Trigger:* An enemy without the aquatic keyword hits the bunyip with a melee, close or area attack.

*Effect (Immediate Interrupt):* The bunyip ducks under the water and gains resist 15 against the triggering attack.

---

Str 25    Dex 20    Wis 20

Con 15    Int 9    Cha 18

Alignment unaligned

Languages -

## CANUS

**Source:** Homebrewed.

The canus are a race of dog-like humanoids. Their features range as widely as do those of domestic dogs- one clue to the fact that they were bred as a slave race long ago, during the ancient period when the Miloxi Empire held sway over vast tracts of land and sea. After millenia of servitude, the canus threw off their chains and cast their tabaxi masters aside, and ever since, the canus have born a strong animosity to the tabaxi and all other creatures with feline features.

## Canus Tracker Level 1 Skirmisher

Medium natural humanoid

XP 100

HP 29; **Bloodied** 14

**Initiative** +3

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

**Perception** +8

Speed 6

### TRAITS

#### Acute Senses

The canus tracker is never surprised.

### STANDARD ACTIONS

**(mbasic) Spear (weapon) \* At Will**

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

*Hit:* 1d6+5 damage.

**(melee) Mobile Strike \* At Will**

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

*Hit:* 1d6+5 damage, and the canus tracker shifts 2 squares.

---

**Skills** Nature +5

**Str** 11    **Dex** 13    **Wis** 16

**Con** 13    **Int** 10    **Cha** 10

**Alignment** unaligned

**Languages** Common, Canus

**Equipment** leather armor, shield, spear

## Canus Fighter

## Level 2 Soldier

Medium natural humanoid

XP 125

**HP** 37; **Bloodied** 18

**Initiative** +4

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

**Perception** +2

**Speed** 6

### STANDARD ACTIONS

**(mbasic) Broadsword (weapon) \* At Will**

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

*Hit:* 1d8+5 damage.

*Effect:* The canus marks the target until the end of the canus' next turn.

**(melee) Powerful Strike (weapon) \* Encounter**

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

*Hit:* 2d8+5 damage.

*Effect:* The canus marks the target until the end of the encounter.

### TRIGGERED ACTIONS

**Combat Challenge \* At Will**

*Trigger:* An adjacent enemy marked by the canus fighter shifts or makes an attack that does not include it as a target.

*Effect (Immediate Interrupt):* The canus fighter makes a basic attack against the triggering enemy.

---

**Str** 17    **Dex** 13    **Wis** 12

**Con** 13    **Int** 10    **Cha** 10

**Alignment** unaligned

**Languages** Common, Canus

**Equipment** chain mail, light shield, broadsword

## Canus Psychic Looter

## Level 7 Lurker

Medium natural humanoid

XP 300

**HP** 62; **Bloodied** 31

**Initiative** +9

**AC** 21; **Fortitude** 17; **Reflex** 20; **Will** 19

**Perception** +8

**Speed** 6

### STANDARD ACTIONS

**(mbasic) Short Sword (weapon) \* At Will**

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

*Hit:* 2d6+4 damage.

**(rbasic) Light Crossbow (weapon) \* At Will**

*Attack:* Ranged 20 (one creature); +12 vs. AC.

*Hit:* 2d8 damage.

*Reload Minor.*

**(ranged) Psychic Theft \* At Will**

*Effect:* The canus psychic looter shifts 1 square and makes a Thievery check against a target within 5 squares of it, opposed by the target's Perception check. If it succeeds, the canus steals one or more small item from the target (up to a handful), and the target gains vulnerable 15 against the psychic looter's attacks until the end of the looter's next turn.

## TRIGGERED ACTIONS

### Blurry Step \* Encounter

*Requirement:* The canus psychic looter must be bloodied.

*Trigger:* The canus psychic looter takes damage.

*Effect (Immediate Reaction):* The canus psychic looter moves its speed, gaining a +4 bonus to defenses against opportunity attacks triggered by this movement.

---

**Skills** Thievery +10

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

**Con** 14    **Int** 10    **Cha** 19

**Alignment** unaligned

**Languages** Common, Canus

**Equipment** leather armor, short sword, light crossbow, 20 bolts

## Canus Highwayman

## Level 8 Skirmisher

Medium natural humanoid

XP 350

**HP** 87; **Bloodied** 44

**Initiative** +7

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

**Perception** +12

**Speed** 6

## TRAITS

### Dirty Fighter

Whenever the canus highwayman scores a critical hit, it gains a +1d6 bonus to severity.

## STANDARD ACTIONS

### (mbasic) Long Sword (weapon) \* At Will

*Attack:* Melee 1 (one creature); +13 vs. AC. This attack scores a critical hit on a 19-20.

*Hit:* 2d8+7 damage.

### (rbasic) Light Crossbow (weapon) \* At Will

*Attack:* Ranged 20 (one creature); +13 vs. AC.

*Hit:* 2d8+3 damage.

*Reload* Minor.

## MINOR ACTIONS

### Knee to the Groin \* Encounter

*Requirement:* The canus highwayman must have missed the target with an attack this turn.

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

*Hit:* 3d6+6 damage, and the target is dazed (save ends).

## TRIGGERED ACTIONS

### Adroit Footwork \* At Will

*Trigger:* An enemy hits the canus highwayman

*Effect (Immediate Reaction):* The canus highwayman shifts 1 square.

---

**Skills** Intimidate +9

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

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

**Alignment** unaligned

**Languages** Common, Canus

**Equipment** leather armor, long sword, light crossbow, 20 bolts



## Militant Canus

Medium natural humanoid

## Level 11 Minion Soldier

XP 500

**HP** 1; a missed attack never damages a minion

**Initiative** +10

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

**Perception** +8

**Speed** 5

### STANDARD ACTIONS

**(mbasic) Greatsword** (weapon) \* **At Will**

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

*Hit:* 9 damage (12 if the target has hit a canus since the start of its last turn), and the target is slowed until the end of its next turn.

---

**Str** 20    **Dex** 17    **Wis** 17

**Con** 14    **Int** 10    **Cha** 11

**Alignment** unaligned

**Languages** Common, Canus

**Equipment** scale mail armor, greatsword

## CARRION MOTH

**Source:** *Tome of Horrors*.

A carrion moth is a large moth with a set of eight tentacles around its mouth. This similarity to the carrion crawler suggests a connection, but no one has ever found evidence of a carrion crawler metamorphosing into a carrion moth. The truth remains a mystery.

The carrion moth grows up to 20' in length. Its wings are beautiful, with patches of dark color that form a pattern reminiscent of a skull. When the carrion moth flies, it emits a whining drone that unnerves creatures around it.

## Carrion Moth

Large aberrant beast

## Level 8 Skirmisher

XP 350

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

**Initiative** +8

**AC** 22; **Fortitude** 22; **Reflex** 19; **Will** 20

**Perception** +7

**Speed** 6, fly 8

Darkvision

### TRAITS

**Drone** (thunder) \* **Aura** 5

Each non-aberrant creature that ends its turn in the aura is dazed until the end of its next turn.

### STANDARD ACTIONS

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

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

*Hit:* 4d4+6 damage.

**(melee) Tentacles** (poison) \* **At Will**

*Attack:* Melee 2 (one creature); +11 vs. Fortitude.

*Hit:* 2d8+3 poison damage, and the target is immobilized (save ends).

### MOVE ACTIONS

**Droning Flight** (thunder) \* **Encounter**

*Effect:* The carrion moth flies up to 8 spaces. Each creature within 2 squares of its flight path is dazed until the end of its next turn.

---

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

**Con** 14    **Int** 5    **Cha** 15

**Alignment** unaligned

**Languages** -

# CELESTIAL

**Source:** 1e *Monster Manual II*, 3e *Monster Manual*.

Celestials are strange, semi-angelic-looking beings that serve as powerful forces of goodness. Unlike true angels, while celestials are prone to serving gods, they have no innate hatred of primordials, and some have even served good-aligned primordials. Others serve good without serving a greater being, and some have even fought against one another when their views of good have conflicted. Regardless, though, celestials are the sworn foes of demons, devils and other fiends.

**Potent and Singular:** Though there are more than one of each type of celestial, they are few in number. Each has its own individual name and personality. They are entities of almost unrivaled potency, and rarely treat lesser creatures as equals.

**Fly the Planes:** Most celestials fly through the Astral Sea, propelling themselves in search of evil to destroy or helping good creatures in need. However, most are masters of many rituals, and are able to use ritual magic to transit to other planes. Thus, celestials can be found anywhere- in the world, the Feywild or Shadowfell, even in the depths of the Abyss.

**Saints and Heroes:** Many celestials assume the roles of legendary heroes, saints, messiahs or similar individuals when they interact with what they consider to be lesser beings. Indeed, the classical image of the angel as a fully-featured humanoid with wings comes from celestial interaction with primitives in the early days of the humanoid races, and even now it still stirs in their racial subconsciousnesses.

## Planetar

Large immortal humanoid

HP 504; **Bloodied** 252

AC 42; **Fortitude** 39; **Reflex** 40; **Will** 42

**Speed** 7, fly 10 (hover)

**Immune** fear; **Resist** 20 radiant

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

## Level 28 Elite Skirmisher

XP 26,000

**Initiative** +24

**Perception** +29

Darkvision

## TRAITS

**Glorious Halo** (radiant) \* **Aura** 2

Creatures within the aura cannot benefit from invisibility or concealment. A creature that starts its turn in the aura takes 0 radiant damage.

## STANDARD ACTIONS

**(mbasic) Mace** (weapon) \* **At Will**

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

*Hit:* 4d8+18 damage.

**(melee) Holy Smite** (radiant, weapon) \* **At Will**

*Attack:* Melee 2 (one or two creatures); +33 vs. AC.

*Hit:* 4d10+14 radiant damage.

**(area) Heavenly Strike** (radiant) \* **Encounter**

*Requirement:* The planetar must be bloodied.

*Attack:* Area burst 1 within 10 (each creature in burst); +31 vs. Reflex.

*Hit:* 5d10+14 radiant damage.

*Miss:* Half damage.

## MOVE ACTIONS

**Celestial Flight** \* **At Will**

*Effect:* The planetar flies its speed. Any creature that makes an opportunity attack against it during this movement is blinded until the end of that creature's next turn.

## TRIGGERED ACTIONS

**(close) Fearsome Glare** (fear) \* **Encounter**

*Trigger:* The planetar becomes bloodied.

*Attack (Free Action):* Close blast 4 (each enemy in blast); +31 vs. Will.

*Hit:* The target moves its speed away from the planetar by the safest available route and then is stunned (save ends).

---

**Skills** Intimidate +27, Religion +25

**Str** 26    **Dex** 26    **Wis** 30  
**Con** 20    **Int** 22    **Cha** 27  
**Alignment** good or lawful good  
**Equipment** chain armor, mace

**Languages** Supernal

## Solar Level 30 Elite Soldier (Leader)

Large immortal humanoid

XP 26,000

**HP** 544; **Bloodied** 272  
**AC** 46; **Fortitude** 42; **Reflex** 40; **Will** 45  
**Speed** 7, fly 10 (hover)  
**Immune** fear; **Resist** 20 radiant  
**Saving Throws** +2; **Action Points** 1

**Initiative** +23  
**Perception** +30  
Darkvision

### TRAITS

**Glorious Halo** (radiant) \* **Aura** 2

Creatures within the aura cannot benefit from invisibility or concealment. A creature that starts its turn in the aura takes 0 radiant damage.

### STANDARD ACTIONS

**(mbasic) Flaming Sword** (fire, weapon) \* **At Will**

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

*Hit:* 3d10+6 damage plus ongoing 20 fire damage (save ends).

**Double Attack** \* **At Will**

*Effect:* The solar makes two *flaming sword* attacks.

**(close) Word of Heaven** (psychic, thunder) \* **Recharges** when first bloodied

*Attack:* Close blast 5 (creatures other than celestials in the blast); +31 vs. Will.

*Hit:* 2d10+17 psychic and thunder damage, and the target falls prone and is dazed and slowed (save ends both).

*Miss:* The target is dazed (save ends).

**Healing Hands** (healing) \* **Encounter**

*Effect:* A bloodied ally adjacent to the solar regains 50 hit points.

### MINOR ACTIONS

**Threatening Glare** \* **At Will**

*Effect:* The solar marks each enemy within 3 squares of it that can see it until the end of the solar's next turn.

**Flames of Perdition** \* **Encounter**

*Attack:* Close burst 2 (each creature in burst taking ongoing fire or ongoing radiant damage); +31 vs. Will.

*Hit:* The target's ongoing fire or radiant damage increases by 20 and gains "Aftereffect: Ongoing 15 fire damage (save ends)."

### TRIGGERED ACTIONS

**Just Intervention** \* **At Will**

*Trigger:* A marked enemy within 2 squares makes an attack that does not include the solar as a target.

*Effect (Immediate Interrupt):* The solar uses *flaming sword* against the triggering creature.

---

**Skills** Intimidate +28, Religion +27

**Str** 29    **Dex** 23    **Wis** 31

**Con** 24    **Int** 25    **Cha** 27

**Alignment** good or lawful good

**Languages** Supernal

**Equipment** plate armor, bastard sword

## CHARNEL BEAST

**Source:** 3e *Monster Manual* 3 (necronaut).

Charnel beasts, which include the charnel hound (see *Open Grave* 158), are undead composed of a multitude of corpses fused into a single abhorrent creature. Rarely, a charnel beast includes one or more terrified living beings, trapped and suffocating

within it. Charnel beasts are created by powerful demons, devil and evil godlings; they are beyond the knowledge of any but the most learned mortal necromancer.

## Corpse Charger Level 15 Skirmisher

Large natural animate (mount, undead)

XP 1,200

A corpse charger is an animated undead horse composed of a multitude of different equine corpses sewn into a single grotesque shape. Foul creatures such as death knights and Drow sometimes use corpse chargers as mounts.

**HP** 146; **Bloodied** 73

**Initiative** +16

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

**Perception** +10

**Speed** 9

**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant

### TRAITS

**Frightful Charge** (fear)

When a friendly rider of 15<sup>th</sup> or higher level with the Mounted Combat feat hits with a charge attack, the rider may push each hit target 1 square and each target struck takes a -2 penalty to attacks (save ends).

### STANDARD ACTIONS

**(mbasic) Smashing Hooves \* At Will**

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

*Hit:* 3d6+13 damage, and the target falls prone.

---

**Skills** Athletics +17, Endurance +16

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

**Con** 18    **Int** 3    **Cha** 16

**Alignment** chaotic evil

**Languages** -

## Necronaut Level 22 Brute

Gargantuan shadow animate (undead)

XP 4,150

A necronaut is an animated ziggurat of corpses. It moves quickly, carried by dozens of undead legs, and attacks with long, angular hands made from the bones and the sinews of the constituent corpses that make up the necronaut.

**HP** 254; **Bloodied** 127

**Initiative** +13

**AC** 34; **Fortitude** 36; **Reflex** 32; **Will** 32

**Perception** +15

**Speed** 8

**Blindsight** 12

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

### STANDARD ACTIONS

**(mbasic) Rotting Blow** (necrotic) \* **At Will**

*Attack:* Melee 3 (one creature); +27 vs. AC.

*Hit:* 3d6+16 damage plus 2d10 necrotic damage.

**(melee) Corpse Trample \* Recharge 5 6**

*Effect:* The necronaut moves its speed and can enter enemy spaces, but must end this move in an unoccupied space. The necronaut makes the following attack against each enemy whose space it enters.

*Attack:* Melee 0 (each creature whose space the necronaut enters); +25 vs. Reflex.

*Hit:* 6d10+13 damage, and the target falls prone.

### MINOR ACTIONS

**Assimilate Corpse** (healing) \* **At Will**

*Effect:* The necronaut consumes a corpse within 2 squares of it and regains 10 hit points per tier of the corpse.

---

**Str** 28    **Dex** 14    **Wis** 18

**Con** 24    **Int** 8    **Cha** 16

**Alignment** chaotic evil

**Languages** Common

# COROLLAX

**Source:** 3e *Monster Manual* 2.

A corollax is a curious, mischievous bird that dwells in tropical climates. Native to the Feywild, they have migrated to the natural world and are sometimes even found on other planes with suitable climates. Corollaxes look like parrots, but shimmer with a distorting halo of color when under direct sunlight.

**Large Colonies:** Corollaxes prefer to dwell amongst large numbers of their kind. Such a colony usually spans across several closely-packed trees. The corollaxes chatter ceaselessly during daylight hours, feeding on insects, fruit, berries and seeds.

**Curious and Mischievous, but Easily Startled:** A corollax is very curious by nature, investigating new creatures in its territory, odd noises and smells, etc. However, corollaxes are also easily startled, and once they are startled, chaos ensues. Once one has unleashed a *blast of colors*, others nearby are likely to respond, especially those caught in such a blast, and the jungle suddenly becomes a mess of garish, confusing hues.

**Parrot-Like Talents:** Although most corollaxes don't speak or understand any languages, they have the parrot's natural facility with imitation and the intellect of an imbecile. Thus, a few (usually domesticated) corollaxes actually do speak a language, albeit crudely. Far more can parrot words or phrases without truly understanding them.

## Corollax

Tiny fey magical beast

## Level 1 Minion Controller

XP 25

**HP** 1; a missed attack never damages a minion

**Initiative** +3

**AC** 15; **Fortitude** 11; **Reflex** 15; **Will** 14

**Perception** +2

**Speed** 2, fly 8

## STANDARD ACTIONS

**(mbasic) Claws \* At Will**

*Attack:* Melee 0 (one creature); +6 vs. AC.

*Hit:* 4 damage.

**(close) Blast of Colors (illusion) \* At Will**

*Attack:* Close blast 2 (each nonblind creature in blast); +5 vs. Will.

*Hit:* The target is dazed (save ends).

*First Failed Save:* The target is instead dazed and slowed (save ends).

*Miss:* The target grants combat advantage until the end of its next turn.

## TRIGGERED ACTIONS

**Distorting Halo (illusion) \* Encounter**

*Trigger:* An attack hits the corollax.

*Effect (Immediate Interrupt):* The corollax shifts 2 squares.

---

**Str** 1      **Dex** 17      **Wis** 14

**Con** 11      **Int** 3      **Cha** 16

**Alignment** unaligned

**Languages** -

# CULT OF THRUSH

**Source:** Homebrewed.

Thrush, the Sword Emperor, was the greatest swordsman of his age. The Sword Cult devoted to him does not treat him as a god, but rather as a person to emulate in seeking perfection in one's chosen skills, especially martial skills.

Despite the fact that Thrush is not a god, the manifest belief of the millions of members of the Sword Cult over time has led to some angels following his cause and the creation of other immortal beings, such as sword saints.

## Knight of Thrush

Medium natural humanoid, human

## Level 11 Elite Soldier

XP 1,200

A knight of Thrush is a human warrior sword to follow the path of the sword- Thrush's path. They are heavily armored and devoted to the greatsword above other weapons. Generally landless wanderers, some knights of Thrush rise to rule their own petty kingdoms.

**HP** 228; **Bloodied** 114

**Initiative** +9

**AC** 27; **Fortitude** 25; **Reflex** 23; **Will** 22

**Perception** +8

**Speed** 5

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

### STANDARD ACTIONS

**(mbasic) Greatsword** (weapon) \* **At Will**

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

*Hit:* 2d10+8 damage and the target is marked until the end of the knight's next turn.

**(melee) Hack and Slash** (weapon) \* **At Will**

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

*Hit:* 2d10+8 damage.

*Secondary Attack:* Melee 1 (one creature); +14 vs. Reflex.

*Hit:* 2d10+8 damage.

*Effect:* Each target is marked until the end of the knight's next turn.

### MOVE ACTIONS

**Pursue** \* **Recharges** when the knight of Thrush begins its turn adjacent to no marked enemy

*Effect:* The knight of Thrush moves up to 5 squares to a space adjacent to a marked enemy, then makes the following attack.

*Attack:* Close burst 1 (each enemy in burst); +16 vs. Reflex.

*Hit:* The target falls prone and is marked until the end of the knight of Thrush's next turn.

### TRIGGERED ACTIONS

**(melee) Steel Rebuttal** (weapon) \* **Encounter**

*Trigger:* The knight of Thrush becomes bloodied.

*Attack (Immediate Reaction):* Melee 1 (one creature; if a creature within range triggered this power, it must be the target);

+18 vs. AC.

*Hit:* 4d10+13 damage.

---

**Skills** Athletics +16, Intimidate +11

**Str** 22    **Dex** 15    **Wis** 16

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

**Alignment** unaligned

**Languages** Common

**Equipment** plate armor, greatsword

## Sword Saint

Medium immortal humanoid

## Level 15 Solo Soldier

XP 6,000

A sword saint appears as a tall, heavily armored warrior wielding a massive greatsword. The sword saint wears a full helm and never raises its visor; its features are hidden. If a creature manages to raise the sword saint's visor, such as after its defeat, the creature finds that the saint's armor contains only swords.

**HP** 596; **Bloodied** 298

**Initiative** +14

**AC** 31; **Fortitude** 29; **Reflex** 26; **Will** 24

**Perception** +10

**Speed** 5

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

### TRAITS

**Rain of Steel** \* **Aura** 1

Each enemy that starts its turn in the aura takes 10 damage.

### STANDARD ACTIONS

**(mbasic) Greatsword (weapon) \* At Will**

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

*Hit:* 2d10+12 damage.

*Effect:* The target is marked until the end of the sword saint's next turn.

**Perfect Kata \* At Will**

*Effect:* The sword saint shifts 2 squares, then uses *greatsword* four times. It may shift up to 2 squares between each attack.

**(melee) Powerful Blow (weapon) \* At Will**

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

*Hit:* 4d10+24 damage, and the sword saint pushes the target up to 3 squares.

## MINOR ACTIONS

**(melee) Followup Strike (weapon) \* At Will**

*Requirement:* The sword saint must have hit two or more enemies this turn.

*Attack:* Melee 1 (one creature the sword saint has hit this turn); +22 vs. AC.

*Hit:* 1d10+8 damage, and the target is dazed until the end of its next turn.

## TRIGGERED ACTIONS

**(melee) Counterstrike (weapon) \* At Will**

*Requirement:* The sword saint must be bloodied.

*Trigger:* A marked enemy makes a melee attack against the sword saint.

*Attack (Immediate Interrupt):* Melee 1 (one creature); +22 vs. AC.

*Hit:* 2d10+12 damage, and the target takes a -2 penalty on the triggering attack.

*Effect:* After the triggering attack resolves, the sword saint shifts 1 square.

---

**Skills** Athletics +22, History +14

**Str** 25    **Dex** 20    **Wis** 17

**Con** 21    **Int** 15    **Cha** 17

**Alignment** unaligned

**Languages** Common, Supernal

**Equipment** plate armor, greatsword

## Sword Cultist Kensai

## Level 21 Minion Soldier

Medium natural humanoid (human)

XP Value

**HP** 1; a missed attack never damages a minion

**Initiative** +14

**AC** 37; **Fortitude** 35; **Reflex** 31; **Will** 33

**Perception** +14

**Speed** 5

## TRAITS

**Menacing Combatant \* Aura 1**

When an enemy in the aura makes an attack that does not include the Sword Cultist kensai as a target, the kensai gains combat advantage against that enemy until the end of the kensai's next turn.

## STANDARD ACTIONS

**(mbasic) Greatsword (weapon) \* At Will**

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

*Hit:* 14 damage, or 18 damage if the kensai has combat advantage against the target.

---

**Str** 25    **Dex** 14    **Wis** 18

**Con** 20    **Int** 10    **Cha** 16

**Alignment** unaligned

**Languages** Common

**Equipment** plate armor, greatsword



# DEATHJACK

**Source:** 3.5 *Monsternomicon*.

A deathjack is a strange, steam- and soul-driven mechanical nightmare. Its head is a horned helm that sits between massive pneumatic shoulders. It is an unholy fusion of machine and vile necromantic energy. A deathjack burns souls into necromantic steam in order to provide the energy it needs to move and fight.

**A Fusion of Necromancy and Clockwork:** The design of deathjacks vary, but all are killing machines. Each deathjack is built with a soul furnace at its center; this arcane device constantly belches brown flames and gives off thick clouds of foul, greasy smoke. Deathjacks are constructed by masters of both clockwork and necromancy, for their creation requires an intricate interweaving of soul-stuff with complex series of gears and mechanisms. Who or what created the first deathjack is unknown; the oldest ones known predate the Sword Empire by decades, and the techniques involved in crafting these horrifying machines have spread amongst those wise in the necessary arts.

**Treacherous Servants:** Unfortunately, deathjacks seem to be able to break free of the control of their creators after a short period of servitude. Many then turn upon their makers, setting to slaughtering any living creature that they can find.

**Contemptuous of Living Things:** Most deathjacks that have broken away from their creators demonstrate a tremendous degree of contempt for living things, killing a human as casually as a human would step on a rock. Even when a deathjack allies with a living entity, it thinks nothing of turning upon its would-be ally. A deathjack lives to slaughter; only the promise of killing more living things will persuade one to work with “meatlings”. In general, a deathjack sees living things' only worth as being potential fuel.

## Deathjack Spiker

## Level 15 Soldier

Large shadow humanoid (construct)

XP 1,200

A deathjack spiker, as its name suggests, is built with a plenitude of spikes emerging from its body, including its chest, back, shoulders, hips and so on. A pair of stylized metal skulls adorn its shoulders, spikes studding each. The belly of the spiker glows from within, illuminated by the souls being consumed for fuel in its soul furnace.

**HP** 149; **Bloodied** 74

**Initiative** +12

**AC** 31; **Fortitude** 29; **Reflex** 25; **Will** 27

**Perception** +8

**Speed** 6

## TRAITS

**Spikes \* Aura** 1

Any creature in the aura that makes a melee attack against the deathjack takes 5 damage.

## STANDARD ACTIONS

**(mbasic) Spike Stab \* At Will**

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

*Hit:* 3d6+8 damage, and the deathjack marks the target until the end of the deathjack's next turn.

**(close) Skulls of Hate (necrotic) \* Encounter**

*Attack:* Close burst 3 (each living creature in burst); +14 vs. Fortitude (+16 against a creature marked by the deathjack).

*Hit:* 4d8+5 necrotic damage and the target is weakened (save ends).

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

*Second Failed Save:* The target is instead unconscious (save ends).

**(melee) Consume (fire, necrotic) \* At Will**

*Attack:* Melee 2 (one helpless creature); +18 vs. Reflex (+20 against a creature marked by the deathjack).

*Hit:* The target is grabbed and pulled adjacent to the deathjack, and the deathjack makes a secondary attack.

*Secondary Attack:* Melee 2 (the primary target); +20 vs. Fortitude.

*Hit:* The target is transferred into the deathjack's soul furnace. While in the furnace, the target is restrained (escape DC 24) and takes ongoing 15 fire and necrotic damage. It has line of sight or effect to no creature other than the deathjack, nor does any creature have line of sight or effect to it.

## MINOR ACTIONS

**Vent Smoke (zone) \* Recharges** when the deathjack transfers a creature into its soul furnace.

*Effect:* The deathjack becomes the center of a smoky zone in a close burst 2 that lasts until the end of the deathjack's next turn. Any creature in the zone gains concealment.

---  
**Str** 24    **Dex** 16    **Wis** 12  
**Con** 21    **Int** 14    **Cha** 20  
**Alignment** chaotic evil

**Languages** Common (or creator's language)

## Deathjack Flamer

## Level 17 Artillery

Large shadow humanoid (construct)

XP 1,600

A deathjack flamer has large tanks containing inflammable gas on its back. Metal tubes lead to its right arm, where the gas can be expelled through an apparatus that causes a spark, igniting it. Its other arm ends in a large, flanged hammer.

**HP** 129; **Bloodied** 64

**Initiative** +11

**AC** 29; **Fortitude** 30; **Reflex** 27; **Will** 29

**Perception** +9

**Speed** 6

### TRAITS

#### Gas Tank

If the deathjack flamer suffers a critical hit from an attack with the fire keyword, its tanks explode in a close burst 3.

### STANDARD ACTIONS

#### (melee) Flanged Hammer \* At Will

*Attack:* Melee 2 (one creature); +22 vs. AC.

*Hit:* 3d10+5 damage.

#### (close) Flame Blast (fire) \* At Will

*Attack:* Close burst 3 (each creature in burst); +18 vs. Reflex.

*Hit:* 3d6+9 fire damage.

#### (melee) Consume (fire, necrotic) \* At Will

*Attack:* Melee 2 (one helpless creature); +20 vs. Reflex.

*Hit:* The target is grabbed and pulled adjacent to the deathjack, and the deathjack makes a secondary attack.

*Secondary Attack:* Melee 1 (the primary target); +20 vs. Fortitude.

*Hit:* The target is transferred into the deathjack's soul furnace. While in the furnace, the target is restrained (escape DC 25) and takes ongoing 15 fire and necrotic damage. It has line of sight or effect to no creature other than the deathjack, nor does any creature have line of sight or effect to it.

### MINOR ACTIONS

#### Vent Smoke (zone) \* Recharges when the deathjack transfers a creature into its soul furnace.

*Effect:* The deathjack becomes the center of a smoky zone in a close burst 2 that lasts until the end of the deathjack's next turn. Any creature in the zone gains concealment.

### TRIGGERED ACTIONS

#### (close) Exploding Tanks (fire) \* Encounter

*Trigger:* An attack with the fire keyword scores a critical hit on the flamer.

*Attack (No Action):* Close burst 3 (each creature in burst); +18 vs. Reflex.

*Hit:* 4d10+5 fire damage.

*Miss:* Half damage.

*Effect:* The deathjack flamer takes 50 points of fire damage. Until it hits with the secondary attack of *consume*, it cannot use *flame blast*.

*Special:* The deathjack flamer cannot choose not to use this power when it is triggered.

---  
**Str** 25    **Dex** 16    **Wis** 12  
**Con** 21    **Int** 14    **Cha** 21  
**Alignment** chaotic evil

**Languages** Common (or creator's language)

## Deathjack Roller

## Level 17 Skirmisher

Large shadow humanoid (construct)

XP 1,600

A deathjack roller's head and long, powerful arms are mounted upon a wheeled, fast-moving chassis, rather than on legs. A deathjack roller has long whirling spiked chains extending from its shoulders, allowing it exceptional reach.

HP 160; Bloodied 80  
AC 31; Fortitude 29; Reflex 31; Will 29  
Speed 10

Initiative +17  
Perception +10

## STANDARD ACTIONS

### (mbasic) Spiked Chain \* At Will

*Attack:* Melee 3 (one creature); +22 vs. AC.

*Hit:* 4d8+7 damage.

### (melee) Rolling Attack \* At Will

*Effect:* The deathjack roller shifts 6 squares in a straight line and makes the following attack three times during this shift. It cannot target the same creature twice.

*Attack:* Melee 3 (one creature); +22 vs. AC.

*Hit:* 3d8+7 damage.

### (melee) Tripping Blow \* Encounter

*Attack:* Melee 3 (one creature); +20 vs. Reflex.

*Hit:* 5d8+12 damage, and the target falls prone.

### (melee) Consume (fire, necrotic) \* At Will

*Attack:* Melee 3 (one helpless creature); +20 vs. Reflex.

*Hit:* The target is grabbed and pulled adjacent to the deathjack, and the deathjack makes a secondary attack.

*Secondary Attack:* Melee 1 (the primary target); +20 vs. Fortitude.

*Hit:* The target is transferred into the deathjack's soul furnace. While in the furnace, the target is restrained (escape DC 25) and takes ongoing 15 fire and necrotic damage. It has line of sight or effect to no creature other than the deathjack, nor does any creature have line of sight or effect to it.

## MINOR ACTIONS

**Vent Smoke (zone) \* Recharges** when the deathjack transfers a creature into its soul furnace.

*Effect:* The deathjack becomes the center of a smoky zone in a close burst 2 that lasts until the end of the deathjack's next turn. Any creature in the zone gains concealment.

---  
Str 21    Dex 25    Wis 14  
Con 16    Int 14    Cha 21

Alignment chaotic evil

Languages Common (or creator's language)

## Deathjack Slugthrower

## Level 19 Artillery

Large shadow humanoid (construct)

XP 2,400

A deathjack slugthrower is a slow and ponderous, heavily armored and armed device. Mounted on a tracked chassis, its upper body bristles with exotic-looking ranged weapons capable of hurling a variety of missiles. A deathjack slugthrower's weapons are tremendously loud and leave smoke hanging in the air when they fire.

HP 135; Bloodied 67

Initiative +17

AC 31; Fortitude 31; Reflex 31; Will 31

Perception +11

Speed 4

## STANDARD ACTIONS

### (mbasic) Spike Slash \* At Will

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

*Hit:* 3d6+9 damage.

### (rbasic) Dart Launcher \* At Will

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

*Hit:* 5d6+10 damage.

### (ranged) Suppressing Fire \* At Will

*Attack:* Ranged 20 (one creature); +26 vs. AC.

*Hit:* 4d10+5 damage, and if the target leaves its square before the start of the deathjack's next turn, it takes 10 damage.

### (ranged) Heavy Slugthrower \* Recharge 5 6

*Attack:* Ranged 20 (one, two or three creature); +26 vs. AC.

*Hit:* 4d10+5 damage.

**(melee) Consume** (fire, necrotic) \* **At Will**

*Attack:* Melee 2 (one helpless creature); +22 vs. Reflex.

*Hit:* The target is grabbed and pulled adjacent to the deathjack, and the deathjack makes a secondary attack.

*Secondary Attack:* Melee 1 (the primary target); +22 vs. Fortitude.

*Hit:* The target is transferred into the deathjack's soul furnace. While in the furnace, the target is restrained (escape DC 26) and takes ongoing 20 fire and necrotic damage. It has line of sight or effect to no creature other than the deathjack, nor does any creature have line of sight or effect to it.

## MINOR ACTIONS

**Vent Smoke** (zone) \* **Recharges** when the deathjack transfers a creature into its soul furnace.

*Effect:* The deathjack becomes the center of a smoky zone in a close burst 2 that lasts until the end of the deathjack's next turn. Any creature in the zone gains concealment.

---

**Str** 22    **Dex** 26    **Wis** 14

**Con** 15    **Int** 14    **Cha** 22

**Alignment** chaotic evil

**Languages** Common (or creator's language)

## Deathjack Sawyer

## Level 25 Brute

Large shadow humanoid (construct)

XP 7,000

A deathjack sawyer has spinning circular saws mounted at the ends of each hand, on its elbows and on its knees. It is a terrifying opponent, fully capable of slicing through wood or even soft stone with its deadly blades.

**HP** 284; **Bloodied** 142

**Initiative** +17

**AC** 37; **Fortitude** 39; **Reflex** 35; **Will** 37

**Perception** +15

**Speed** 6

## STANDARD ACTIONS

**(mbasic) Saw Blade** \* **At Will**

*Attack:* Melee 2 (one creature); +30 vs. AC.

*Hit:* 4d12+15 damage.

**(melee) Whirling Slice** \* **At Will**

*Attack:* Melee 2 (one creature); +30 vs. AC.

*Hit:* 4d12+15 damage, and the sawyer slides the target 1 square.

**(ranged) Launch Saw Blade** \* **At Will**

*Attack:* Ranged 10 (one creature); +30 vs. AC.

*Hit:* 4d10+11 damage, the target is stunned until the end of its next turn and takes ongoing 15 damage (save ends).

**(melee) Consume** (fire, necrotic) \* **At Will**

*Attack:* Melee 2 (one helpless creature); +28 vs. Reflex.

*Hit:* The target is grabbed and pulled adjacent to the deathjack, and the deathjack makes a secondary attack.

*Secondary Attack:* Melee 1 (the primary target); +28 vs. Fortitude.

*Hit:* The target is transferred into the deathjack's soul furnace. While in the furnace, the target is restrained (escape DC 33) and takes ongoing 40 fire and necrotic damage. It has line of sight or effect to no creature other than the deathjack, nor does any creature have line of sight or effect to it.

## MINOR ACTIONS

**Vent Smoke** (zone) \* **Recharges** when the deathjack transfers a creature into its soul furnace.

*Effect:* The deathjack becomes the center of a smoky zone in a close burst 2 that lasts until the end of the deathjack's next turn. Any creature in the zone gains concealment.

---

**Str** 29    **Dex** 20    **Wis** 16

**Con** 24    **Int** 14    **Cha** 25

**Alignment** chaotic evil

**Languages** Common (or creator's language)

# DECAPUS

**Source:** *2e Mystara Monstrous Compendium Appendix.*

A decapus is a strange and hideous monster named for its ten limbs and slight resemblance to an octopus. However, a typical decapus lives on land (though there are exceptions). The land decapus looks like a hairy, bloated, four-foot-wide ball of rubbery flesh covered in dark hair. The monster's ten tentacles are about 10' long and spaced around its body, and the monster has a large, frightful-looking mouth with terrible breath. A marine decapus is similar, but with less hair. A land decapus is usually yellow, purple or green, while a marine decapus is green or blue in color.

**Widespread but Rare:** Though there are usually only a small number of decapuses in any given area, these monsters have spread into nearly every climate, and are found from the arctic wastes of the Frostfell to hot tropical rainforests. They favor forests, jungles and other areas with vegetation thick enough for them to attack from above.

**Savage Appetite:** A decapus will prey upon anything that it can catch, including both sentient creatures and other predators. Even if full, a decapus will typically guard the remains of a kill against scavengers, seeking to gorge itself again as soon as its stomach allows.

## Decapus

Large aberrant magical beast

## Level 2 Lurker

XP 125

**HP** 36; **Bloodied** 18

**Initiative** +3

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

**Perception** +6

**Speed** 3, climb 3 (spider climb), brachiate 7

Darkvision

## TRAITS

### Hang from the Branches

The decapus gains combat advantage against a creature when the decapus is at a higher elevation than that creature.

## STANDARD ACTIONS

### (mbasic) Tentacle Slap \* At Will

*Attack:* Melee 2 (one creature); +7 vs. AC.

*Hit:* 1d6+2 damage.

### Flurry of Tentacles \* At Will

*Requirement:* The decapus must have combat advantage against each target.

*Effect:* The decapus uses *tentacle slap* three times.

Skills Stealth +4

**Str** 18    **Dex** 6    **Wis** 11

**Con** 18    **Int** 14    **Cha** 14

**Alignment** chaotic evil

**Languages** Common

## Decapus Ventriloquist

Large aberrant magical beast

## Level 2 Controller

XP 125

**HP** 36; **Bloodied** 18

**Initiative** -1

**AC** 16; **Fortitude** 14; **Reflex** 14; **Will** 15

**Perception** +6

**Speed** 3, climb 3 (spider climb), brachiate 7

Darkvision

## STANDARD ACTIONS

### (mbasic) Tentacle Slap \* At Will

*Attack:* Melee 2 (one creature); +7 vs. AC.

*Hit:* 1d4+1 damage.

### Flurry of Tentacles \* At Will

*Effect:* The decapus uses *tentacle slap* three times. If it hits any creature more than once, it grabs that creature (escape DC 13).

## MINOR ACTIONS

(area) Ventriloquist's Lure \* Recharge 5 6

*Attack:* Area burst 1 within 10 (each enemy in burst); +4 vs. Will.

*Hit:* The decapus slides the target 2 squares.

*Miss:* The decapus slides the target 1 square.

**(close) Distracting Phantasms (illusion) \* Encounter**

*Attack:* Close burst 4 (each enemy in burst); +4 vs. Will.

*Hit:* The decapus is invisible to the target until the beginning of the target's next turn.

*Effect:* The decapus shifts 3 squares.

---

**Skills** Stealth +4

**Str** 18    **Dex** 6    **Wis** 11

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

**Alignment** chaotic evil

**Languages** Common

## DEEPSPAWN

**Source:** 2e *Monstrous Manual*.

A deepspawn is a bizarre monster that can spawn copies of monsters that it has devoured, eventually stocking a large area (such as a megadungeon) with creatures that are its willing servants. A deepspawn's primary motivation is the need to produce more monsters, much as most creatures have a strong urge to reproduce.

A deepspawn looks like a disgusting grey and brown rubbery sphere. Three long arms ending in toothy mouths and three strong tentacles extend from the creature, as do a pair of eyeballs on long stalks. Although it superficially resembles some kind of beholder-kin or gibbering beast, it is neither; rather, it is a type of aberration all its own.

**Monster Creators:** A deepspawn is capable of spawning a copy of any creature or its level or less that it has ever devoured. These spawn appear to be normal monsters of their type, but each has a strong loyalty to the deepspawn that created it, and that deepspawn can issue a mental summons to any and all of its offspring as long as they are on the same plane as it. Many deepspawn lurk deep in vast dungeon complexes or networks of caverns, filling the surrounding areas with what might seem like incongruous groups of cooperating monsters. Spawning monsters takes a good deal of time (several days to a week), although many deepspawn can make half-formed minions to defend them in combat.

**Master Manipulators:** Using their spawn as proxies, deepspawn often assume the role of a monstrous mastermind, operating at the center of a web of lackeys. A deepspawn often seeks to lure an increasing diversity of creatures to it in order to copy and increase its ability to penetrate a variety of areas, and some deepspawn have networks that reach across thousands of miles.

### Lurking Deepspawn

Huge aberrant magical beast

### Level 27 Elite Lurker

XP 22,000

A lurking deepspawn remains below a pile of treasure, sand, brush or other concealing material, hiding until it strikes. Even then, it reveals only its mouth-arms and tentacles, leaving its body beneath a concealing layer.

**HP** 382; **Bloodied** 191

**AC** 41; **Fortitude** 40; **Reflex** 37; **Will** 41

**Speed** 6, swim 8

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

**Initiative** +20

**Perception** +20

**Tremorsense** 10

### TRAITS

#### Lurker Below

As long as the lurking deepspawn does not move from its initial location and is covered by a layer of treasure, dirt, debris or other material, it deals an extra 2d10 damage with its melee attacks. If it moves from its initial location or somehow loses the covering material, it can regain this trait by using *lurk below the surface*.

### STANDARD ACTIONS

#### (mbasic) Biting Arm \* At Will

*Attack:* Melee 3 (one creature); +32 vs. AC.

*Hit:* 4d10+13 damage.

#### (close) Psychic Paralyzation \* Encounter

*Attack:* Close burst 2 (each creature in burst); +30 vs. Will.

*Hit:* 4d6+10 psychic damage, and the target is dazed and immobilized (save ends both).

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

*Aftereffect:* The target is slowed until the end of its next turn.

#### **Lurk Below the Surface \* At Will**

*Requirement:* The lurking deepspawn must be in terrain that is composed of some kind of loose material that it can manipulate, and it must have lost its *lurker below* trait.

*Effect:* The lurking deepspawn gains concealment until the end of its next turn and *lurker below* reactivates.

### **MINOR ACTIONS**

#### **(mbasic) Tentacle Slap \* At Will**

*Attack:* Melee 3 (one creature); +32 vs. AC.

*Hit:* 3d8+3 damage.

### **TRIGGERED ACTIONS**

#### **(melee) Hurl Away \* Recharge 6**

*Trigger:* An enemy enters a square adjacent to the lurking deepspawn.

*Attack (Immediate Reaction):* Melee 1 (the triggering creature); +30 vs. Reflex.

*Hit:* 3d6+3 damage, the lurking deepspawn slides the target up to 4 squares and the target falls prone.

---

**Skills** Stealth +21

**Str** 29    **Dex** 17    **Wis** 25

**Con** 23    **Int** 25    **Cha** 21

**Alignment** evil

**Languages** Common, Deep Speech

## **Deepspawn Mindbender**

## **Level 28 Elite Controller**

Huge aberrant magical beast

XP 26,000

**HP** 510; **Bloodied** 255

**Initiative** +17

**AC** 42; **Fortitude** 41; **Reflex** 38; **Will** 42

**Perception** +20

**Speed** 6, swim 8

**Tremorsense** 10

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

### **STANDARD ACTIONS**

#### **(mbasic) Biting Arm \* At Will**

*Attack:* Melee 3 (one creature); +33 vs. AC.

*Hit:* 4d10+14 damage.

#### **(ranged) Mind Grip (psychic) \* At Will**

*Attack:* Ranged 10 (one creature); +32 vs. Will. This attack does not trigger opportunity attacks.

*Hit:* 6d8+9 psychic damage and the target is immobilized (save ends).

#### **Mind and Body \* At Will**

*Effect:* The deepspawn mindbender uses *biting arm* and *mind grip* against different targets.

#### **(ranged) Seize Mind (charm, psychic) \* Recharges** when first bloodied

*Attack:* Ranged 10 (one immobilized creature); +32 vs. Will.

*Hit:* 6d10+12 psychic damage, and the target is no longer immobilized. Instead, it is dominated (save ends).

---

**Skills** Stealth +21

**Str** 26    **Dex** 17    **Wis** 22

**Con** 23    **Int** 25    **Cha** 30

**Alignment** evil

**Languages** Common, Deep Speech



# ENERGON

**Source:** 1e *Monster Manual* 2, 3e *Planar Handbook*.

Energons are strange creatures that embody different forms of energy. There are many types of energon, but even the best-known is rarely encountered unless bound as a guardian by ritual. However, it is very difficult to control an energon once it is summoned, so wise wizards and clerics set traps to summon these creatures when the summoner is not around to see the results.

An energon appears as a ball of energy with four long tentacles trailing out of it. Depending on the type of energon, it might crackle with electricity, rumble with thunder, radiate cold, etc.

**Opposites Attract:** When certain types of energon recognize one another, they immediately rush to attack one another, coming together in a massive explosion that destroys the energons. For example, a xag-ya and a xeg-yi will rush each other, as will a xac-yel and a xor-yost.

## Xac-Yel

## Level 9 Skirmisher

Medium elemental magical beast

XP 400

**HP** 97; **Bloodied** 48

**Initiative** +12

**AC** 22; **Fortitude** 19; **Reflex** 21; **Will** 19

**Perception** +5

**Speed** fly 8 (perfect)

**Immune** fire

## TRAITS

**Energy Aura** (radiant) \* **Aura 1**

Any creature that starts its turn in the aura takes 10 fire damage.

**Insubstantial**

The xac-yel takes half damage from any damage source, except those that deal cold damage. In addition, if the xac-yel takes cold damage, it loses the insubstantial trait until the end of its next turn.

## STANDARD ACTIONS

**(mbasic) Energy Lash** (fire) \* **At Will**

*Attack:* Melee 2 (one creature); +12 vs. Reflex.

*Hit:* 2d8+4 fire damage.

**Energy Rush** \* **At Will**

*Effect:* The xac-yel moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

## TRIGGERED ACTIONS

**(close) Explode** (fire) \* **Encounter**

*Trigger:* The xac-yel drops to 0 hit points.

*Attack (No Action):* Close burst 2 (each creature in burst); +10 vs. Reflex.

*Hit:* 2d8+9 fire damage.

---

**Str** 4      **Dex** 22      **Wis** 12

**Con** 17      **Int** 6      **Cha** 16

**Alignment** unaligned

**Languages** Primordial

## Xac-Yij

## Level 9 Skirmisher

Medium elemental magical beast

XP 400

**HP** 97; **Bloodied** 48

**Initiative** +12

**AC** 22; **Fortitude** 19; **Reflex** 21; **Will** 19

**Perception** +5

**Speed** fly 8 (perfect)

**Immune** acid

## TRAITS

**Energy Aura** (radiant) \* **Aura 1**

Any creature that starts its turn in the aura takes 10 acid damage.

### Insubstantial

The xac-yij takes half damage from any damage source, except those that deal psychic damage. In addition, if the xac-yij takes psychic damage, it loses the insubstantial trait until the end of its next turn.

### STANDARD ACTIONS

#### (mbasic) Energy Lash (acid) \* At Will

*Attack:* Melee 2 (one creature); +12 vs. Reflex.

*Hit:* 2d8+4 acid damage.

#### Energy Rush \* At Will

*Effect:* The xac-yij moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

### TRIGGERED ACTIONS

#### (close) Explode (acid) \* Encounter

*Trigger:* The xac-yij drops to 0 hit points.

*Attack (No Action):* Close burst 2 (each creature in burst); +10 vs. Reflex.

*Hit:* 2d8+9 acid damage.

---

**Str** 4      **Dex** 22      **Wis** 12  
**Con** 17    **Int** 6      **Cha** 16

**Alignment** unaligned

**Languages** Primordial

## Xag-Ya

Medium elemental magical beast

## Level 9 Skirmisher

XP 400

**HP** 97; **Bloodied** 48

**Initiative** +12

**AC** 22; **Fortitude** 19; **Reflex** 21; **Will** 19

**Perception** +5

**Speed** fly 8 (perfect)

**Immune** radiant

### TRAITS

#### Energy Aura (radiant) \* Aura 1

Any creature that starts its turn in the aura takes 10 radiant damage.

### Insubstantial

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

### STANDARD ACTIONS

#### (mbasic) Energy Lash (radiant) \* At Will

*Attack:* Melee 2 (one creature); +12 vs. Reflex.

*Hit:* 2d8+4 radiant damage.

#### Energy Rush \* At Will

*Effect:* The xag-ya moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

### TRIGGERED ACTIONS

#### (close) Explode (radiant) \* Encounter

*Trigger:* The xag-ya drops to 0 hit points.

*Attack (No Action):* Close burst 2 (each creature in burst); +10 vs. Reflex.

*Hit:* 2d8+9 radiant damage.

---

**Str** 4      **Dex** 22      **Wis** 12  
**Con** 17    **Int** 6      **Cha** 16

**Alignment** unaligned

**Languages** Primordial

## Xap-Yaup Level 9 Skirmisher

Medium elemental magical beast

XP 400

HP 97; Bloodied 48

Initiative +12

AC 22; Fortitude 19; Reflex 21; Will 19

Perception +5

Speed fly 8 (perfect)

Immune lightning

### TRAITS

**Energy Aura** (radiant) \* **Aura 1**

Any creature that starts its turn in the aura takes 10 lightning damage.

**Insubstantial**

The xap-yaup takes half damage from any damage source, except those that deal thunder damage. In addition, if the xap-yaup takes thunder damage, it loses the insubstantial trait until the end of its next turn.

### STANDARD ACTIONS

**(mbasic) Energy Lash** (acid) \* **At Will**

*Attack:* Melee 2 (one creature); +12 vs. Reflex.

*Hit:* 2d8+4 lightning damage.

**Energy Rush** \* **At Will**

*Effect:* The xap-yaup moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

### TRIGGERED ACTIONS

**(close) Explode** (acid) \* **Encounter**

*Trigger:* The xap-yaup drops to 0 hit points.

*Attack (No Action):* Close burst 2 (each creature in burst); +10 vs. Reflex.

*Hit:* 2d8+9 lightning damage.

---

Str 4      Dex 22      Wis 12

Con 17    Int 6      Cha 16

Alignment unaligned

Languages Primordial

## Xeg-Yi Level 9 Skirmisher

Medium elemental magical beast

XP 400

HP 97; Bloodied 48

Initiative +12

AC 22; Fortitude 19; Reflex 21; Will 19

Perception +5

Speed fly 8 (perfect)

Immune necrotic

### TRAITS

**Energy Aura** (radiant) \* **Aura 1**

Any creature that starts its turn in the aura takes 10 necrotic damage.

**Insubstantial**

The xeg-yi takes half damage from any damage source, except those that deal radiant damage. In addition, if the xeg-yi takes radiant damage, it loses the insubstantial trait until the end of its next turn.

### STANDARD ACTIONS

**(mbasic) Energy Lash** (necrotic) \* **At Will**

*Attack:* Melee 2 (one creature); +12 vs. Reflex.

*Hit:* 2d8+4 necrotic damage.

**Energy Rush** \* **At Will**

*Effect:* The xeg-yi moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

### TRIGGERED ACTIONS

**(close) Explode** (necrotic) \* **Encounter**

*Trigger:* The xeg-yi drops to 0 hit points.

*Attack (No Action):* Close burst 2 (each creature in burst); +10 vs. Reflex.

*Hit:* 2d8+9 necrotic damage.

---

**Str** 4      **Dex** 22      **Wis** 12

**Con** 17      **Int** 6      **Cha** 16

**Alignment** unaligned

**Languages** Primordial

## Xong-Yong

## Level 9 Skirmisher

Medium elemental magical beast

XP 400

**HP** 97; **Bloodied** 48

**Initiative** +12

**AC** 22; **Fortitude** 19; **Reflex** 21; **Will** 19

**Perception** +5

**Speed** fly 8 (perfect)

**Immune** thunder

### TRAITS

**Energy Aura** (radiant) \* **Aura 1**

Any creature that starts its turn in the aura takes 10 thunder damage.

**Insubstantial**

The xong-yong takes half damage from any damage source, except those that deal lightning damage. In addition, if the xong-yong takes lightning damage, it loses the insubstantial trait until the end of its next turn.

### STANDARD ACTIONS

**(mbasic) Energy Lash** (thunder) \* **At Will**

*Attack:* Melee 2 (one creature); +12 vs. Reflex.

*Hit:* 2d8+4 thunder damage.

**Energy Rush** \* **At Will**

*Effect:* The xong-yong moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

### TRIGGERED ACTIONS

**(close) Explode** (necrotic) \* **Encounter**

*Trigger:* The xong-yong drops to 0 hit points.

*Attack (No Action):* Close burst 2 (each creature in burst); +10 vs. Reflex.

*Hit:* 2d8+9 thunder damage.

---

**Str** 4      **Dex** 22      **Wis** 12

**Con** 17      **Int** 6      **Cha** 16

**Alignment** unaligned

**Languages** Primordial

## Xor-Yost

## Level 9 Skirmisher

Medium elemental magical beast

XP 400

**HP** 97; **Bloodied** 48

**Initiative** +12

**AC** 22; **Fortitude** 19; **Reflex** 21; **Will** 19

**Perception** +5

**Speed** fly 8 (perfect)

**Immune** cold

### TRAITS

**Energy Aura** (radiant) \* **Aura 1**

Any creature that starts its turn in the aura takes 10 cold damage.

**Insubstantial**

The xor-yost takes half damage from any damage source, except those that deal fire damage. In addition, if the xor-yost takes fire damage, it loses the insubstantial trait until the end of its next turn.

### STANDARD ACTIONS

**(mbasic) Energy Lash (cold) \* At Will**

*Attack:* Melee 2 (one creature); +12 vs. Reflex.

*Hit:* 2d8+4 cold damage.

**Energy Rush \* At Will**

*Effect:* The xor-yost moves at least 3 squares and up to 6 squares, gaining a +2 bonus to its defenses until the end of its next turn, and uses *energy lash*.

**TRIGGERED ACTIONS**

**(close) Explode (cold) \* Encounter**

*Trigger:* The xor-yost drops to 0 hit points.

*Attack (No Action):* Close burst 2 (each creature in burst); +10 vs. Reflex.

*Hit:* 2d8+9 cold damage.

---  
**Str** 4      **Dex** 22    **Wis** 12  
**Con** 17    **Int** 6      **Cha** 16  
**Alignment** unaligned

**Languages** Primordial

**FIENDWURM**

**Source:** 2e *Monster Manual II*.

A fiendwurm is the immense, tortured result of demonic magic applied to an ordinary earthworm. This tormented monster is constantly wracked by unbearable pain from the portal to the Abyss embedded in its belly. Eating relieves the creature's pain for a short while, so it is constantly attempting to devour everything around it.

A fiendwurm appears as a 40' long worm with a mottled pink and grey hide covered in sizzling, foul-smelling slime. Visible vapors carrying a great stench rise from the creature's maw. Its constant pain prods the fiendwurm to continual motion, and its undulations and writhings never cease. The pain is so great that fiendwurms are incapable of communicating or understanding attempts at communication, despite their intelligence.

**Encounter Notes:** Use fiendwurms with caution. An encounter with a solitary fiendwurm is far more dangerous than it appears. Instead of being a 22,000 xp encounter, it's actually probably going to become a 50,000 xp encounter before the end because of the fiendwurm's *demonic vomit* ability- and that still understates the danger, because the characters fighting it may well end up sucked into the Abyss at the end of the fight! You should treat a fiendwurm as if it were a solo monster for purposes of encounter design and your xp budget.

**Fiendwurm**

**Level 27 Elite Brute**

Gargantuan natural elemental magical beast (demon)

XP 22,000

**HP** 612; **Bloodied** 306

**Initiative** +18

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

**Perception** +20

**Speed** 10, burrow 8 (tunneling)

**Tremorsense** 20

**Immune** acid

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

**TRAITS**

**Dual Origin**

The fiendwurm has both the elemental and natural origins.

**STANDARD ACTIONS**

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

*Attack:* Melee 3 (one creature); +32 vs. AC.

*Hit:* 4d6+10 damage plus 3d10+4 acid damage.

**(close) Demonic Vomit (acid, summoning) \* Recharges** when first bloodied

*Attack:* Close blast 5 (each creature in blast); +28 vs. Reflex.

*Hit:* 3d6+3 acid damage.

*Effect:* The fiendwurm vomits forth 14,000 xp worth of demons of its choice. The demons appear in any unoccupied spaces in the blast. The demons are of the standard role and are no higher than 26<sup>th</sup> level. They are worth full normal xp. If desired, roll on the following chart to determine the exact number and type of demons summoned:

- 01-25: 1 Abyssal rotfiend (lvl 26 controller) (MM2 52) and 1 jarllak (lvl 22 controller) (Demonomicon 120) (13,150 xp)  
26-50: 3 hezrou (lvl 22 brutes) (MV 48) (12,450 xp)  
51-75: 2 nycademons (lvl 22 skirmishers) (MM2 57) and 2 armanite lancers (lvl 20 soldiers) (Demonomicon 104) (13,900 xp)  
76-00: 2 vorcaliths (lvl 25 brutes) (Demonomicon 151) (14,000 xp)

## MINOR ACTIONS

**(close) Fuming Belch** (fire, poison) \* **Recharge 6; 5 6** while bloodied

*Attack:* Close blast 3 (each creature in blast); +28 vs. Reflex.

*Hit:* 3d6+10 fire and poison damage and the target is blinded until the end of its next turn.

## FREE ACTIONS

**Goaded by Pain** \* **Recharge 6**

*Effect:* The fiendwurm makes a saving throw. If it succeeds, it removes a condition or effect, even one that a saving throw does not normally end.

## TRIGGERED ACTIONS

**(close) Death Rift** \* **Encounter**

*Trigger:* The fiendwurm dies.

*Attack (No Action):* Close burst 3 (each creature in burst); +28 vs. Reflex.

*Hit:* The target falls prone and is sucked into the Abyss. If this attack hits more than one target, each target hit by this attack appears on the same layer of the Abyss within 3 squares of at least one other target.

*Miss:* The target falls prone.

**(close) Demonic Acid** (acid) \* **At Will**

*Trigger:* A creature hits the fiendwurm with a melee attack.

*Attack (Immediate Reaction):* Close blast 2 (the triggering creature); +30 vs. Reflex.

*Hit:* 6d10+11 acid damage.

---  
**Str** 30    **Dex** 21    **Wis** 25  
**Con** 26    **Int** 7    **Cha** 8  
**Alignment** chaotic evil

**Languages** -

# FILTH BIRD

**Source:** Homebrewed.

A filth bird is a foul, disease-carrying flightless bird. It has small, nearly vestigial wings, but long legs that allow it to cover great distances quickly. A filth bird is spattered with disgusting filth of all sorts, including its own droppings.

**Comical Appearance Belies Danger:** Despite their disgusting habits, a filth bird is a comical creature. It wallows in its own excrement and in dead things, makes funny noises and attempts to pass itself off as a funny creature in order to solicit handouts. If this tactic fails, a filth bird will turn aggressive, coughing and spitting near the offenders in hopes of infecting them with filth fever.

**Actively Malicious:** Filth birds are more intelligent than most animals, and are naturally prone to evil and malice. Those taken in by a filth bird's comical act can expect no consideration for their kindness.

**Few Allies:** Filth birds do not go out of their way to make allies of other creatures, and because of their temperament combined with their disgusting habits, no other creature attempts to domesticate filth birds. Very rarely, an especially foul or stupid creature such as an ogre, hag or cleric of Juiblex will befriend a filth bird.

## Filth Bird

Medium natural beast  
**HP** 50; **Bloodied** 25

## Level 3 Skirmisher

**XP** 150  
**Initiative** +6

AC 17; Fortitude 17; Reflex 15; Will 14

Perception +0

Speed 7

Immune disease; Resist 15 poison

## TRAITS

### Regeneration

The filth bird regains 3 hit points whenever it starts its turn and has at least 1 hit point. When the filth bird takes acid or fire damage, its regeneration does not function on its next turn.

## STANDARD ACTIONS

### (mbasic) Bite (disease) \* At Will

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

*Hit:* 1d10+6 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts filth bird flu (stage 1).

*Miss:* The filth bird shifts 1 square.

### (ranged) Spit (disease) \* Recharge 5 6

*Effect:* The filth bird shifts 3 squares, then makes the following attack.

*Attack:* Ranged 5 (one creature); +6 vs. Reflex.

*Hit:* The target is blinded (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts filth bird flu (stage 1).

## MINOR ACTIONS

### (close) Cough (disease) \* Encounter

*Attack:* Close burst 3 (each creature in burst); +4 vs. Fortitude.

*Hit:* The creature contracts filth bird flu (stage 1).

---

Str 10    Dex 16    Wis 9

Con 18    Int 7    Cha 13

Alignment evil

Languages understands Common (or one other local language)

## Filth Bird Flu

## Level 3 Disease

*A runny nose, coughing and sneezing, headache, fevers and general fatigue take hold.*

**Stage 0:** The target recovers from the disease.

**Stage 1:** While affected by stage 1, the target takes a -2 penalty to speed and Fortitude.

**Stage 2:** While affected by stage 2, the target also takes a -2 penalty to attacks.

**Stage 3:** While affected by stage 3, the target is also weakened.

**Stage 4:** The target dies.

**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1, 2 or 3.

*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.

# FIRENEWT

**Source:** 2e *Monstrous Compendium: Forgotten Realms*.

Firenewts, also sometimes called salamen, are distant relatives of lizardfolk. They are cruel marauders that roam hot regions. Mottled sepia on their dorsal side, firenewts have lighter undersides and white bellies. Though they have a superficial resemblance and similar capabilities to dragonfolk they are a distinct species set apart by their primitive and bestial ways, their primitive fire worship and their inherent evil nature.

Firenewts live in a cruel, martial society dominated by priests of evil fire powers. Dwelling primarily in arid areas such as deserts and wastelands, some firenewts lair in caves or build (or conquer) small villages. Others maintain a nomadic existence, living by raiding other folk in their vicinity for food and slaves.

**Vicious Captors:** Firenewts delight in torturing other races with fire. As long as a firenewt group's food holds out, captives are usually kept alive for sport; however, once the tribe grows hungry, captives are devoured with relish. Even captive firenewts from rival tribes are eaten, and intertribal warfare tends to be all-out and genocidal.

**Fire Worshipers:** Firenewts usually worship a power that represents fire or manifests its anger in flames, often a primordial or other nondeity such as Imix, Mephistopheles or the primal spirit of fire. A given tribe of firenewts usually all worship the same god; power deviants are hunted and eaten, unless they can stage a revolution and slay the priests of the tribe's current god before.

**Mounted Warriors:** Firenewts keep and ride giant striders, showing a surprising degree of proficiency at mounted combat. Most tribes of firenewts keep large herds of striders, averaging about one giant strider per firenewt. In times of privation, these faithful beasts are devoured without a second thought.

## Firenewt Bravo

## Level 3 Soldier

Medium natural humanoid (fire, reptile)

XP 150

HP 47; Bloodied 23

Initiative +5

AC 19; Fortitude 17; Reflex 15; Will 15

Perception +3

Speed 6

Resist 5 fire; Vulnerable 5 cold

### STANDARD ACTIONS

**(mbasic) Broadsword (weapon) \* At Will**

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

*Hit:* 1d10+5 damage, and the target is marked until the end of the firenewt's next turn.

### MINOR ACTIONS

**(close) Fire Breath (fire) \* Encounter**

*Attack:* Close blast 3 (each creature in blast); +4 vs. Reflex.

*Hit:* 1d6+3 fire damage plus ongoing 5 fire damage (save ends).

### TRIGGERED ACTIONS

**(melee) Not So Fast (weapon) \* At Will**

*Trigger:* An enemy marked by the firenewt makes an attack that does not include it as a target.

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

*Hit:* 1d10+5 damage, and the target must attack the firenewt with the triggering attack.

---

**Skills** Intimidate +6

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

**Con** 15    **Int** 7    **Cha** 10

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, broadsword

## Firenewt Pyromancer

## Level 3 Artillery

Medium natural humanoid (fire, reptile)

XP 150

HP 39; Bloodied 19

Initiative +3

AC 15; Fortitude 15; Reflex 15; Will 17

Perception +3

Speed 6

Resist 5 fire; Vulnerable 5 cold

### STANDARD ACTIONS

**(mbasic) Staff (weapon) \* At Will**

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

*Hit:* 1d6+4 damage.

**(ranged) Pyroclastic Blast (fire) \* At Will**

*Attack:* Ranged 10 (one creature); +8 vs. Reflex.

*Hit:* 1d6+3 damage, plus 1d10 fire damage.

**(area) Immolation (fire) \* Encounter**

*Attack:* Area burst 1 within 10 (each creature in burst); +6 vs. Reflex.



*Hit:* 2d6 fire damage and ongoing 5 fire damage (save ends).

## MINOR ACTIONS

### (close) Fire Breath (fire) \* Encounter

*Attack:* Close blast 3 (each creature in blast); +4 vs. Reflex.

*Hit:* 1d6+3 fire damage plus ongoing 5 fire damage (save ends).

---

**Skills** Intimidate +10, Religion +7

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

**Con** 15    **Int** 13    **Cha** 18

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, staff

## Firenewt Cavalier

## Level 4 Skirmisher

Medium natural humanoid (fire, reptile)

XP 175

**HP** 58; **Bloodied** 29

**Initiative** +5

**AC** 18; **Fortitude** 17; **Reflex** 14; **Will** 16

**Perception** +4

**Speed** 6

**Resist** 5 fire; **Vulnerable** 5 cold

## STANDARD ACTIONS

### (mbasic) Lance (weapon) \* At Will

*Attack:* Melee 2 (one creature); +8 vs. AC (+9 vs. AC while mounted).

*Hit:* 1d10+5 damage (1d10+9 while mounted).

### (mbasic) Broadsword (weapon) \* At Will

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

*Hit:* 1d8+8 damage.

### (melee) Spirited Charge (weapon) \* At Will

*Requirement:* The firenewt must be mounted and wielding a lance.

*Effect:* The firenewt makes a mounted charge and makes the following attack in place of a basic attack.

*Attack:* Melee 2 (one creature); +9 vs. AC.

*Hit:* 1d10+11 damage, and the firenewt pushes the target 1 square.

## MINOR ACTIONS

### (close) Fire Breath (fire) \* Encounter

*Attack:* Close blast 3 (each creature in blast); +5 vs. Reflex.

*Hit:* 1d6+3 fire damage plus ongoing 5 fire damage (save ends).

---

**Skills** Athletics +11, Intimidate +7

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

**Con** 18    **Int** 6    **Cha** 10

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, lance, broadsword

## Firenewt Priest

## Level 4 Controller (Leader)

Medium natural humanoid (fire, reptile)

XP 175

**HP** 55; **Bloodied** 27

**Initiative** +4

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

**Perception** +4

**Speed** 6

**Resist** 5 fire; **Vulnerable** 5 cold

## TRAITS

### Fear No Flame \* Aura 5

The aura is brightly lit, and other firenewts in the aura increase their resist fire by 10. (Multiple *fear no flame* auras do not stack.)

## STANDARD ACTIONS

### (mbasic) Staff (fire, weapon) \* At Will

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

*Hit:* 1d6 damage plus 2d8 fire damage.

### Priest's Command \* At Will

*Effect:* One firenewt in a close burst 10 makes a basic attack.

### Exhausting Heat (fire) \* Recharges when the firenewt priest becomes flanked

*Attack:* Close burst 2 (each creature in burst); +6 vs. Fortitude.

*Hit:* 2d8 fire damage, and a creature that takes damage from this is slowed (save ends).

## MINOR ACTIONS

### (close) Fire Breath (fire) \* Encounter

*Attack:* Close blast 3 (each creature in blast); +6 vs. Reflex.

*Hit:* 1d6+3 fire damage plus ongoing 5 fire damage (save ends).

---

**Skills** Intimidate +11, Religion +8

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

**Con** 15    **Int** 13    **Cha** 18

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, staff, holy symbol

## Firenewt Overlord

## Level 5 Elite Brute

Medium natural humanoid (fire, reptile)

XP 400

**HP** 152; **Bloodied** 76

**Initiative** +4

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

**Perception** +1

**Speed** 6

**Resist** 10 fire; **Vulnerable** 5 cold

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

## STANDARD ACTIONS

### (mbasic) Greataxe (weapon) \* At Will

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

*Hit:* 2d12+3 damage.

### (melee) Cleaving Blow \* At Will

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

*Hit:* 2d12+3 damage, and make a secondary attack.

*Secondary Attack:* Melee 1 (one creature other than the primary target); +10 vs. AC.

*Hit:* 2d12+3 damage.

*Miss:* Half damage.

### (close) Enraged Frenzy \* Encounter

*Attack:* Close burst 1 (each enemy in burst); +8 vs. AC.

*Hit:* 2d12+3 damage, the target falls prone and the firenewt overlord pushes the target 2 squares.

## MINOR ACTIONS

### (close) Fire Breath (fire) \* Recharges when first bloodied

*Attack:* Close blast 3 (each creature in blast); +6 vs. Reflex.

*Hit:* 1d6+4 fire damage plus ongoing 5 fire damage (save ends).

---

**Skills** Athletics +11, Intimidate +9

**Str** 18    **Dex** 14    **Wis** 8

**Con** 16    **Int** 7    **Cha** 14

**Alignment** evil

**Languages** Draconic

**Equipment** plate armor, greataxe

## Firenewt Mercenary

Medium natural humanoid (fire, reptile)

XP 300

**HP** 1; a missed attack never damages a minion

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

**Speed** 6

**Resist** 15 fire

## Level 15 Minion Brute

**Initiative** +9

**Perception** +11

### STANDARD ACTIONS

(mbasic) **Greatsword** (weapon) \* **At Will**

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

*Hit:* 14 damage, or 17 against a target taking ongoing fire damage.

### MINOR ACTIONS

(close) **Fire Breath** (fire) \* **Encounter**

*Attack:* Close blast 3 (each creature in blast); +16 vs. Reflex.

*Hit:* 5 fire damage, plus ongoing 10 fire damage (save ends).

---  
**Skills** Intimidate +12

**Str** 20    **Dex** 15    **Wis** 19

**Con** 18    **Int** 9    **Cha** 11

**Alignment** evil

**Languages** Draconic

**Equipment** chain armor, greatsword

## FISH

**Source:** 1e *Fiend Folio* (quipper); 1e *Monster Manual* (giant gar, giant pike); 1e *Monster Manual* 2 (afanc, giant catfish); 2e *Monstrous Compendium* vol. 2 (ascallion); homebrew (giant anglerfish, giant archer fish).

There are many types of fish, including many dangerous types. For purposes of this entry, fish are considered distinct from sharks. Some fish are dangerous individually, others only in large schools. In some cases, giant versions of normally-harmless fish become dangerous carnivores themselves. Other giant versions become much more aggressive than their mundane versions.

## Quipper

Tiny natural beast (aquatic, fish)

XP 31

## Level 2 Minion Brute

A quipper is a pale-bodied piranha, usually found in cold or underground waters. They are easily aroused by the smell of blood. While they often school, individual quippers do sometimes swim alone when hunting.

**HP** 1; a missed attack never damages a minion

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

**Speed** swim 8

**Initiative** +5

**Perception** +2

### TRAITS

**Aquatic**

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

**Blood Crazy**

If one or more bloodied creatures are within 8 squares of the quipper on its turn, it must attack the closest one.

### STANDARD ACTIONS

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

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

*Hit:* 6 damage (8 if the target is bloodied).

---  
**Str** 3    **Dex** 18    **Wis** 12

**Con** 13    **Int** 2    **Cha** 10

**Alignment** unaligned

**Languages** -

## Quipper Swarm

## Level 3 Brute

Medium natural beast (aquatic, fish, swarm)

XP 150

HP 53; **Bloodied** 26

**Initiative** +5

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

**Perception** +3

**Speed** swim 8

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

### TRAITS

#### Swarm Attack \* Aura 1

Any enemy that starts its turn in the aura takes 5 damage (7 if bloodied).

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

#### Blood Crazy

If one or more bloodied creatures are within 8 squares of the quipper swarm on its turn, it must attack the closest one. The swarm gets +1 to attack rolls and +4 to damage against bloodied creatures.

#### 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

#### (melee) Swarm of Bites \* At Will

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

*Hit:* 1d12+4 damage.

---

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

**Con** 13      **Int** 2      **Cha** 10

**Alignment** unaligned

**Languages** -

## Barracuda

## Level 5 Skirmisher

Medium natural beast (aquatic, fish)

XP 200

HP 58; **Bloodied** 29

**Initiative** +7

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

**Perception** +3

**Speed** 9

### TRAITS

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 1d12+7 damage.

#### (melee) Darting Charge \* At Will

*Effect:* The barracuda charges, gaining a +5 bonus to speed and a +4 bonus to defenses against opportunity attacks triggered by this movement.

### TRIGGERED ACTIONS

#### Dart Away \* Encounter

*Requirement:* The barracuda must be bloodied.

*Trigger:* An attack hits the barracuda.

*Effect (Immediate Interrupt):* The barracuda shifts 4 squares.

---

**Str** 11      **Dex** 17      **Wis** 12

**Con** 10      **Int** 1      **Cha** 6

**Alignment** unaligned

**Languages** -

## Giant Archer Fish

## Level 7 Artillery

Medium natural beast (aquatic, fish)

XP 300

Giant archer fish dwell near the surface of water, usually in rivers or lakes, and spit bullets of water at prey, hoping to knock them into the water where the archer fish can devour it.

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

**Initiative** +7

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

**Perception** +4

**Speed** swim 6

### TRAITS

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (melee) Bite \* At Will

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

*Hit:* 2d6+4 damage.

#### (ranged) Spit Water \* At Will

*Attack:* Ranged 10 (one creature); +12 vs. Reflex.

*Hit:* 2d10+4 damage, the target falls prone and the archer fish slides the target 2 squares. Until the end of the target's next turn, it gains a +5 bonus on saving throws against ongoing fire damage.

---

**Str** 15    **Dex** 19    **Wis** 12

**Con** 12    **Int** 2    **Cha** 12

**Alignment** unaligned

**Languages** -

## Giant Gar

## Level 9 Soldier

Huge natural beast (aquatic, fish)

XP 400

**HP** 94; **Bloodied** 47

**Initiative** +9

**AC** 24; **Fortitude** 23; **Reflex** 21; **Will** 20

**Perception** +6

**Speed** swim 10

### TRAITS

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 2d8+8 damage, and the giant gar pulls the target 1 square.

#### (melee) Darting Bite \* At Will

*Effect:* The giant gar shifts 2 squares and makes the following attack.

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 2d8+8 damage. The giant gar shifts back to its starting space and pulls the target adjacent to it.

*Miss:* The giant gar shifts back to its starting space.

#### (melee) Gobble Up \* Recharge 5 6

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

*Hit:* 3d8+8 damage, and the giant gar pulls the target into its space and gobbles it up (save ends). The target moves with the giant gar, but is otherwise immobilized.

*Sustain Standard:* The target takes 20 damage.

---

**Str** 20    **Dex** 17    **Wis** 15

**Con** 14    **Int** 2    **Cha** 7

**Alignment** unaligned

**Languages** -

## Giant Pike

Large natural beast (aquatic, fish)

HP 97; **Bloodied** 48

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

**Speed** swim 12

## Level 9 Skirmisher

XP 400

**Initiative** +11

**Perception** +5

### TRAITS

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

#### Mottled Scales

While underwater, a giant pike gains concealment from creatures at least 4 squares away.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 5d4+5 damage.

#### (melee) Surprise Attack \* At Will

*Requirement:* The giant pike must have concealment from the target.

*Effect:* The giant pike shifts 5 squares and makes the following attack.

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

*Hit:* 5d4+5 damage and the target is dazed (save ends).

### MOVE ACTIONS

#### Darting Movement \* At Will

*Effect:* The giant pike shifts 4 squares.

---

**Skills** Stealth +14

**Str** 15    **Dex** 21    **Wis** 13

**Con** 17    **Int** 2    **Cha** 7

**Alignment** unaligned

**Languages** -

## Dire Barracuda

Large natural beast (aquatic, fish)

HP 106; **Bloodied** 53

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

**Speed** 9

## Level 10 Skirmisher

XP 500

**Initiative** +9

**Perception** +8

### TRAITS

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 2d12+5 damage.

#### (melee) Darting Charge \* At Will

*Effect:* The dire barracuda charges, gaining a +5 bonus to speed and a +4 bonus to defenses against opportunity attacks triggered by this movement.

### TRIGGERED ACTIONS

#### Dart Away \* Encounter

*Requirement:* The dire barracuda must be bloodied.

*Trigger:* An attack hits the barracuda.

*Effect (Immediate Interrupt):* The barracuda shifts 4 squares.

---

Str 21    Dex 15    Wis 16  
Con 18    Int 1    Cha 10  
Alignment unaligned

Languages -

## Giant Anglerfish

## Level 11 Lurker

Large natural beast (aquatic, fish)

XP 600

A giant anglerfish uses a long, fleshy lure to trick and confuse prey into coming close to where it lurks, disguised by its natural camouflage.

HP 87; Bloodied 43

Initiative +10

AC 25; Fortitude 23; Reflex 23; Will 23

Perception +8

Speed swim 6

### TRAITS

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

#### Distracting Lure

A giant anglerfish can make Stealth checks to hide from dazed creatures without needing cover or concealment.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

Hit: 3d6+5 damage.

#### (melee) Opportunistic Attack \* At Will

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

Hit: 5d6+10 damage.

#### (area) Lure \* At Will

Attack: Area burst 1 within 5 (each creature in burst); +12 vs. Will. This attack does not trigger opportunity attacks.

Hit: The giant anglerfish slides the target 2 squares, and the target is dazed (save ends).

---

Skills Stealth +11 (see also *distracting camouflage*)

Str 20    Dex 12    Wis 17

Con 15    Int 2    Cha 13

Alignment unaligned

Languages -

## Giant Catfish

## Level 13 Soldier

Large natural beast (aquatic, fish)

XP 800

Sometimes, a catfish survives for decades, growing larger and larger. In particularly rich hunting grounds, one sometimes grows into a giant catfish, between ten and sixteen feet in length. A giant catfish is principally a bottom-feeding scavenger, but it is aggressive enough to attack anything that it perceives as food.

HP 127; Bloodied 63

Initiative +11

AC 29; Fortitude 27; Reflex 25; Will 24

Perception +6

Speed swim 6

### TRAITS

#### Poisonous Whiskers (poison) \* Aura 1

A creature that enters the aura or leaves a square of the aura takes 5 poison damage. No creature in the aura has concealment from the giant catfish, even if it is invisible.

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

Hit: 3d6+6 damage.

(melee) Gulp Down \* Recharges when the giant catfish has no small or larger creature swallowed

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

*Hit:* 3d6+6 damage, and the target makes a saving throw. If it fails, the catfish swallows it whole. While swallowed whole, the target is pulled into the catfish's space and immobilized there, moving with the giant catfish. It has line of sight and effect to no creature but the giant catfish, and no creature has line of sight or effect to it. The target takes ongoing 10 acid damage. A swallowed creature can make weapon attacks only with light weapons. It can escape by making an Acrobatics or Athletics check, DC 20, as a move action or by inflicting 30 points of damage on the catfish with a single attack. If the catfish dies, the creature can escape with a move action.

---  
**Str** 22    **Dex** 16    **Wis** 10  
**Con** 15    **Int** 2    **Cha** 7

**Alignment** unaligned

**Languages** -

## Ascallion Young

## Level 17 Minion Lurker

Small natural beast (aquatic, fish)

XP 400

An ascallion is a huge predatory fish. It is relatively social and are fearless, attacking even prey that is larger than itself. A female ascallion holds its young in its mouth until close to its prey, then release them to attack. The male acts aggressively to defend its mate and the young.

**HP** 1; a missed attack never damages a minion

**Initiative** +18

**AC** 31; **Fortitude** 29; **Reflex** 28; **Will** 28

**Perception** +6

**Speed** swim 8

### TRAITS

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

#### Ascallion Blend

An ascallion young gains concealment when adjacent to a larger ascallion.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 12 damage.

#### (melee) Darting Bite \* At Will

*Requirement:* The ascallion young must have concealment.

*Effect:* The ascallion young shifts 2 squares and then makes the following attack.

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 18 damage.

---  
**Str** 18    **Dex** 22    **Wis** 6  
**Con** 16    **Int** 1    **Cha** 6

**Alignment** unaligned

**Languages** -

## Ascallion Female

## Level 17 Skirmisher

Huge natural beast (aquatic, fish)

XP 1,600

An ascallion is a huge predatory fish. It is relatively social and are fearless, attacking even prey that is larger than itself. A female ascallion holds its young in its mouth until close to its prey, then release them to attack.

**HP** 157; **Bloodied** 78

**Initiative** +15

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

**Perception** +13

**Speed** swim 7

### TRAITS

#### Aquatic

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will



*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 2d10+14 damage.

**(melee) Darting Bite \* At Will**

*Effect:* Either before or after the attack, the ascallion female shifts 4 squares.

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 2d10+14 damage.

**(melee) Mouth Full of Trouble \* Encounter**

*Effect:* The ascallion female uses *darting bite*, then releases four ascallion young, who appear adjacent to the female. Each of the young makes a melee basic attack against the target of the ascallion female's bite as a free action. These ascallions count normally for determining the encounter's xp value.

**(close) Ravenous Gobbling \* Encounter**

*Attack:* Close burst 1 (each creature in burst); +20 vs. AC.

*Hit:* 4d10+6 damage.

---

**Str** 25    **Dex** 21    **Wis** 20

**Con** 13    **Int** 2    **Cha** 14

**Alignment** unaligned

**Languages** -

## Ascallion Male

## Level 18 Soldier

Huge natural beast (aquatic, fish)

XP 2,000

**HP** 165; **Bloodied** 82

**Initiative** +17

**AC** 34; **Fortitude** 32; **Reflex** 30; **Will** 29

**Perception** +14

**Speed** swim 7

### TRAITS

**Aquatic**

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

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

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

*Hit:* 3d8+11 damage (3d8+15 if within 5 squares of another ascallion).

### TRIGGERED ACTIONS

**Protective Instinct \* Recharge 5 6**

*Trigger:* An attack targets an ascallion ally within 2 squares.

*Effect (Immediate Interrupt):* The ascallion male changes places with the triggering ally. The triggering attack targets the ascallion male instead of the triggering ally.

---

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

**Con** 13    **Int** 2    **Cha** 14

**Alignment** unaligned

**Languages** -

## Afanc

## Level 23 Solo Brute

Gargantuan natural beast (aquatic, beast)

XP 25,500

An afanc is a dreaded fish of truly mind-boggling size. In combat, an afanc takes up three linked gargantuan (4x4) spaces, sharing one pool of hit points and actions. The three sections represent the afanc's head, trunk and tail, and must remain adjacent to one another and in sequence. The afanc still moves as one creature.

**HP** 1,068; **Bloodied** 534

**Initiative** +13

**AC** 35; **Fortitude** 36; **Reflex** 34; **Will** 35

**Perception** +16

**Speed** 9

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

### TRAITS

**Aquatic**

Fish can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### **Immense**

Because of the afanc's immense size, certain attack forms must target certain parts of its body. See *head*, *tail* and *trunk*.

### **Head**

Only attacks that hit an afanc's head section can daze, dominate or stun it. Once it is bloodied, it can no longer be dazed, dominated or stunned. (Neither a miss nor an effect line can apply any of these conditions to it.)

### **Tail**

Only attacks that hit an afanc's tail section can slow, immobilize or restrain it, or prevent it from shifting. Once an afanc is bloodied, it automatically loses the slowed or immobilized condition at the end of its turn. (Neither a miss nor an effect line can apply any of these conditions to it.)

### **Trunk**

Only attacks that hit the afanc's trunk section can weaken or inflict ongoing damage to it. Once it is bloodied, an afanc gains resist 10 against ongoing damage and automatically loses the weakened condition at the end of its turn. (Neither a miss nor an effect line can apply any of these conditions to it.)

## **STANDARD ACTIONS**

### **(mbasic) Enormous Bite \* At Will**

*Attack:* Melee 1 (one creature adjacent to the afanc's head section); +28 vs. AC.

*Hit:* 5d8+9 damage.

### **(melee) Tail Smash \* At Will**

*Attack:* Melee 3 (one creature within 3 squares of the afanc's tail section); +26 vs. Fortitude.

*Hit:* 4d10+9 damage, and the target is stunned until the end of the afanc's next turn.

### **Bite and Tail \* At Will**

*Effect:* The afanc uses *enormous bite* and *tail smash*.

### **(close) Whirlpool \* Recharges** when first bloodied

*Effect:* The afanc spends a churn point and is immobilized until the start of its next turn.

*Attack:* Close burst 10 (each creature in burst); +24 vs. Fortitude.

*Hit:* 5d12+7 damage, the afanc pulls the target 4 squares and the target is slowed (save ends).

*Miss:* The afanc pulls the target 2 squares.

*Sustain Standard:* The afanc spends a churn point and repeats the attack. It is immobilized until the start of its next turn.

## **MOVE ACTIONS**

### **(melee) Churn \* At Will**

*Effect:* The afanc shifts 3 squares. It can enter other creatures' space during this shift. It then makes the following attack.

*Attack:* Melee 1 (each creature whose space the afanc entered); +24 vs. Reflex.

*Hit:* 4d8+5 damage.

*Effect:* The afanc slides each target 5 squares to a space outside of the afanc's space.

### **Churn the Waters \* At Will**

*Effect:* The afanc moves its speed and gains a churn point that lasts until the end of the encounter or until used. (See *whirlpool*.)

---

**Str** 21    **Dex** 14    **Wis** 21

**Con** 27    **Int** 3    **Cha** 13

**Alignment** unaligned

**Languages** -

## **FLESH JELLY**

**Source:** 3e *Monster Manual II*.

The flesh jelly is a nauseating mass of stinking flesh that gorges itself on any creatures unfortunate enough to cross its path. Usually found in tropical regions, a flesh jelly looks like an immense blob of soft, fleshy tissue surrounded by a filthy membrane composed of skin, hair and fur. When it moves, a few of the loose bones within it press against the jelly's membrane, causing its disgusting body to bulge out here and there. The creature has no discernible features and exudes a horrid stench.

**A Spreading Threat:** Even a single flesh jelly poses a tremendous threat to the ecosystem of the entire continent it is on, and potentially even the entire world, for as it absorbs living tissue, it swells until it eventually buds off four to twenty ravenous,

immature flesh jellies that move about mindlessly unless confronted by a threat. When these young jellies reach the ocean, they enter the water and swim tirelessly away until they find a new land mass. During its trip through the sea, each flesh jelly consumes massive amounts of fish, jellyfish, plankton and other aquatic life, and most are fully grown not long after reaching land.

## Flesh Jelly

## Level 26 Brute

Gargantuan natural animate (blind, ooze)

XP 45,000

**HP** 294; **Bloodied** 147

**Initiative** +12

**AC** 36; **Fortitude** 42; **Reflex** 36; **Will** 38

**Perception** +20

**Speed** 5

**Blindsight** 20

**Immune** disease

## TRAITS

**Horrid Stench** \* **Aura** 3

Creatures in the aura have a -2 penalty to Fortitude defense.

## STANDARD ACTIONS

**(mbasic) Slam** \* **At Will**

*Attack:* Melee 3 (one creature); +31 vs. AC.

*Hit:* 4d10+20 damage.

**(melee) Sticky Grasp** \* **At Will**

*Attack:* Melee 3 (one creature); +31 vs. AC.

*Hit:* 4d10+16 damage, and the target is grabbed (escape DC 26).

**(melee) Absorb** (disease, healing) \* **At Will**

*Attack:* Melee 3 (one grabbed creature); +29 vs. Fortitude.

*Hit:* 4d8+10 damage plus 20 acid damage and the target is pulled into the jelly's space (escape DC 29). While it is within the jelly, no creature has line of sight to the target, nor does the target have line of sight to any other creature except the jelly. It takes ongoing 50 acid damage while within the jelly. If the target deals 50 points of damage to the jelly with a single attack, the jelly expels the target in any square adjacent to the jelly. If the target dies within the jelly, the jelly regains 40 hit points.

*Effect:* At the end of the encounter, the target must make a saving throw or contract flesh jelly sepsis (stage 1). The target need only make one such saving throw, even if potentially exposed multiple times.

## TRIGGERED ACTIONS

**(close) Bursting Wound** (disease) \* **Encounter**

*Trigger:* The flesh jelly becomes bloodied.

*Attack (No Action):* Close blast 3 (each creature in the blast; if the jelly is bloodied by an attack, the blast must include the attacker if possible); +27 vs. Fortitude.

*Hit:* At the end of the encounter, the target must make a saving throw or contract flesh jelly sepsis (stage 1). The target need only make one such saving throw, even if potentially exposed multiple times.

---

**Str** 29    **Dex** 8    **Wis** 25

**Con** 24    **Int** 1    **Cha** 3

**Alignment** unaligned

**Languages** -

## Immature Flesh Jelly

## Level 26 Minion Brute

Large natural animate (blind, ooze)

XP 2,250

**HP** 1; a missed attack never damages a minion

**Initiative** +13

**AC** 36; **Fortitude** 42; **Reflex** 36; **Will** 38

**Perception** +18

**Speed** 6, swim 6

**Blindsight** 10

**Immune** disease

## TRAITS

**Horrid Stench** \* **Aura** 1

Creatures in the aura have a -2 penalty to Fortitude defense.

## STANDARD ACTIONS

### (mbasic) Slam \* At Will

*Attack:* Melee 2 (one creature); +31 vs. AC.

*Hit:* 21 damage.

## TRIGGERED ACTIONS

### (close) Burst Open (disease) \* Encounter

*Trigger:* The immature flesh jelly is reduced to 0 hit points.

*Attack (No Action):* Close blast 3 (each creature in the blast; if the jelly is reduced to 0 hit points by an attack, the blast must include the attacker if possible); +27 vs. Fortitude.

*Hit:* At the end of the encounter, the target must make a saving throw or contract flesh jelly sepsis (stage 1). The target need only make one such saving throw, even if potentially exposed multiple times.

---

**Str** 26    **Dex** 10    **Wis** 20

**Con** 24    **Int** 1    **Cha** 5

**Alignment** unaligned

**Languages** -

## Flesh Jelly Sepsis

## Level 26 Disease

*Slowly the victim's body becomes more and more disgusting, sprouting fur and sores that seep filth. Eventually, the victim completely liquifies.*

**Stage 0:** The target recovers from the disease.

**Stage 1:** While affected by stage 1, the target's body begins to sprout tufts of filthy fur and hair. The victim's Fortitude defense is reduced by 2.

**Stage 2:** While affected by stage 2, the target's body begins to reek as sores leaking filth begin to open all over it. In addition to the effect of stage 1, the victim gains a horrid stench aura 2; any creature within the aura suffers a -2 penalty to Fortitude, and the victim suffers a -5 penalty to Diplomacy, Endurance and Stealth checks. Creatures immune to disease ignore this aura.

**Stage 3:** The victim's body becomes rubbery, its bones softening and tissues starting to liquify. In addition to the effects of stages 1 and 2, the target gains vulnerable 10 all.

**Stage 4:** The victim dies. Over the course of 24 hours, its body melts into a puddle of greasy fat and half-molten bones.

**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1, 2 or 3.

*21 or less:* The stage of the disease increases by 1.

*22 to 28:* No change.

*29 or higher:* The stage of the disease decreases by 1.

## FRAY

Fray is a powerful wizard who escaped the destruction of the Multiverse that preceded Cydra in pursuit of Maltar Dead. She followed him to Cydra, stole a huge chunk of Plateau Pardish, which she used powerful rituals to cause to fly and renamed New Scanliana and established a network of spies, agents and allies, including fey lingerers and deodanths, as well as her own apprentices and the Scanlian survivors who have joined her.

## Walpyvmynan Apprentice Level 15 Minion Artillery

Medium natural humanoid (human)

XP 300

Walpyvmynan apprentices are low-level wizards in service to Fray, hoping to one day learn to make Walpyvmynan amulets. Far less fanatical than many of her other followers, apprentices are only beginning to study under Fray.

**HP** 1; a missed attack never damages a minion

**Initiative** +10

**AC** 25; **Fortitude** 25; **Reflex** 27; **Will** 30

**Perception** +11

**Speed** 6

## STANDARD ACTIONS

### (mbasic) Shocking Staff (lightning, weapon) \* At Will

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

*Hit:* 9 lightning damage.

**(ranged) Magic Missile** (force) \* **At Will**

*Effect:* One creature within 20 squares takes 11 force damage, or two creatures within 20 squares each take 8 force damage.

---

**Skills** Arcana +17

**Str** 9      **Dex** 16      **Wis** 18

**Con** 13      **Int** 21      **Cha** 12

**Alignment** unaligned

**Languages** Common, Elven

**Equipment** staff

## Scanlian

## Level 17 Skirmisher

Medium aberrant magical beast

XP 1,600

A Scanlian is one of the original race from the moon Scanlana, of which Plateau Pardish was a piece. It is grotesquely alien looking, with two powerful, limber limbs with forward-curving spikes that it can use for walking or leaping that emerge from roughly where its shoulders should be. Its head has both canine and crocodilian features, with glossy yellow eyes. Its hairless body is stocky, yet every line of its bone structure is visible beneath its skin, as if it were emaciated. It is clearly of some sort of weird alien lineage, and is the same rusty red color as most Scanlian rocks.

**HP** 160; **Bloodied** 80

**Initiative** +15

**AC** 31; **Fortitude** 27; **Reflex** 29; **Will** 31

**Perception** +10

**Speed** 4

**Sense minds** 10

### STANDARD ACTIONS

**(mbasic) Limb Spike** \* **At Will**

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 3d8+8 damage.

**(ranged) Aura Imposition** (charm) \* **Encounter**

*Attack:* Ranged 10 (one creature); +20 vs. Will.

*Hit:* The target is dominated (save ends).

### MOVE ACTIONS

**Leap** \* **At Will**

*Effect:* The Scanlian jumps (shifts) up to 6 squares and up to 3 squares upward. Until the end of its turn, it has a +4 bonus to damage on melee attacks against any targets adjacent to it at the end of this jump.

### TRIGGERED ACTIONS

**Powerful Essence** \* **At Will**

*Trigger:* The Scanlian is dominated or forced to take an action.

*Effect (Immediate Reaction):* The Scanlian makes a saving throw. If it succeeds, the triggering effect ends without effecting the Scanlian.

---

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

**Con** 12      **Int** 16      **Cha** 23

**Alignment** evil

**Languages** Telepathy 10

## Scanlian Kirlian Master

## Level 17 Controller

Medium aberrant magical beast

XP 1,600

**HP** 160; **Bloodied** 80

**Initiative** +13

**AC** 31; **Fortitude** 27; **Reflex** 29; **Will** 31

**Perception** +10

**Speed** 4

**Sense minds** 10

### STANDARD ACTIONS

**(mbasic) Limb Spike** \* **At Will**

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 3d8+8 damage.

**(ranged) Aura Imposition** (charm) \* **At Will**

*Attack:* Ranged 10 (one creature); +21 vs. Will.

*Hit:* The target is dominated until the end of its next turn. It gains a +4 bonus to attack and damage rolls while dominated.

**(close) Mind Bomb (psychic) \* Encounter**

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

*Hit:* 3d10+8 psychic damage, and the target is stunned until the end of its next turn.

*Miss:* The target is dazed until the end of its next turn.

## MOVE ACTIONS

**Leap \* At Will**

*Effect:* The Scanlian jumps up to 6 squares and up to 3 squares upward.

## TRIGGERED ACTIONS

**Powerful Essence \* At Will**

*Trigger:* The Scanlian is dominated or forced to take an action.

*Effect (Immediate Reaction):* The Scanlian makes a saving throw. If it succeeds, the triggering effect ends without affecting the Scanlian.

---

**Str 15    Dex 20    Wis 15**

**Con 12    Int 16    Cha 23**

**Alignment** evil

**Languages** Telepathy 10

## Scanlian Moth Swarm

## Level 19 Skirmisher

Large aberrant beast (blind, swarm)

XP 2,400

A Scanlian moth is actually an alien creature with only a cursory resemblance to a true moth. It has a single wing, jointed in the middle to allow flapping, and a small mouth that drips acid in the center; the creature has no other body sections. A Scanlian moth is a ruddy red in color, the better to blend in with its natural environment. Scanlian moths are about the size of the palm of a human hand. Though they feed on cloth and similar materials, including leather and even wood, the acid that drips from the creature's mouth is a danger to creatures exposed to it.

**HP 174; Bloodied 87**

**Initiative +18**

**AC 33; Fortitude 29; Reflex 31; Will 31**

**Perception +14**

**Speed** fly 6 (hover) (altitude limit 1)

**Blindsight 20**

**Immune** gaze, prone; **Resist** half damage from melee and ranged attacks; **Vulnerable 20** against close and area attacks

## TRAITS

**Swarm Attack (acid) \* Aura 1**

Any creature that starts its turn in the aura takes 10 acid damage.

**Swarm**

The Scanlian moth swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The moth 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) Moth Swarm \* At Will**

*Effect:* The Scanlian moth swarm shifts 3 squares to a space occupied by one or more enemies, then makes the following attack.

*Attack:* Melee 0 (each creature sharing the swarm's space); +22 vs. Reflex.

*Hit:* 2d10+6 acid damage, and 1d3 of the target's nonmetal possessions gains 1d4 wear points. An object with 1 wear point has only cosmetic damage. With 2 wear points, the object suffers a -1 penalty where the dm deems it appropriate (e.g. armor suffers the penalty to AC, weapons to attack and damage, etc). A third wear point destroys the item. A magic item can take one additional wear point per tier without suffering more than cosmetic damage. Roll on the chart below to determine what item is affected; if an item is affected more than once, it receives 1d4 wear points each time it is affected. If an item is rolled that the target does not have or that is not made of cloth, leather, wood or similar organic material, move down the list until an item is selected that the target does have.

01-30    Armor

31-45    Arm item

46-60	Held weapon or implement
61-75	Head item
76-85	Neck item
86-95	Waist item
96-98	Backpack, pouch or bag
99-00	Stowed item

## MOVE ACTIONS

### Flutter \* At Will

*Effect:* The Scanlian moth swarm shifts 3 squares.

---

**Str** 10    **Dex** 25    **Wis** 21

**Con** 14    **Int** 7    **Cha** 11

**Alignment** unaligned

**Languages** -

## Fray's Bodyguard

## Level 20 Soldier

Medium natural humanoid (human)

XP 2,800

Fray's bodyguard are a tough group of human warriors who serve her with fanaticism and absolute loyalty. They have seen that Fray has long-term plans, is absolutely brilliant and is completely ruthless; they know that if they serve her loyally, they stand to gain immortality. The cadre of Fray's bodyguard is about 50 strong, and she often dispatches them on one mission or another.

**HP** 187; **Bloodied** 93

**Initiative** +17

**AC** 36; **Fortitude** 31; **Reflex** 34; **Will** 32

**Perception** +17

**Speed** 6

Lowlight vision

## TRAITS

### Bodyguard's Parry

Adjacent allies get a +2 bonus to AC and Reflex. This bonus increases by +1 for each additional Fray's bodyguard adjacent to the target.

## STANDARD ACTIONS

### (mbasic) Longsword (weapon) \* At Will

*Attack:* Melee 1 (one creature); +25 vs. AC.

*Hit:* 2d8+5 damage.

### (rbasic) Longbow (weapon) \* At Will

*Attack:* Ranged 20/40 (one creature); +25 vs. AC.

*Hit:* 2d6+5 damage.

### Double Attack \* At Will

*Effect:* The bodyguard makes two basic attacks.

## TRIGGERED ACTIONS

### (melee) Shield Slam (weapon) \* At Will

*Requirement:* The bodyguard must be wielding a shield.

*Trigger:* An enemy makes a melee attack on an ally adjacent to the bodyguard that does not also include the bodyguard as a target.

*Attack (Immediate Interrupt):* Melee 1 (the triggering enemy); +25 vs. Fortitude.

*Hit:* 3d6+4 damage, the bodyguard pushes the target 1 square and the target falls prone.

### Take the Blow \* Encounter

*Trigger:* An adjacent ally is hit by a melee attack.

*Effect:* The ally and the bodyguard exchange places, and the attack instead hits the bodyguard.

### Human Perseverance \* Encounter

*Trigger:* The bodyguard makes an attack roll or skill check and dislikes the result.

*Effect (Free Action):* The bodyguard gets a +4 bonus to the triggering attack.

---

**Str** 25    **Dex** 20    **Wis** 24

**Con** 19    **Int** 13    **Cha** 15



**Alignment** unaligned

**Languages** Common, Elven

**Equipment** chain armor, light shield, longsword, longbow

## Scanlian Water Thief

## Level 20 Lurker

Medium aberrant magical beast

XP 2,800

**HP** 138; **Bloodied** 69

**Initiative** +19

**AC** 34; **Fortitude** 32; **Reflex** 32; **Will** 33

**Perception** +12

**Speed** 4

**Sense minds** 10

### STANDARD ACTIONS

#### (mbasic) Limb Spike \* At Will

*Attack:* Melee 1 (one creature); +25 vs. AC.

*Hit:* 3d8+10 damage.

#### (ranged) Steal Water \* At Will

*Requirement:* The Scanlian water thief must be invisible to the target.

*Attack:* Ranged 10 (one creature); +23 vs. Fortitude.

*Hit:* 4d10+20 necrotic damage, and the target is weakened until the end of its next turn. If the target was already weakened, it also gains “Aftereffect: The target is weakened (save end).”

#### (ranged) Utter Desiccation (necrotic) \* Encounter

*Requirement:* The Scanlian water thief must be invisible to the target.

*Attack:* Ranged 10 (one creature); +23 vs. Fortitude.

*Hit:* 4d10+20 necrotic damage, plus ongoing 20 necrotic damage and the target is weakened (save ends both).

#### (ranged) Aura Imposition (charm) \* Encounter

*Attack:* Ranged 10 (one creature); +23 vs. Will.

*Hit:* The target is dominated (save ends).

#### Fade from View \* At Will

*Effect:* The Scanlian water thief becomes invisible and gains phasing until the end of its next turn.

### MOVE ACTIONS

#### Leap \* At Will

*Effect:* The Scanlian jumps (shifts) up to 6 squares and up to 3 squares upward. Until the end of its turn, it has a +4 bonus to damage on melee attacks against any targets adjacent to it at the end of this jump.

### TRIGGERED ACTIONS

#### Powerful Essence \* At Will

*Trigger:* The Scanlian is dominated or forced to take an action.

*Effect (Immediate Reaction):* The Scanlian makes a saving throw. If it succeeds, the triggering effect ends without effecting the Scanlian.

---

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

**Con** 12    **Int** 16    **Cha** 25

**Alignment** evil

**Languages** Telepathy 10

## Walpyvmynan Warlock

## Level 21 Artillery

Medium natural humanoid (human)

XP 3,200

A Walpyvmynan warlock has made a pact with Fray in order to learn the secrets of Walpyvmynan immortality. Under the tutelage of her and her apprentices, they have learned to channel eldritch power in service to her.

**HP** 145; **Bloodied** 72

**Initiative** +16

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

**Perception** +12

**Speed** 6

### STANDARD ACTIONS

#### (mbasic) Rod \* At Will

*Requirement:* The warlock must have a rod.

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

*Hit:* 1d10+10 damage (1d10+20 against a cursed target).

**(rbasic) Eldritch Blast \* At Will**

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

*Hit:* 3d10+10 force damage (3d10+20 against a cursed target).

**(close) Befuddling Blast \* Encounter**

*Attack:* Close blast 5 (each enemy in blast); +24 vs. Will.

*Hit:* The warlock slides the target 4 squares, and the target is slowed and dazed (save ends).

**(ranged) Ray of Siphoning (healing, necrotic) \* Recharges** when first bloodied

*Attack:* Ranged 20 (one creature); +26 vs. Fortitude.

*Hit:* 2d10+10 necrotic damage (2d10+20 against a cursed target), and the warlock regains 20 hit points.

## MINOR ACTIONS

**Curse \* At Will** 1/round

*Effect:* The closest enemy to the warlock is cursed. It remains cursed until the warlock curses another target or until the end of the encounter.

## TRIGGERED ACTIONS

**Fray's Boon \* At Will**

*Trigger:* A creature cursed by the warlock drops to 0 hit points.

*Effect (Free Action):* Until the end of the warlock's next turn, it gains a +5 bonus to saving throws, and any creature that hits it with a melee attack takes 25 psychic damage.

Skills Arcana +19

Str 15    Dex 22    Wis 14

Con 13    Int 18    Cha 26

Alignment unaligned

Languages Common, Elven

Equipment leather armor, rod

## Scanlian Leaper

Medium aberrant magical beast

## Level 21 Skirmisher

XP 3,200

HP 190; Bloodied 95

AC 35; Fortitude 30; Reflex 35; Will 34

Speed 4

Initiative +19

Perception +13

Sense minds 10

## STANDARD ACTIONS

**(mbasic) Limb Spike \* At Will**

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

*Hit:* 2d8+6 damage.

**Double Spike \* At Will**

*Effect:* The Scanlian leaper jumps (shifts) up to 6 squares and up to 3 squares upward. At any two points before, during or after this jump, it uses *limb spike*.

**(melee) Leaping Rush \* Encounter**

*Effect:* The Scanlian leaper jumps up to 6 squares and up to 3 squares upward to a space adjacent to an enemy.

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

*Hit:* 6d10+10 damage, the Scanlian leaper pushes the target 3 squares and the target falls prone.

**(ranged) Aura Imposition (charm) \* Encounter**

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

*Hit:* The target is dominated (save ends).

## MOVE ACTIONS

**Leap \* At Will**

*Effect:* The Scanlian leaper jumps (shifts) up to 6 squares and up to 3 squares upward.

## TRIGGERED ACTIONS

**Powerful Essence \* At Will**

*Trigger:* The Scanlian leaper is dominated or forced to take an action.

*Effect (Immediate Reaction):* The Scanlian makes a saving throw. If it succeeds, the triggering effect ends without effecting the Scanlian.

---

**Str** 15    **Dex** 24    **Wis** 16  
**Con** 14    **Int** 13    **Cha** 23  
**Alignment** evil

**Languages** Telepathy 10

## Scanlian Stinger

## Level 22 Soldier

Medium aberrant magical beast

XP 4,150

**HP** 160; **Bloodied** 80

**Initiative** +15

**AC** 31; **Fortitude** 27; **Reflex** 29; **Will** 31

**Perception** +10

**Speed** 4

Sense minds 10

### STANDARD ACTIONS

#### (mbasic) Limb Spike \* At Will

*Attack:* Melee 1 (one creature); +27 vs. AC.

*Hit:* 4d8+8 damage.

#### (melee) Sting (poison) \* Recharge 4 5 6

*Attack:* Melee 1 (one creature); +27 vs. Fortitude.

*Hit:* 4d10+8 poison damage, and the target is immobilized (save ends).

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

*Second Failed Save:* The target dies.

#### (ranged) Aura Imposition (charm) \* Encounter

*Attack:* Ranged 10 (one creature); +25 vs. Will.

*Hit:* The target is dominated (save ends).

### MOVE ACTIONS

#### Leap \* At Will

*Effect:* The Scanlian jumps (shifts) up to 6 squares and up to 3 squares upward. Until the end of its turn, it has a +4 bonus to damage on melee attacks against any targets adjacent to it at the end of this jump.

### TRIGGERED ACTIONS

#### Powerful Essence \* At Will

*Trigger:* The Scanlian is dominated or forced to take an action.

*Effect (Immediate Reaction):* The Scanlian makes a saving throw. If it succeeds, the triggering effect ends without effecting the Scanlian.

---

**Str** 22    **Dex** 22    **Wis** 15  
**Con** 18    **Int** 16    **Cha** 20  
**Alignment** evil

**Languages** Telepathy 10

## Salt Golem

## Level 23 Brute

Large natural animate

XP 5,100

A salt golem is a 14' tall humanoid statue made of pure white stone. A creature whose passive Perception or Nature is at least 20 realizes that this stone is actually magically hardened salt. These things were created long ago, modified by Fray and others allied with her from Scanlian water-stealing machines.

**HP** 260; **Bloodied** 130

**Initiative** +12

**AC** 35; **Fortitude** 35; **Reflex** 35; **Will** 35

**Perception** +14

**Speed** 6

**Immune** disease, poison, psychic; **Resist** 30 cold

### TRAITS

#### Dissolves in Water

Each time the golem is touched by at least 10 gallons of water, it gains ongoing 10 damage (save ends). If at least 50 gallons of water touch it, it instead gains ongoing 20 damage (save ends).

## STANDARD ACTIONS

### (mbasic) Desiccating Slam (necrotic) \* At Will

*Attack:* Melee 2 (one creature); +28 vs. AC.

*Hit:* 4d10+9 damage, plus ongoing 15 necrotic damage (save ends).

### (melee) Desiccating Embrace (necrotic) \* Recharges when an adjacent enemy moves or shifts to a space not adjacent to the golem

*Requirement:* The golem may not have a creature grabbed.

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

*Hit:* The target is grabbed (escape DC 27) and the salt golem makes the following secondary attack.

*Secondary Attack:* Melee 2 (one creature grabbed by the golem); +31 vs. Fortitude.

*Hit:* The golem pulls the target adjacent to it, and the target takes 40 necrotic damage and is weakened and takes ongoing 20 necrotic damage (save ends both).

### (melee) Crush \* At Will

*Attack:* Melee 1 (one creature grabbed by the golem); +26 vs. Fortitude.

*Hit:* 6d12+6 damage.

## TRIGGERED ACTIONS

### (close) Spray of Salt \* Encounter

*Trigger:* The golem takes 50 points of damage from a single attack.

*Attack (Immediate Reaction):* Close blast 4 (each creature in blast); +24 vs. Reflex.

*Hit:* 4d6+15 damage.

*Miss:* Half damage.

---  
Str 27    Dex 13    Wis 16

Con 20    Int 5    Cha 16

Alignment unaligned

Languages understands creator

## Walpyvmynan Force Initiate

## Level 24 Artillery

Medium natural humanoid, human

XP 6,050

HP 162; Bloodied 81

Initiative +17

AC 36; Fortitude 34; Reflex 36; Will 38

Perception +23

Speed 6

Resist 20 force

## STANDARD ACTIONS

### (mbasic) Force Touch (force, implement) \* At Will

*Attack:* Melee 1 (one creature); +27 vs. Reflex.

*Hit:* 3d12+5 force damage, and the force initiate pushes the target 4 squares.

### (rbasic) Force Dart (force, implement) \* At Will

*Attack:* Ranged 20 (one creature); +29 vs. Reflex.

*Hit:* 6d8+1 force damage.

### (area) Crushing Force (force, implement) \* Encounter

*Attack:* Area burst 1 within 10 (each creature in burst); +27 vs. Reflex.

*Hit:* 6d10+15 force damage, and the target is stunned (save ends).

### (ranged) Telekinesis \* Encounter

*Attack:* Ranged 10 (one, two or three creatures); +28 vs. Will.

*Hit:* The force initiate slides the target 10 squares. Each target that was hit must end within 3 squares of each other target.

*Miss:* The force initiate slides the target 1 square.

## MOVE ACTIONS

### Dimension Step (teleportation) \* Encounter

*Effect:* The force initiate teleports 4 squares. Then, at the end of its turn, it teleports 4 squares.

---  
Skills Arcana +26

**Str** 11    **Dex** 20    **Wis** 22  
**Con** 12    **Int** 28    **Cha** 16  
**Alignment** unaligned  
**Equipment** wand

**Languages** Common, Elven, Draconic

## Valdosh Kaxley                      Level 25 Elite Controller

Medium natural humanoid (eladrin)

XP 14,000

Valdosh Kaxley is one of Fray's most powerful allies, versed in the theory and practice of Walpyvmynan immortality but no longer as loyal as Fray might wish. Though she keeps her doubts hidden, she has come to realize that Fray is willing to discard even her closest lieutenants to further her own schemes. Therefore, Valdosh has begun working against her. It is Valdosh who alerted Marius and Arion to Fray's schemes; it is Valdosh who plucked alternate versions of the pcs from a neighboring timeline in order to throw Fray's plans into confusion. However, Valdosh has no intention of revealing this to either the pcs or to Fray unless and until she is destroyed.

Valdosh's ultimate goals are to see Fray cast down before she can become a goddess, and then to begin exploring alternate timelines. Now that she has achieved immortality, she has little desire for the gain of further power. Instead, she wants her obligation to Fray discharged, one way or another, and to see the timelines weakened enough that she can pass from one to the next.

Valdosh Kaxley is of mixed race, being half eladrin, one-quarter elven and one-quarter human. She has striking features, with a prominent nose dominating her ruddy face. Her hair, the color of polished mahogany, hangs in long braids that drop to the middle of her back. She usually wears elegant clothes of dark green, russet, purple and pink; she favors paisleys. Valdosh's slender wand is always in her hand or at her side, and she wears an amulet with a red bloodstone set in copper.

**HP** 438; **Bloodied** 219

**Initiative** +18

**AC** 39; **Fortitude** 35; **Reflex** 37; **Will** 39

**Perception** +22

**Speed** 6

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

### TRAITS

**Acid Spheres** (acid) \* **Aura** 1

Vardosh is orbited by small globes of acid. Any creature within the aura that makes a melee attack against her takes 10 acid damage.

### STANDARD ACTIONS

**(mbasic) Dagger** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +30 vs. AC.

*Hit:* 4d4+10 damage.

**(rbasic) Orb of Thunder** (thunder) \* **At Will**

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

*Hit:* 4d10+9 thunder damage, and the target is deafened until the end of its next turn.

**(close) Cone of Cold** (cold) \* **Recharge 6**

*Attack:* Close blast 5 (each creature in blast); +28 vs. Reflex.

*Hit:* 4d12+8 cold damage, and the target is immobilized (save ends).

**Power Word: Stun** \* **Encounter**

*Effect:* Up to two creatures within 5 squares of Vardosh that have less than 100 hit points is stunned (save ends).

**(area) Distance Distortion** \* **Encounter**

*Attack:* Area burst 3 within 20 squares (each creature in burst); +28 vs. Will.

*Hit:* Valdosh slides the target 3 squares and the target falls prone.

*Effect:* The burst becomes a zone of distorted space until the end of the encounter. It costs an extra 3 squares of movement to enter a square of the zone. In addition, any space within the zone counts as 4 squares for purposes of determining range for each creature except Valdosh, and no creatures are considered adjacent.

### TRIGGERED ACTIONS

**Accuracy** \* **Encounter**

*Trigger:* Valdosh misses with an attack roll.

*Effect (Free Action):* Valdosh rerolls the triggering attack and gains a +2 bonus.

---

**Skills** Arcana +26, Bluff +24  
**Str** 10    **Dex** 22    **Wis** 21  
**Con** 11    **Int** 28    **Cha** 25  
**Alignment** unaligned  
**Equipment** dagger, wand

**Languages** Common, Elven, Dwarven, Draconic, Supernal

## Scanlian Rusher                      Level 26 Minion Skirmisher

Medium aberrant magical beast

XP 2,250

**HP** 1; a missed attack never damages a minion

**Initiative** +20

**AC** 40; **Fortitude** 37; **Reflex** 39; **Will** 39

**Perception** +15

**Speed** 4

Sense minds 10

### STANDARD ACTIONS

**(mbasic) Limb Spike \* At Will**

*Attack:* Melee 1 (one creature); +31 vs. AC.

*Hit:* 15 damage.

**(ranged) Aura Imposition (charm) \* Encounter**

*Attack:* Ranged 10 (one creature); +20 vs. Will.

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

### MOVE ACTIONS

**Leap \* At Will**

*Effect:* The Scanlian jumps (shifts) up to 6 squares and up to 3 squares upward. Until the end of its turn, it has a +6 bonus to damage on melee attacks against any targets adjacent to it at the end of this jump.

### TRIGGERED ACTIONS

**Powerful Essence \* At Will**

*Trigger:* The Scanlian is dominated or forced to take an action.

*Effect (Immediate Reaction):* The Scanlian makes a saving throw. If it succeeds, the triggering effect ends without effecting the Scanlian.

---

**Str** 15    **Dex** 20    **Wis** 15  
**Con** 12    **Int** 16    **Cha** 23

**Alignment** evil

**Languages** Telepathy 10

## Saline Scaldier                      Level 28 Brute

Huge elemental animate (fire)

XP 13,000

A saline scaldier is a large mass of boiling hot molten salt, churning and giving off caustic vapors. Spawned from the core of New Scanlana, where Scanlian engineers continuously labor to restore the energy furnaces that once gave their folk so much power, saline scaldiers are easily bound by powerful wizards. By nature, saline scaldiers are grumpy and destructive, but not actively malevolent.

**HP** 312; **Bloodied** 156

**Initiative** +17

**AC** 40; **Fortitude** 42; **Reflex** 38; **Will** 39

**Perception** +20

**Speed** 6, swim 8

Tremorsense 20

### TRAITS

**Caustic Vapors (acid) \* Aura 2**

An enemy that ends its turn in the aura takes 15 acid damage.

**Fed by Fire**

When a saline scaldier takes fire damage, it gains regeneration 15 (save continues). If it takes cold damage, it loses this regeneration.

### STANDARD ACTIONS

**(mbasic) Scalding Pseudopod (fire) \* At Will**

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

*Hit:* 4d12+10 fire damage, plus ongoing 15 fire damage (save ends).

**(melee) Overrun (fire) \* Recharge 5 6**

*Effect:* The saline scaldier moves 4 squares and can enter enemy squares during this move, then makes the following attack against each creature whose space it enters.

*Attack:* Melee 0 (each creature whose space the scaldier enters); +31 vs. Reflex.

*Hit:* 6d10+24 damage and the target falls prone and takes ongoing 20 fire damage (save ends).

*Effect:* Half damage, and the scaldier slides the target to the closest unoccupied space.

---  
**Str** 30    **Dex** 16    **Wis** 22  
**Con** 22    **Int** 7    **Cha** 10

**Alignment** unaligned

**Languages** Primordial

## Walpyvmynan Fighter Mage    Level 28 Minion Brute

Medium fey humanoid, eladrin

XP 3,250

**HP** 1; a missed attack never damages a minion

**Initiative** +21

**AC** 40; **Fortitude** 41; **Reflex** 39; **Will** 41

**Perception** +18

**Speed** 7

Low-light vision

### TRAITS

#### Aegis of Shielding

Whenever a creature marked by the fighter mage deals damage with a power that does not include the fighter mage as a target, each target gains resist 20 against the power.

### STANDARD ACTIONS

#### (mbasic) Lightning Strike (lightning, weapon) \* At Will

*Attack:* Melee 1 (one creature); +33 vs. AC.

*Hit:* 12 damage plus 10 lightning damage.

*Effect:* The fighter mage marks the target.

#### (ranged) Acid Bolt (acid, implement) \* At Will

*Attack:* Ranged 10 (one creature); +31 vs. Reflex.

*Hit:* 20 acid damage, and each creature adjacent to the target takes 5 acid damage.

### MOVE ACTIONS

#### Fey Step (teleportation) \* Encounter

*Effect:* The fighter mage teleports 5 squares.

---  
**Skills** Arcana +29

**Str** 27    **Dex** 24    **Wis** 18

**Con** 19    **Int** 30    **Cha** 23

**Alignment** unaligned

**Languages** Common, Elven

**Equipment** chain mail, longsword

## Fray's Personal Guard    Level 30 Soldier

Medium natural humanoid (human)

XP 19,000

**HP** 268; **Bloodied** 134

**Initiative** +23

**AC** 46; **Fortitude** 42; **Reflex** 42; **Will** 42

**Perception** +22

**Speed** 6

Lowlight vision

### TRAITS

#### Bodyguard's Parry

Adjacent allies get a +2 bonus to AC and Reflex. This bonus increases by +1 for each additional Fray's bodyguard adjacent to the target.

### STANDARD ACTIONS

#### (mbasic) Longsword (weapon) \* At Will



*Attack:* Melee 1 (one creature); +35 vs. AC.

*Hit:* 3d8+6 damage.

**(rbasic) Longbow** (weapon) \* **At Will**

*Attack:* Ranged 20/40 (one creature); +35 vs. AC.

*Hit:* 3d6+7 damage.

**Double Attack** \* **At Will**

*Effect:* The bodyguard makes two basic attacks.

## TRIGGERED ACTIONS

**(melee) Shield Slam** (weapon) \* **At Will**

*Requirement:* The bodyguard must be wielding a shield.

*Trigger:* An enemy makes a melee attack on an ally adjacent to the bodyguard that does not also include the bodyguard as a target.

*Attack (Immediate Interrupt):* Melee 1 (the triggering enemy); +35 vs. Fortitude.

*Hit:* 4d10+16 damage, the bodyguard pushes the target 1 square and the target falls prone.

**Take the Blow** \* **Encounter**

*Trigger:* An adjacent ally is hit by a melee attack.

*Effect:* The ally and the bodyguard exchange places, and the attack instead hits the bodyguard.

**Human Perseverance** \* **Encounter**

*Trigger:* The bodyguard makes an attack roll or skill check and dislikes the result.

*Effect (Free Action):* The bodyguard gets a +4 bonus to the triggering attack.

---

**Str** 30    **Dex** 23    **Wis** 24

**Con** 20    **Int** 16    **Cha** 15

**Alignment** unaligned

**Languages** Common, Elven

**Equipment** chain armor, light shield, longsword, longbow

## Fray

## Level 33 Elite Artillery (Leader)

Medium fey humanoid (eladrin)

XP 62,000

**HP** 434; **Bloodied** 217

**Initiative** +21 (see also *temporal control*)

**AC** 47; **Fortitude** 44; **Reflex** 44; **Will** 48

**Perception** +19

**Speed** 6

Lowlight vision

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

## TRAITS

**Temporal Control**

Fray rolls for initiative twice and takes a full set of actions on each turn. Her ability to take immediate actions refreshes on each of her turns.

## STANDARD ACTIONS

**(mbasic) Fey Staff** (teleportation, weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +38 vs. AC.

*Hit:* 4d6+20 damage.

*Effect:* Fray teleports 10 squares.

**(rbasic) Archaic Magic Missile** (force) \* **At Will**

*Effect:* One creature within 20 squares takes 8 force damage. Fray then repeats the effect four times.

**(close) Archaic Burning Hands** (fire) \* **At Will**

*Attack:* Close blast 3 (each creature in blast); +34 vs. Reflex.

*Hit:* 6d4+18 fire damage.

**(area) Archaic Fireball** (fire) \* **Recharges** when first bloodied

*Attack:* Area burst 2 within 20 (each creature in burst); +36 vs. Reflex.

*Hit:* 20d6 fire damage.

*Miss:* Half damage.

**(ranged) Ray of Thunder** (thunder) \* **Recharges** when Fray rolls a saving throw

*Attack:* Ranged 10 (one creature); +38 vs. Fortitude.

*Hit:* 4d10+20 thunder damage, and the target is knocked prone and deafened (save ends).

*Sustain Minor:* Fray makes the following attack against the primary target, and this sustain ability persists until the end of her next turn.

*Secondary Attack:* Ranged 10 (the primary target); +38 vs. Fortitude.

*Hit:* The target falls prone.

**(ranged) Fray's Persuasion (charm) \* Encounter**

*Attack:* Ranged 10 (one creature); +36 vs. Will.

*Hit:* Fray slides the target up to its speed, and the target makes a basic attack against a target of Fray's choice. The target is then dominated (save ends).

*Miss:* The target is dazed (save ends).

**(area) Wall of Sand (wall) \* Encounter**

*Effect:* Fray creates a wall 8 of swirling sand up to 8 squares high in unoccupied spaces that lasts until the end of her next turn. It requires 10 squares of movement to push through a square of the wall.

*Sustain Minor:* The wall persists.

**(area) Cloudkill (poison, zone) \* Encounter**

*Attack:* Area burst 3 within 20 squares (each creature in burst); +36 vs. Fortitude.

*Hit:* 6d10 poison damage plus ongoing 25 poison damage (save ends).

*Miss:* Half damage.

*Effect:* The burst becomes a zone of choking green vapors that persists until the end of Fray's next turn. Creatures in the zone have concealment. Any creature that ends its turn in the zone takes 20 poison damage.

*Sustain Minor:* The zone persists.

*Sustain Move:* Fray moves the zone up to 4 squares.

## MOVE ACTIONS

**Fey Step (teleportation) \* Encounter**

*Effect:* Fray teleports 6 squares.

**Fey Tactics (teleportation) \* Recharges when first bloodied**

*Effect:* Fray teleports 6 squares and makes a saving throw. She then teleports each adjacent ally 3 squares.

**Time Stop (teleportation) \* Encounter**

*Effect:* Until the end of her turn, Fray cannot affect or be affected by other creatures. She teleports 10 squares and gains 3 standard actions, which may not be attacks.

## MINOR ACTIONS

**Maximize Spell \* Daily**

*Effect:* Fray takes 108 damage that can't be reduced in any way. The next damage roll she makes before the end of the turn has all of its damage dice maximized.

**Ultimate Concentration \* At Will**

*Effect:* Fray sustains up to three effects with a sustain minor entry. She can spend two of these sustain minors for a sustain move instead.

**Fray's Dispelling \* Recharges when first bloodied**

*Effect:* Each conjuration or zone of Fray's choice within 10 squares ends. In addition, Fray and each ally within 10 squares each make a saving throw.

## TRIGGERED ACTIONS

**Rebuttal (force) \* Encounter**

*Trigger:* Fray is hit by a melee or close attack.

*Attack (Immediate Reaction):* Close burst 5 (the triggering creature); +39 vs. Reflex.

*Hit:* 6d12+20 force damage, and the target is stunned (save ends).

*Effect:* Fray makes up to 3 saving throws.

**Fray's Escape (teleportation) \* Encounter**

*Trigger:* Fray takes damage that would reduce her to 0 hit points.

*Effect (Immediate Interrupt):* Fray turns invisible, teleports 20 squares and regains 40 hit points.

---  
Skills Arcana +34, Bluff +30, Diplomacy +30, Insight +24

Str 12    Dex 21    Wis 17

Con 13 Int 36 Cha 29

**Alignment** unaligned **Languages** Abyssal, Common, Elven, Draconic, Infernal, Primordial, Sahuagin, Supernal, Undercommon

**Equipment** *mindpatterned robe of the archmage* +6, *staff* +6

## ROBE OF THE ARCHMAGE Level 30 Rare

Lvl 30 +6 3,125,000 gp

**Armor:** Cloth

**Enhancement:** AC

**Property:** You gain a +2 item bonus to Fortitude and Will.

**Property:** After each extended rest, you can prepare one additional utility power of your level or lower from your spellbook. You must have a spellbook to use this benefit, and the additional power can be the same level as another utility power you prepare.

**Power (Daily):** Minor action. Effect: You take damage equal to your bloodied value that can't be reduced in any way. The next damage roll you make with an arcane attack power before the end of the turn has all of its damage dice maximized.

## GARGANTUAN

**Source:** 1e *Oriental Adventures* (general); 3e *Epic Level Handbook* (devastation vermin); *King Kong* (god-ape).

Gargantua are humungous monsters that typically rampage across entire continents, often destroying everything in their paths. There are a seemingly endless variety of gargantua, though many may be unique individuals and all are certainly extremely rare. Most gargantua are of truly immense proportion, taking up a space of at least 8x8 squares (and occasionally much more). Also known as devastation beasts or kaiju, gargantua are virtual forces of nature, and sometimes destroy entire civilizations.

**Moonborn:** On Cydra, at least one moon is known to have dropped a gargantuan egg on Dorhaus during Dexter's lifetime. Although the true origin of gargantua is uncertain, this indicates that there may be some form of lunar connection.

**Long Sleep:** Most gargantua are slumbering in deep sleeps that can last for eons. Unfortunately, they are sometimes accidentally disturbed by mines, earthquakes or other natural disasters or by great magic. When a gargantuan awakens, it almost inevitably leads to the devastation of an area for hundreds or thousands of miles in every direction before the monster is either defeated or else resumes its long sleep.

**Clash of Titans:** If multiple gargantua meet, they usually end up battling, raining destruction for miles in all directions as they fight. Such a clash is terrifying for any living things nearby, who usually seek to flee. Unfortunately, it is not typically possible to get far enough to escape the threat of a pair (or more!) of battling kaiju.

## God-Ape

## Level 19 Elite Brute

Gargantuan natural beast

XP 4,800

HP 442; Bloodied 221

Initiative +15

AC 31; Fortitude 32; Reflex 32; Will 29

Perception +15

Speed 10, climb 8

Low-light vision

Saving Throws +2; Action Points 1

## TRAITS

Immense

The devastation wasp takes up a space of 8x8 squares. Creatures of Huge or smaller size can freely enter or share the devastation wasp's space, but the wasp gains combat advantage against creatures in its space. If a ranged or melee attack slides, pushes or pulls the gargantuan, reduce the number of squares it is moved by three.

## STANDARD ACTIONS

(mbasic) Massive Ape Fist \* At Will

*Attack:* Melee 4 (one or two adjacent creatures); +24 vs. AC.

*Hit:* 4d8+16 damage.

(melee) God-Ape's Grab \* At Will

*Attack:* Melee 4 (one or two adjacent creatures); +22 vs. Reflex.

*Hit:* 4d6+10 damage and the god-ape grabs the target (escape DC 20).

**(close) Thunder of the God-Ape** (thunder) \* **Encounter**

*Requirement:* The god-ape must be bloodied.

*Attack:* Close blast 6 (each creature in blast); +20 vs. Fortitude.

*Hit:* 4d10+8 thunder damage and the target falls prone and is dazed (save ends).

*Miss:* Half damage.

## MINOR ACTIONS

**(melee) Fling \* Recharges** when the god-ape uses *crush*

*Attack:* Melee 5 (one or two grabbed creatures); +22 vs. Reflex.

*Hit:* 5d10+7 damage, the grab ends, the god-ape slides the target up to 10 squares and the target falls prone.

*Miss:* Half damage, the grab ends and the target shifts to any unoccupied space within 2 squares of the god-ape that does not share its space.

**(melee) Crush \* Recharges** when the god-ape uses *fling*

*Attack:* Melee 5 (each creature grabbed by the god-ape); +20 vs. Fortitude.

*Hit:* 6d8 damage, and the target is dazed until the end of its next turn.

## TRIGGERED ACTIONS

**Rage of the God-Ape \* At Will**

*Trigger:* The god-ape becomes dazed or stunned.

*Effect (No Action):* The god-ape makes a saving throw to end the triggering condition.

---

**Skills** Athletics +22

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

**Con** 21    **Int** 6    **Cha** 16

**Alignment** unaligned

**Languages** -

## Devastation Spider

Gargantuan natural beast (spider)

## Level 27 Solo Brute

XP 55,000

**HP** 1232; **Bloodied** 616

**Initiative** +19

**AC** 39; **Fortitude** 41; **Reflex** 39; **Will** 39

**Perception** +21

**Speed** 12, climb 9 (spider climb)

Tremorsense 50 in webs

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

**TRAITS**

**Force of Destruction**

If the devastation spider starts its turn dominated or stunned, it uses *destructive rampage*.

**Immense**

The devastation spider takes up a space of 10x10 squares. Creatures of Huge or smaller size can freely enter or share the devastation spider's space, but the spider gains combat advantage against creatures in its space. If a ranged or melee attack slides, pushes or pulls the gargantuan, reduce the number of squares it is moved by three.

## STANDARD ACTIONS

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

*Attack:* Melee 4 (one creature); +30 vs. AC.

*Hit:* 6d10+9 damage, plus ongoing 20 poison damage and the target suffers a -2 penalty to saving throws (save ends both).

**(close) Careless Smash \* At Will**

*Attack:* Close blast 3 (each creature in blast); +31 vs. AC.

*Hit:* 4d10+10 damage and the target falls prone.

**Destructive Rampage \* At Will**

*Effect:* The devastation spider uses *bite*, shifts up to 4 squares and uses *careless smash* without targeting the creature it used *bite* against.

## MINOR ACTIONS

**(area) Mass of Webs (zone) \* Recharge 5 6**

*Attack:* Area burst 3 within 30 squares (each creature in the burst); +28 vs. Reflex.

*Hit:* The target is restrained (save ends).

*Aftereffect:* The target is slowed (save ends).

*Miss:* The target is slowed (save ends).

*Effect:* The burst becomes a zone of sticky webbing that lasts for 24 hours. Each square of the zone can also be removed with 30 points of acid or fire damage. The zone counts as difficult terrain for any creature without a climb speed, and any creature without spider climb that ends its turn in the zone is slowed until it starts its turn outside of the zone.

## TRIGGERED ACTIONS

**(close) Poison Spray** (poison, zone) \* **Encounter**

*Trigger:* The devastation spider becomes bloodied.

*Attack (Immediate Reaction):* Close blast 5 (each creature in blast); +28 vs. Fortitude.

*Hit:* 5d8+15 poison damage and the target loses immune and resist poison and takes ongoing 20 poison damage (save ends all).

---

**Str** 31     **Dex** 23     **Wis** 26

**Con** 28     **Int** 3     **Cha** 8

**Alignment** unaligned

**Languages** -

## Kaijudrakken

## Level 29 Elite Artillery

Gargantuan natural magical beast (dragon)

XP 30,000

A kaijudrakken is a gigantic bipedal reptile with the ability to breathe goutts of white-hot flame.

**HP** 412; **Bloodied** 206

**Initiative** +22

**AC** 42; **Fortitude** 39; **Reflex** 41; **Will** 42

**Perception** +21

**Speed** 10

Darkvision

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

## TRAITS

**Immense**

The kaijudrakken takes up a space of 10x10 squares. Creatures of Huge or smaller size can freely enter or share the kaijudrakken's space, but the kaijudrakken gains combat advantage against creatures in its space. If a ranged or melee attack slides, pushes or pulls the gargantuan, reduce the number of squares it is moved by four.

## STANDARD ACTIONS

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

*Attack:* Melee 3 (one creature); +34 vs. AC.

*Hit:* 3d10+17 damage.

**(rbasic) Flaming Breath** (fire) \* **At Will**

*Attack:* Ranged 20 (one creature); +34 vs. Reflex.

*Hit:* 4d10+15 fire damage, and each creature adjacent to the target takes 20 fire damage.

**(close) Tail Sweep** \* **At Will**

*Attack:* Close blast 5 (each creature in blast); +32 vs. AC.

*Hit:* 4d8+10 damage, the target falls prone and the kaijudrakken slides the target up to 6 squares.

## TRIGGERED ACTIONS

**(melee) Stomp** (zone) \* **At Will**

*Requirement:* The kaijudrakken must be bloodied.

*Trigger:* An enemy enters a square within 5 squares of the kaijudrakken.

*Attack (Immediate Reaction):* Melee 5 (the triggering creature); +34 vs. AC.

*Hit:* 2d10+7 damage.

*Effect:* A zone of difficult terrain appears in an area burst 2 that must include the target's space. This zone remains until cleared.

---

**Str** 30     **Dex** 26     **Wis** 24

**Con** 26     **Int** 5     **Cha** 17

**Alignment** unaligned

**Languages** -

## Moth Kaiju Larva

## Level 29 Brute

Gargantuan natural beast (insect)

XP 15,000

A moth kaiju lives its life in two stages. In the first, it appears as a gigantic caterpillar that exists only to consume plant material in immense quantities. Once it has devoured sufficient vegetation (usually deforesting hundreds or thousands of square miles in the process), it spins a virtually impregnable cocoon, within which it metamorphosizes into its more powerful moth form.

**HP** 330; **Bloodied** 165

**Initiative** +19

**AC** 41; **Fortitude** 41; **Reflex** 39; **Will** 41

**Perception** +22

**Speed** 9, climb 7 (spider climb)

Low-light vision

### TRAITS

#### Immense

The larva takes up a space of 8x8 squares. Creatures of Huge or smaller size can freely enter or share the larva's space, but the larva gains combat advantage against creatures in its space. If a ranged or melee attack slides, pushes or pulls the gargantuan, reduce the number of squares it is moved by three.

### STANDARD ACTIONS

#### (mbasic) Ravenous Chew \* At Will

*Attack:* Melee 3 (one creature); +34 vs. AC.

*Hit:* 6d10+13 damage.

### MOVE ACTIONS

#### Swift Escape \* At Will

*Requirement:* The larva must be bloodied.

*Effect:* The larva shifts up to 12 squares to space where no enemy is within 3 squares of it.

### TRIGGERED ACTIONS

#### (ranged) Spit Acid (acid) \* Encounter

*Trigger:* The larva becomes bloodied.

*Attack (Immediate Reaction):* Ranged 10 (one creature); +32 vs. Reflex. This attack does not trigger opportunity attacks.

*Hit:* 6d12+10 acid damage, plus ongoing 30 acid damage (save ends).

*First Failed Saving Throw:* Ongoing 30 acid damage and the target is weakened (save ends both).

---

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

**Con** 30    **Int** 2    **Cha** 8

**Alignment** unaligned

**Languages** -

## Adult Moth Kaiju

## Level 29 Elite Skirmisher

Gargantuan natural beast (insect)

XP 30,000

**HP** 526; **Bloodied** 263

**Initiative** +26

**AC** 43; **Fortitude** 40; **Reflex** 43; **Will** 41

**Perception** +22

**Speed** 6, fly 12 (hover)

Darkvision

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

### TRAITS

#### Immense

The kaiju takes up a space of 8x8 squares. Creatures of Huge or smaller size can freely enter or share the larva's space, but the kaiju gains combat advantage against creatures in its space. If a ranged or melee attack slides, pushes or pulls the kaiju, reduce the number of squares it is moved by three.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Attack:* Melee 3 (one creature); +34 vs. AC.

*Hit:* 6d6+12 damage.

(close) **Windstorm** \* **Recharges** when first bloodied

*Attack:* Close blast 10 (each creature in blast); +30 vs. Reflex.  
*Hit:* The kaiju pushes the target 10 squares and the target falls prone.  
*Miss:* The kaiju pushes the target 4 squares.

## MOVE ACTIONS

**Flutter** \* **At Will** 1/round

*Effect:* The kaiju flies up to its speed without provoking opportunity attacks.

## TRIGGERED ACTIONS

**(close) Moth Dust** (poison) \* **Recharge 5 6**

*Trigger:* The kaiju takes damage from a melee attack.

*Attack (Opportunity Action):* Close burst 1 (each creature in burst); +30 vs. Reflex.

*Hit:* 3d10+15 poison damage, and the target is blinded until the end of the kaiju's next turn.

---  
**Str** 23    **Dex** 30    **Wis** 26  
**Con** 23    **Int** 6    **Cha** 8  
**Alignment** unaligned

**Languages** -

## Devastation Wasp

Gargantuan natural beast (insect)

## Level 30 Elite Skirmisher

XP 19,000

**HP** 546; **Bloodied** 273

**Initiative** +28

**AC** 44; **Fortitude** 41; **Reflex** 44; **Will** 42

**Perception** +24

**Speed** 8, fly 16 (hover)

**Vulnerable** 10 fire

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

## TRAITS

**Immense**

The devastation wasp takes up a space of 12x12 squares. Creatures of Huge or smaller size can freely enter or share the devastation wasp's space, but the wasp gains combat advantage against creatures in its space. If a ranged or melee attack slides, pushes or pulls the gargantuan, reduce the number of squares it is moved by four.

## STANDARD ACTIONS

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

*Attack:* Melee 5 (one creature); +35 vs. AC.

*Hit:* 4d8+20 damage.

**(melee) Sting** (poison) \* **Recharge 4 5 6**

*Attack:* Melee 5 (one creature); +35 vs. AC.

*Hit:* 3d10+15 damage, plus ongoing 30 poison damage and the target is weakened (save ends).

**Droning Flight** (thunder) \* **At Will**

*Requirement:* Either *sting* must be recharged or the devastation wasp must be bloodied.

*Effect:* The devastation wasp flies up to its speed. It uses *bite* and *sting* once each during this movement. Each creature that makes an opportunity attack against the wasp triggered by this movement takes 15 thunder damage.

## TRIGGERED ACTIONS

**(melee) Surprising Strike** \* **Recharges** when first bloodied

*Trigger:* An enemy moves within 5 squares of the devastation wasp.

*Effect (Immediate Reaction):* The wasp uses *bite* on the target as a free action.

---  
**Str** 28    **Dex** 32    **Wis** 28  
**Con** 25    **Int** 3    **Cha** 16  
**Alignment** unaligned

**Languages** -



# GENIUS LOCI

**Source:** 3e *Epic Level Handbook*.

A genius loci is the primal spirit of a large area of landscape, such as a mountain, small lake, isolated valley, small forest or deep cavern. Sometimes entire small demiplanes are actually genius loci. It is difficult to spot a genius loci before it is roused to action, as it appears similar to any other landscape, and natural animals and plants live on and around it just as they would were it an entirely natural area.

**Ensnared Guardians:** Most genius loci have an enslaved guardian creature, mystically bound to defend the genius loci. Such a guardian inhabits the genius loci in whatever manner best suits it, constructing shelter if intelligent, feeding on the native plants and animals and so on. Often, other creatures living in the area that makes up the genius loci will also work with it, bargaining for food and treasure from creatures that disturb it.

A genius loci's ensnared guardian does not age while within the genius loci's demesnes. The genius loci also imitates the guardian creature's intelligence score.

**Imitative Intelligence:** A genius loci has no innate intelligence, but instead imitates the intelligence of the creatures inhabiting its area, including any guardian that it has ensnared. When awakened, a genius loci's intelligence score is equal to that of its guardian creature, if any. If it has no guardian creature, the genius loci's intelligence score is equal to the highest intelligence of any creature that lives in its area, minimum of 1. However, regardless of the intelligence of the creatures it imitates, a genius loci never acts or plots outside of its own area.

**Relatively Common, but Quiescent:** Unlike most epic monsters, genius loci are very common in the world. Most large geographical features have a genius loci, but these creatures are usually quiescent and very hard to rouse. A significant threat to the genius loci's area might not even be enough to rouse it; some sleep through even their own destruction. When this happens, a genius loci manifests in a distinct area; it is this animation that adventurers can fight. However, the true body of the genius loci is much larger, typically comprising an area several miles or more in diameter.

## Genius Loci

## Level 30 Solo Controller

Gargantuan fey animate

XP 95,000

HP 1172; **Bloodied** 586

**Initiative** +13

AC 44; **Fortitude** 44; **Reflex** 42; **Will** 42

**Perception** +27

**Speed** 4, burrow 4

Tremorsense within entire environment

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

## TRAITS

### I Am the Land

A genius loci ignores all terrain, including blocking terrain, within its own environment.

### Primal Power

If the genius loci is dazed, it instead loses its minor action. If the genius loci is stunned, it instead grants combat advantage and may only attack three times when using *I am everywhere*. If the genius loci is dominated, it cannot attack the dominator. In addition, the only standard action it can use is *the land comes alive*.

## STANDARD ACTIONS

### (mbasic) The Land Comes Alive \* At Will

**Attack:** Melee 10 (one creature); +35 vs. AC.

**Hit:** 4d10+16 damage.

### I Am Everywhere \* At Will

**Effect:** The genius loci uses *the land comes alive* up to five times against different targets.

### (area) Bury (zone) \* Recharge when first bloodied

**Attack:** Area burst 2 (each creature on the ground in the burst); +31 vs. Reflex.

**Hit:** The target is knocked prone and buried. While buried, the target takes ongoing 30 damage and is restrained. To escape, a target must make a total of three Acrobatics or Athletics checks (DC 32) as move actions. A creature that is adjacent to a buried creature can contribute move actions and Athletics (but not Acrobatics) checks to help the buried creature accrue successes.

**Effect:** The burst permanently becomes a zone of difficult terrain.

### (area) Sudden Eruption (fire) \* Encounter

**Attack:** Area burst 2 within 30 (each creature in burst); +31 vs. Reflex.



*Hit:* 3d10+7 damage, plus 30 fire damage.

*Miss:* Half damage, plus 15 fire damage.

**(area) Rumbling Sky** (lightning, thunder) \* **Encounter**

*Attack:* Area burst 1 within 30 (each creature in burst); +31 vs. Reflex.

*Hit:* 4d12+8 lightning and thunder damage, and the target is stunned (save ends).

**(ranged) Enslave** (charm) \* **Encounter**

*Attack:* Ranged 20 (one creature); +33 vs. Will.

*Hit:* The target is dominated (save ends).

*Second Failed Save:* The target instead becomes the willing guardian of the genius loci. Only a *break enchantment*, *remove affliction* or similar effect will end this effect.

## MOVE ACTIONS

**Movements of the Earth** \* **At Will**

*Effect:* The genius loci changes up to 4 unoccupied squares on the battlefield to clear, difficult or blocking terrain.

**Here, There and Everywhere** (teleportation) \* **Encounter**

*Effect:* The genius loci teleports up to 40 squares.

## MINOR ACTIONS

**(melee) Boggy Grasp** \* **At Will**

*Attack:* Melee 10 (one creature on the ground); +33 vs. Reflex.

*Hit:* The target is immobilized (save ends).

**(area) Sinkhole** (zone) \* **At Will**

*Effect:* Area burst 1 within 30; the area of ground permanently sinks to a depth of 20', becoming essentially a 15' diameter pit. It requires an Athletics check, DC 24, to scale the crumbling, slimy walls of the pit.

**(melee) Moving Earth** \* **At Will**

*Attack:* Melee 10 (one creature on the ground); +33 vs. Reflex.

*Hit:* The genius loci slides the target up to 4 squares.

**(area) Sudden Growth** \* **Recharge** when first bloodied

*Attack:* Area wall 8 (each creature in the wall); +31 vs. Reflex.

*Hit:* The target is restrained and takes ongoing 10 damage (save ends both).

*Miss:* The target shifts to the nearest space outside the wall as a free action.

*Effect:* The area permanently becomes a wall of thorny shrubs. It requires 2 extra squares of movement to enter a square of the wall; a creature doing so other than the genius loci also takes 15 damage.

---

**Str** 35     **Dex** 6

**Wis** 24

**Con** 45     **Int** see *Imitative Intelligence*, above

**Cha** 26

**Alignment** unaligned

**Languages** -

# GIANT STRIDER

**Source:** 1e *Fiend Folio*.

A giant strider is a type of large, stupid, aggressive flightless bird. Related to the ostrich, a giant strider shows naked skin, for it grows only tiny, prickly feathers on its body. Its eyes glow red, as if it were full of lava. Giant striders dwell in rocky, desert or volcanic regions, enjoying the heat and vapors produced in that sort of terrain.

**Firenewt Mounts:** Few giant striders live independently in the wild. Instead, most are kept as domesticated herds by firenewts, who use them as mounts or, in times of privation, food. Giant striders have a reputation as balky, uncooperative mounts, but the firenewts seem to have no problem controlling, riding and fighting upon them.

## Giant Strider

## Level 3 Skirmisher (Mount)

Large natural beast

XP 150

**HP** 50; **Bloodied** 25

**Initiative** +5

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

**Perception** +3

**Speed** 10

**Resist** 10 fire; **Vulnerable** 5 cold

## TRAITS

### Fire Healing

Whenever the giant strider is hit by a fire attack, it gains regeneration 5 (save continues).

### Striding Mount (mount)

While ridden by a friendly creature of its level or higher, a giant strider may shift 1 additional square each time it shifts.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

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

*Hit:* 1d8+6 damage.

### (area) Spit Fireball (fire) \* Encounter

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

*Hit:* 2d6+5 fire damage.

*Miss:* Half damage.

## TRIGGERED ACTIONS

### (melee) Kick \* At Will

*Trigger:* An enemy enters a square from which it flanks the giant strider.

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

*Hit:* 1d10+5 damage.

---

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

**Con** 18    **Int** 5    **Cha** 7

**Alignment** unaligned

**Languages** understands Draconic

# GIBBERLING

**Source:** *The Gates of Firestorm Peak*.

Gibberlings are small, violent humanoids who attack in great swarms, screaming, yowling, muttering and gibbering. Sometimes likened to army ants, gibberlings dwell only in places with minimal or no light- the Underdark, deep forests and the like.

A gibberling stands about 3' high and has black or pink skin. It is covered in bushy hair, but otherwise naked. Gibberlings are universally filthy and have a distinctive, feral scent.

**Hatred of Light and Flame:** A gibberling hates fire and light. Although they are willing to enter a well-lit area, they become hesitant, and they will sometimes only venture a short distance into bright light before retreating.

**Huge Numbers:** Gibberlings almost always appear in massive swarms consisting of dozens or hundreds of individuals. They almost never gain surprise because of their constant gibbering, but instead rely upon attacking in great massed waves. Most gibberlings use crude daggers made of broken and sharpened bones, scavenged weapons, rocks or similar object in combat. Others use their filthy claws or bite with their sharp teeth.

**The Terrible Truth:** The truth about gibberlings is known only to the most learned scholars and adventurers unfortunate enough to stumble across a gibberling spawning ground. Gibberlings are actually the unholy remnants of natural creatures who have been infested by a gibberslug, a parasitic creature from the Far Realms. Brood gibberlings, a larger, stronger and more dangerous version of the common gibberling, carry the squirming gibberslugs as "skin-pets" beneath their skin. A brood gibberling seeks to implant a gibberslug in a mortal creature by biting or spitting on it; if this succeeds, the gibberslug rapidly burrows into the victim's brain and forces the victim into a deep coma that lasts several hours to a day. At the end of this time, a fully-grown gibberling erupts from the husk of the victim, leaving only an empty skin behind.

## Gibberling

## Level 2 Minion Skirmisher

Small abberant humanoid

XP 31

**HP** 1; a missed attack never damages a minion

**AC** 16; **Fortitude** 13; **Reflex** 15; **Will** 14

**Speed** 6

**Initiative** +3

**Perception** -1

Darkvision

## TRAITS

### Bunching

Gibberlings swarm over each other with ease. Up to three gibberlings can occupy the same square without penalty.

### Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

## STANDARD ACTIONS

### (mbasic) Gibbering Attack \* At Will

*Effect:* The gibberling shifts 2 squares and then makes the following attack.

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

*Hit:* 5 damage.

---

**Str** 10    **Dex** 10    **Wis** 7

**Con** 10    **Int** 5    **Cha** 2

**Alignment** unaligned

**Languages** -

## Swarm of Gibberlings

## Level 3 Skirmisher

Large aberrant humanoid (swarm)

XP Value

A swarm of gibberlings represents a group 20 to 30 gibberlings massed together.

**HP** 42; **Bloodied** 21

**Initiative** +3

**AC** 17; **Fortitude** 15; **Reflex** 16; **Will** 15

**Perception** -1

**Speed** 6

Darkvision

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

## TRAITS

### Swarm Attack \* Aura 1

Once per round, a creature that enters or ends its turn in the aura takes 5 damage. A creature also takes this damage if it ends its turn in the swarm's space.

### 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.

### Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

## STANDARD ACTIONS

### (close) Mess of Gibberlings \* At Will

*Attack:* Close burst 1 (each creature in burst); +8 vs. AC.

*Hit:* 1d6+1 damage.

*Effect:* The swarm moves 3 squares.

## TRIGGERED ACTIONS

### Breakaway Gibberlings \* Encounter

*Trigger:* The swarm of gibberlings becomes bloodied.

*Effect (Immediate Reaction):* Four gibberlings appear in the nearest empty spaces to the swarm. They take their turn immediately following the current turn and count normally when determining the xp value of the encounter.

---

**Str** 10    **Dex** 10    **Wis** 7

**Con** 10    **Int** 5    **Cha** 2

**Alignment** unaligned

**Languages** -

## Solitary Gibberling

## Level 12 Minion Skirmisher

Small aberrant humanoid

XP 175

**HP** 1; a missed attack never damages a minion

**Initiative** +8

AC 26; Fortitude 23; Reflex 25; Will 24

Speed 6

Perception +4

Darkvision

## TRAITS

### Bunching

Gibberlings swarm over each other with ease. Up to three gibberlings can occupy the same square without penalty.

### Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

## STANDARD ACTIONS

### (mbasic) Gibbering Attack \* At Will

*Effect:* The solitary gibberling shifts 2 squares and then makes the following attack.

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

*Hit:* 10 damage.

---

Str 10    Dex 10    Wis 7

Con 10    Int 5    Cha 2

Alignment unaligned

Languages -

## Mass of Gibberlings

Huge aberrant humanoid (swarm)

## Level 13 Elite Skirmisher

XP 1,600

A mass of gibberlings represents a swarm of 50 to 100 gibberlings.

HP 244; Bloodied 122

Initiative +8

AC 27; Fortitude 25; Reflex 26; Will 25

Perception +3

Speed 6

Darkvision

Resist half damage from melee and ranged attacks; Vulnerable 15 to close and area effects

Saving Throws +2; Action Points 1

## TRAITS

### Swarm Attack \* Aura 1

Once per round, a creature that enters or ends its turn in the aura takes 5 damage. A creature also takes this damage if it ends its turn in the swarm's space.

### 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.

### Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

## STANDARD ACTIONS

### (close) Mess of Gibberlings \* At Will

*Attack:* Close burst 1 (each creature in burst); +18 vs. AC.

*Hit:* 2d8+2 damage.

*Effect:* The mass moves 3 squares.

## TRIGGERED ACTIONS

**Breakaway Gibberlings \* Recharges** when the mass of gibberlings becomes bloodied

*Trigger:* The mass of gibberlings takes damage.

*Effect (Immediate Reaction):* Four solitary gibberlings appear in the nearest empty spaces to the swarm. They take their turn immediately following the current turn and count normally when determining the xp value of the encounter.

---

Str 10    Dex 10    Wis 7

Con 10    Int 5    Cha 2

Alignment unaligned

Languages -

## Brood Gibberling

Medium aberrant humanoid

## Level 14 Skirmisher

XP 1,000

A brood gibberling is larger than a typical gibberling. Unlike its lesser kin, a brood gibberling's eyes are filled with a malignant cunning. Far more disturbing, its flesh moves visibly as small creatures called gibberslugs squirm beneath its skin. Brood gibberlings are not birthed by the same process as typical gibberlings, but rather come from the Far Realm. Because of this, they can survive only a short period away from an area tainted by aberrant energies.

Within the secluded burrows where brood gibberlings live, ragged husks lie discarded about the floor, the remnants of gibberling birthing. A brood gibberling can control any gibberlings it has personally created, giving rise to various clans of gibberlings, each controlled by one brood gibberling. Clans sometimes cooperate and sometimes war, depending upon the whims of their progenitors. A brood gibberling often seeks to convert gibberlings of other clans to its own.

**HP** 136; **Bloodied** 68

**Initiative** +14

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

**Perception** +8

**Speed** 6

Darkvision

## TRAITS

### Bunching

Gibberlings swarm over each other with ease. Up to three gibberlings can occupy the same square without penalty.

### Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

## STANDARD ACTIONS

### (basic) Bite \* At Will

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 3d6+8 damage.

### (melee) Gibberslug Bite (disease) \* Recharge 5 6

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 3d6+8 damage, plus ongoing 10 damage (save ends).

*First Failed Save:* The ongoing damage increases to 15, and the target is dazed (save ends both).

*Second Failed Save:* The target falls into a deep coma from which it cannot be awakened without using a *remove affliction*, *remove disease* or similar ritual or effect. 1d20+4 hours later, the target dies and gives birth to a solitary gibberling.

### (ranged) Spit Gibberslug (acid, disease) \* Encounter

*Attack:* Ranged 5 (one creature); +17 vs. Reflex.

*Hit:* 3d10+5 acid damage, plus ongoing 10 damage (save ends).

*First Failed Save:* The ongoing damage increases to 15, and the target is dazed (save ends both).

*Second Failed Save:* The target falls into a deep coma from which it cannot be awakened without using a *remove affliction*, *remove disease* or similar ritual or effect. 1d20+4 hours later, the target dies and gives birth to a solitary gibberling.

## MOVE ACTIONS

### Lope \* At Will

*Effect:* The brood gibberling shifts 2 squares.

---  
**Str** 18    **Dex** 20    **Wis** 13

**Con** 16    **Int** 12    **Cha** 18

**Alignment** unaligned

**Languages** -

## GOLDMAN

**Source:** Homebrewed, inspired by some video game or other (maybe one of the Final Fantasy series?).

A goldman is a rare and reclusive creature native to Strogass that appears as a humanoid made out of gold. While it is thus very valuable, it is also extremely heavy- somewhere around 3,000 to 4,000 pounds in weight- and difficult to transport and liquidate. However, if the full value of the goldman can be reaped, a group can expect around 10 gp per pound of the creature. Goldmen use the finger bones of sapient humanoids as their own currency, and thus have a similar motivation to slay and loot such creatures.

Goldmen are reclusive and dwell in various mountain ranges, gorges, cavern systems and dungeons. They are extremely rare, as they are almost inevitably slain for the value of their body when encountered. Thus, they distrust, fear and hate humanoids, except in the rarest of cases.

**Encounter Design Notes:** One goldman's body is worth about an average 13<sup>th</sup> or 14<sup>th</sup> level treasure parcel; take note of this when building an encounter with one or more goldmen. While this value is hard to recover, all it takes is a little ingenuity. Thus, it's worth serious consideration before using multiple goldmen in a 13<sup>th</sup> or 14<sup>th</sup> level encounter, or before adding additional treasure in as a hoard.

Goldman		Level 13 Brute	
Medium natural humanoid		XP Value	
HP 160; Bloodied 80		Initiative +5	
AC 25; Fortitude 26; Reflex 23; Will 25		Perception +10	
Speed 5			
Resist 10 cold			
STANDARD ACTIONS			
(mbasic) Golden Fist * At Will			
Attack: Melee 1 (one creature); +18 vs. AC.			
Hit: 1d10+8 damage.			
Double Fist * At Will			
Effect: The goldman uses <i>golden fist</i> twice. If both attacks hit the same target, the target is dazed (save ends).			
Lumbering Momentum * Encounter			
Effect: The goldman charges, gaining a +5 bonus to speed, and makes the following attack in place of a melee basic attack.			
Attack: Melee 1 (one creature); +18 vs. AC.			
Hit: 4d10+11 damage, and the target is stunned until the end of its next turn and falls prone.			
---			
Str 22	Dex 8	Wis 18	
Con 20	Int 8	Cha 15	
Alignment unaligned		Languages Common	

GOLEM	
<p><b>Source:</b> 3e <i>Epic Level Handbook</i> (adamantine golem, mithral golem); 3e <i>Monster Manual III</i> (gloom golem, hangman golem); 3e <i>Fiend Folio</i> (hellfire golem).</p> <p>There are many types of golems, but all share certain traits. All are constructs animated by elemental spirits; each is typically constructed predominantly of a single material, such as stone, iron or bone. The elemental spirit that animates a golem is difficult to control and tends to fight its master; initially, such attempts are doomed to failure, but all too often, the spirit eventually breaks free, usually with tragic results.</p>	

Hangman Golem		Level 12 Soldier	
Large natural animate (construct)		XP 700	
Also called rope golems, hangman golems are composed of numerous ropes that are twisted and wrapped into the shape of a humanoid figure. A hangman golem stands almost twice the height of a normal human.			
HP 120; Bloodied 60		Initiative +12	
AC 27; Fortitude 24; Reflex 26; Will 24		Perception +7	
Speed 6 (can't shift)		Darkvision	
STANDARD ACTIONS			
<b>(mbasic) Rope Lash * At Will</b>			
<i>Attack:</i> Melee 3 (one creature); +15 vs. Reflex.			
<i>Hit:</i> 3d6+10 damage and the golem grabs the target (escape DC 20).			
<b>(melee) Strangle * At Will</b>			
<i>Attack:</i> Melee 3 (one creature grabbed by the golem); +17 vs. Fortitude.			

*Hit:* 4d6+13 damage and the target is dazed until the end of its next turn.

**(close) Rope Whirlwind \* Recharge 5 6**

*Attack:* Close burst 2 (each enemy in burst); +15 vs. Reflex.

*Hit:* 3d8+4 damage.

**Unravel (healing) \* At Will**

*Effect:* The hangman golem unravels into a large heap of tangled ropes filling its space until the beginning of its next turn and regains 10 hit points. While it is in this form, the golem gains resist 10 all, it cannot move (although it can be subject to forced movement) and it is indistinguishable from a normal pile of rope without an Arcana or Insight check (DC 25). Other creatures may enter the golem's space while it is in this form, treating it as difficult terrain. The golem may end this effect prematurely by spending a minor action. If creatures share its space when it resumes its normal form, it pushes each such creature to the closest available space.

*Sustain Standard:* The golem remains unraveled until the end of its next turn and regains 10 hit points.

---  
**Str** 23    **Dex** 19    **Wis** 13  
**Con** 16    **Int** 3    **Cha** 3  
**Alignment** unaligned

**Languages** -

## Gloom Golem

## Level 16 Soldier

Large immortal humanoid (construct)

XP 1,400

A gloom golem is constructed from clay from the banks of the River Styx. It is pure malevolence given physical form. A gloom golem appears to be a misshapen, ogre-sized brute with faces pressing out against its body from within, as if clamoring for release. Where its face should be is only a gaping black orifice, from which emanates its incessant wailing.

**HP** 157; **Bloodied** 78

**Initiative** +12

**AC** 32; **Fortitude** 28; **Reflex** 26; **Will** 30

**Perception** +8

**Speed** 6

**Blindsight** 20

## TRAITS

**Incessant Wail of Despair \* Aura 6**

All nondeaf living creatures in the aura suffer a -2 penalty to Will defense and saving throws.

## STANDARD ACTIONS

**(mbasic) Touch of Woe (psychic) \* At Will**

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

*Hit:* 2d12+11 psychic damage, and the target is dazed (save ends).

*First Failed Save:* The target is instead dazed and suffers a -1 penalty to attacks and skill checks (save ends both).

*Second Failed Save:* The target is dazed and suffers a -1 penalty to attacks and skill checks until the golem is destroyed or until the target is subject to a *remove affliction* ritual or similar effect.

## TRIGGERED ACTIONS

**(close) Danger of Gloom \* At Will**

*Trigger:* A creature uses an attack vs. Will against the golem.

*Attack (Immediate Reaction):* Close burst 10 (the triggering creature); +19 vs. Will.

*Hit:* The triggering attack targets the triggering creature as well as the golem.

---  
**Str** 18    **Dex** 15    **Wis** 11  
**Con** 21    **Int** 3    **Cha** 20  
**Alignment** evil

**Languages** -

## Hellfire Golem

## Level 18 Elite Brute

Large immortal humanoid (construct)

XP 4,000

Created in the Nine Hells by the most powerful of devils, a hellfire golem is a terrifying creature that appears to be made out of blazing lava covered with a crumbling black crust. Flames leap out from the cracks in its crusty skin and wreath its body in infernal fire.

**HP** 428; **Bloodied** 214

**Initiative** +11



AC 30; Fortitude 32; Reflex 29; Will 29  
Speed 7 (can't shift)  
Saving Throws +2; Action Points 1

Perception +10  
Darkvision

## TRAITS

**Hellfire Nimbus** (fire, necrotic) \* **Aura 1**

A creature that ends its turn within the aura loses resist fire until the end of its next turn.

**Build the Fires**

When the hellfire golem takes fire or necrotic damage, its *hellfire nimbus* expands to an aura 2 until the end of its next turn.

## STANDARD ACTIONS

**(mbasic) Hellfire Slam** (fire, necrotic) \* **At Will**

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

*Hit:* 2d8+7 damage plus 2d10+6 fire and necrotic damage and ongoing 10 fire and necrotic damage (save ends), or ongoing 15 fire and necrotic damage (save ends) if the golem is bloodied.

**Hellfire Cleave** \* **At Will**

*Effect:* The golem uses *hellfire slam* against two different targets.

## TRIGGERED ACTIONS

**(close) Gout of Hellfire** (fire, necrotic) \* **Encounter**

*Requirement:* The golem must be bloodied.

*Trigger:* The golem suffers at least 40 points of damage from a single attack.

*Attack (Free Action):* Close blast 3 (each creature in blast); +19 vs. Reflex.

*Hit:* 4d8+7 fire and necrotic damage, and the target gains vulnerable 10 fire.

Str 26 Dex 14 Wis 13  
Con 24 Int 12 Cha 14

Alignment evil

Languages understands Infernal

## Mithral Golem

## Level 26 Elite Soldier

Large natural animate (construct)

XP 700

Large natural animate (construct)

XP 18,000

HP 484; Bloodied 242

Initiative +22

AC 42; Fortitude 39; Reflex 39; Will 36

Perception +18

Speed 9

Darkvision

Immune See *epic threat*

Saving Throws +2; Action Points 1

## TRAITS

**Alacrity**

The mithral golem may take an extra standard action on its turn.

**Epic Threat**

The mithral golem is immune to all damage from sources of less than 21<sup>st</sup> level.

## STANDARD ACTIONS

**(mbasic) Slam** \* **At Will**

*Attack:* Melee 2 (one creature); +31 vs. AC.

*Hit:* 4d10+12 damage, and if the creature takes damage again before the beginning of its next turn, it falls prone.

**(melee) Crushing Stomp** \* **Recharge 5 6**

*Attack:* Melee 1 (one prone creature); +31 vs. AC.

*Hit:* 6d10+15 damage, and the target cannot stand up (save ends).

## TRIGGERED ACTIONS

**(melee) No Escape** \* **At Will**

*Trigger:* An enemy within 2 squares enters a square further away from the golem.

*Attack (Immediate Interrupt):* Melee 2 (the triggering creature); +29 vs. Reflex.



*Hit:* 3d8+4 damage and the target falls prone.

---

**Str** 29    **Dex** 25    **Wis** 20  
**Con** 26    **Int** 3    **Cha** 3

**Alignment** unaligned

**Languages** -

## Adamantine Golem

Large natural animate (construct)

**HP** 683; **Bloodied** 341

**AC** 46; **Fortitude** 42; **Reflex** 42; **Will** 42

**Speed** 8

**Immune** disease

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

## Level 30 Solo Soldier

XP 95,000

**Initiative** +19

**Perception** +21

Darkvision

## TRAITS

### Adamant Toughness

Whenever the adamantine golem takes damage, it makes a saving throw. If it succeeds, it does not take damage. It gains a +5 bonus to this saving throw if it is dazed, dominated or stunned. If the adamantine golem takes cold and fire, cold and thunder, radiant and necrotic or acid and fire damage within the same round, it loses this trait (save ends).

## STANDARD ACTIONS

### (mbasic) Adamantine Fist \* At Will

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

*Hit:* 6d10+5 damage and the target falls prone.

### Relentless Blows \* At Will

*Effect:* The golem uses *adamantine fist* three times. If it is bloodied, it may use *awesome blow* in place of one *adamantine fist* attack if it is recharged.

### (melee) Awesome Blow \* Recharge 5 6 (4 5 6 while bloodied)

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

*Hit:* 6d10+17 damage and the golem pushes the target 10 squares and the target falls prone. The golem then makes a secondary attack against each creature adjacent to the target.

*Secondary Attack:* Melee 1 (each creature adjacent to the primary target).

*Hit:* 3d6+5 damage, and the target falls prone.

## MOVE ACTIONS

### (melee) Trample \* At Will

*Effect:* The golem moves up to its speed. It can enter enemies' spaces during this movement. It makes the following attack against each creature whose space it enters.

*Attack:* Melee 0 (each creature whose space the golem enters); +33 vs. Reflex.

*Hit:* 8d6+3 damage and the target falls prone.

## FREE ACTIONS

### Nothing Stops It! \* Recharges when first bloodied

*Effect:* The golem makes a saving throw and rolls to recharge *awesome blow*.

---

**Str** 35    **Dex** 15    **Wis** 22  
**Con** 25    **Int** 3    **Cha** 8

**Alignment** unaligned

**Languages** -

# GRAVORG

**Source:** 3e *Monster Manual* 2.

A gravorg superficially resembles a raccoon mixed with a sloth, but is the size of a horse. These strange fey creatures have a unique ability to control gravity, using it to catch and kill prey. A gravorg, while animalistic in appearance, is as smart as a human.

**Smashing Sounds:** A gravorg loves using its powers to amuse itself. Often, the sound of a large object repeatedly smashing into the ceiling, then falling to the ground, over and over again, is the first indication that a creature has stumbled into a gravorg lair. A gravorg loves to lap up the juicy remains of a pounded victim.

**Generally Solitary:** Gravorgs are solitary creatures, though they often attract opportunists that seek to feed on the messy remains of prey that inevitably spreads beyond the gravorg's area of interest. Gravorgs have primitive hands and are surprisingly intelligent; thus, a gravorg's lair often includes crude but effective traps that it has rigged.

**Prone to Ambushes:** Ideally, a gravorg attacks its prey from hiding, remaining concealed until the prey is disabled or slain. Its claws and bite are relatively weak, so it prefers to keep enemies at bay or strike from a distance.

## Gravorg Level 12 Controller

Large fey magical beast

XP 700

HP 121; Bloodied 60

Initiative +7

AC 26; Fortitude 24; Reflex 24; Will 25

Perception +7

Speed 6, climb 4

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 1d8+8 damage.

#### (ranged) Gravity Fling \* At Will

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

*Hit:* 3d6+10 damage, the target falls prone and the gravorg slides the target 3 squares.

#### (close) Gravity Burst \* Recharge 5 6

*Attack:* Close burst 4 (each creature in burst); +14 vs. Fortitude.

*Hit:* 3d6+10 damage, the target falls prone and the gravorg pushes the target 3 squares.

---  
Str 19    Dex 13    Wis 13

Con 17    Int 11    Cha 19

Alignment unaligned

Languages Elven

## Gravorg Cub Level 12 Minion Controller

Small fey magical beast

XP 175

HP 1; a missed attack never damages a minion

Initiative +12

AC 26; Fortitude 24; Reflex 26; Will 24

Perception +6

Speed 6

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 8 damage.

#### (ranged) Gravity Fling \* At Will

*Attack:* Ranged 10 (one creature); +15 vs. Reflex.

*Hit:* 10 damage, the gravorg slides the target 2 squares.

---  
Str 11    Dex 20    Wis 11

Con 10    Int 11    Cha 14

Alignment unaligned

Languages Elven

## Cunning Gravorg Level 12 Controller

Large fey magical beast

XP 700

HP 114; Bloodied 57

Initiative +12

AC 26; Fortitude 24; Reflex 26; Will 24

Perception +6

Speed 6

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

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

*Hit:* 2d8+7 damage, or 2d8+15 against an immobilized target.

### (ranged) Gravity Pin \* At Will

*Attack:* Ranged 10 (one creature); +15 vs. Reflex.

*Hit:* 3d6+6 damage, and the target is immobilized (save ends).

## MOVE ACTIONS

### Gravity-Assisted Leap \* Encounter

*Effect:* The cunning gravorg jumps 10 squares and up to 4 squares high. It does not trigger opportunity attacks during this leap.

---

**Str** 19    **Dex** 23    **Wis** 11

**Con** 10    **Int** 11    **Cha** 19

**Alignment** unaligned

**Languages** Elven

## Crafty Gravorg

Large fey magical beast

## Level 12 Lurker

XP 700

**HP** 90; **Bloodied** 45

**Initiative** +11

**AC** 26; **Fortitude** 24; **Reflex** 24; **Will** 25

**Perception** +7

**Speed** 6, climb 4

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

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

*Hit:* 1d8+8 damage.

### (ranged) Press of Gravity \* At Will

*Attack:* Ranged 10 (one creature); +15 vs. Fortitude.

*Hit:* The target is immobilized until the end of the crafty gravorg's next turn.

### (ranged) Gravity Fling \* At Will

*Attack:* Ranged 10 (one creature); +15 vs. Fortitude.

*Hit:* 3d6+10 damage, the target falls prone and the gravorg slides the target 3 squares.

### (ranged) Crushing Gravity \* At Will

*Attack:* Ranged 10 (one immobilized or restrained creature); +15 vs. Fortitude.

*Hit:* 3d12+11 damage.

## MOVE ACTIONS

### Defy Gravity \* Recharges when the gravorg hits with *crushing gravity*.

*Effect:* The crafty gravorg flies 8 squares.

---

**Skills** Stealth +12

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

**Con** 12    **Int** 11    **Cha** 19

**Alignment** unaligned

**Languages** Elven

## Malicious Gravorg

Large fey magical beast

## Level 15 Elite Lurker

XP 2,400

**HP** 216; **Bloodied** 108

**Initiative** +15

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

**Perception** +13

**Speed** 6, climb 4

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

## STANDARD ACTIONS

**(mbasic) Bite \* At Will***Attack:* Melee 1 (one creature); +20 vs. AC.*Hit:* 2d8+11 damage.**(ranged) Gravity Buffet \* At Will***Attack:* Ranged 20 (one or two creatures); +20 vs. Fortitude.*Hit:* 2d12+10 damage, and the malicious gravorg slides the target 5 squares.**(ranged) Press of Gravity \* At Will***Attack:* Ranged 20 (one or two creatures); +20 vs. Fortitude.*Hit:* The target is immobilized until the end of the malicious gravorg's next turn.**(ranged) Crushing Gravity \* At Will***Attack:* Ranged 20 (one or two immobilized or restrained creatures); +20 vs. Fortitude.*Hit:* 4d12+8 damage.**MOVE ACTIONS****Defy Gravity \* Recharges** when the gravorg hits with *crushing gravity*.*Effect:* The malicious gravorg flies 8 squares.

---

**Skills** Stealth +12**Str** 19    **Dex** 19    **Wis** 13**Con** 12    **Int** 11    **Cha** 20**Alignment** unaligned**Languages** Elven**GREEN VISAGE****Source:** Homebrewed.

A green visage is a tall, sunflower-like plant that always grows above the grave of an intelligent humanoid. The green visage has a large melon-like bulb at the top that bears the face of whatever creature is buried beneath its roots. In addition, the green visage has many of the creature's memories and its personality bears a superficial resemblance to that of the creature upon whose remains it feeds, as well. A green visage's nature and demeanor both depend greatly upon the location and circumstances of its growth.

**Limited Mobility:** Although a green visage can move about, it must return to the body upon which it grows or else it will sicken and eventually die.

**Community Elders:** Some communities attempt to preserve the wisdom of their elders by planting a green visage on the grave of each elder. These green visage elders often serve their community willingly in return for meeting occasional demands for treasure, nourishment or entertainment. Some have strange preferences, demanding art, a nice house or wives.

**Wild Hermits:** Some green visages grow over the body of a creature that died far from others of its kind, in the wilderness. The humanoid elements of a green visage such as this will crave company, and may even go mad from loneliness. Such a green visage is highly unpredictable and more likely to act aggressively than a green visage with a community around it.

**Green Visage**

Medium natural animate (plant)

**Level 3 Controller**

XP 150

**HP** 46; **Bloodied** 23**AC** 17; **Fortitude** 15; **Reflex** 15; **Will** 17**Initiative** -1**Perception** +5**Speed** 3**STANDARD ACTIONS****(ranged) Destiny Dissonance (psychic) \* At Will***Attack:* Ranged 5 (one creature); +7 vs. Will.*Hit:* 2d4+6 psychic damage and the green visage slides the target 4 squares.**(close) Psychic Grumbling (psychic) Recharge 5 6***Attack:* Close burst 4 (each creature in burst); +5 vs. Will.*Hit:* 2d8+3 psychic damage and the target is dazed (save ends).*Miss:* The target is dazed until the end of its next turn.

---

**Skills** any one knowledge skill +8

**Str** 9     **Dex** 6     **Wis** 18

**Con** 14   **Int** 14   **Cha** 16

**Alignment** any

**Languages** any spoken by the body beneath the green visage

## GREENVISE

**Source:** 3e *Monster Manual II*.

A greenvise is a larger version of the Venus flytrap, able to easily consume creatures of human size. Being ambulatory, it is more dangerous than most carnivorous plants. A greenvise often haunts the fringes of humanoid settlements, preying on solitary travelers or assaulting small groups on the outskirts.

### Greenvise Fogger

Large natural animate (blind, plant)

### Level 10 Controller

XP 500

**HP** 104; **Bloodied** 52

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

**Speed** 3

**Resist** 10 acid

**Initiative** +9

**Perception** +6

**Tremorsense** 10

### STANDARD ACTIONS

#### (mbasic) Tendril Strike \* At Will

*Requirement:* The greenvise may not have more than one target grabbed.

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

*Hit:* 2d8+5 damage, and the greenvise pulls the target 1 and grabs the target (escape DC 18).

#### (melee) Bite \* At Will

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

*Hit:* 3d8+5 damage, and the greenvise grabs the target in its mouth (escape DC 22). While it has a creature grabbed in its mouth, it can use this attack only against that creature.

#### (melee) Swallow Whole \* At Will

*Requirement:* The greenvise may not have a creature restrained.

*Attack:* Melee 1 (one creature grabbed in the greenvise's mouth); +14 vs. Fortitude.

*Hit:* The target is restrained (escape DC 26). While restrained, the target suffers ongoing 15 acid damage and has line of sight and line of effect only to the greenvise, although other creatures have line of sight and line of effect to the target.

### MINOR ACTIONS

#### (close) Death Fog (acid, zone) \* Encounter

*Effect:* The greenvise fogger emits a thick fog in a close burst 3 that becomes a zone that lasts until the end of the greenvise's next turn. The zone counts as difficult terrain for creatures other than the greenvise and blocks line of sight past one square; creatures and objects one square away have concealment. Whenever a creature other than the greenvise starts its turn in the zone,

*Attack:* Close burst 3 (each creature in burst); +12 vs. Fortitude.

*Hit:* 1d8+5 acid damage.

*Sustain Minor:* The zone persists until the end of the greenvise's next turn.

---

**Str** 22     **Dex** 18     **Wis** 12

**Con** 16     **Int** 3     **Cha** 8

**Alignment** unaligned

**Languages** -

### Verdant Greenvise

Large natural animate (blind, plant)

### Level 21 Controller

XP 3,200

**HP** 192; **Bloodied** 96

**AC** 35; **Fortitude** 35; **Reflex** 30; **Will** 33

**Speed** 3

**Initiative** +16

**Perception** +11

**Tremorsense** 20

Resist 20 acid

## STANDARD ACTIONS

### (mbasic) Tendril Strike \* At Will

*Requirement:* The greenwise may not have more than one target grabbed.

*Attack:* Melee 3 (one creature); +26 vs. AC.

*Hit:* 4d8+7 damage, and the greenwise pulls the target 1 and grabs the target (escape DC 26).

### (melee) Bite \* At Will

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

*Hit:* 5d8+7 damage, and the greenwise grabs the target in its mouth (escape DC 30). While it has a creature grabbed in its mouth, it can use this attack only against that creature.

### (melee) Swallow Whole \* At Will

*Requirement:* The greenwise may not have a creature restrained.

*Attack:* Melee 1 (one creature grabbed in the greenwise's mouth); +25 vs. Fortitude.

*Hit:* The target is restrained (escape DC 35). While restrained, the target suffers ongoing 25 acid damage and has line of sight and line of effect only to the greenwise, although other creatures have line of sight and line of effect to the target.

## MINOR ACTIONS

### (close) Death Fog (acid, zone) \* Encounter

*Effect:* The greenwise fogger emits a thick fog in a close burst 3 that becomes a zone that lasts until the end of the greenwise's next turn. The zone counts as difficult terrain for creatures other than the greenwise and blocks line of sight past one square; creatures and objects one square away have concealment. Whenever a creature other than the greenwise starts its turn in the zone,

*Attack:* Close burst 3 (each creature in burst); +23 vs. Fortitude.

*Hit:* 2d10+4 acid damage.

*Sustain Minor:* The zone persists until the end of the greenwise's next turn.

### (ranged) Fey Lure \* Encounter

*Attack:* Ranged 20 (one creature); +25 vs. Will.

*Hit:* The greenwise pulls the target its speed.

---

Str 27    Dex 23    Wis 12

Con 16    Int 11    Cha 23

Alignment unaligned

Languages Elven

# HADOZEE

**Source:** *Star Frontiers* game, *Spelljammer*.

Hadozee, or deck apes, are a race of ape-like humanoids with glider wings running under their arms. Hadozee are native to the Great Redwood Forest of northern Valonia, where they constantly battle with elves (and each side eats the other). However, small groups of them have spread across Cydra, for the hadozee have a natural affinity with ships and sailing, and although their native culture has not developed any such technology, many of them have sought out employment in the navies of Pesh, Khelm and Bordis. Tiny clans have settled in other lands here and there, but there is no advanced hadozee culture per se as of yet.

## Hadozee Valonian Primitive      Level 1 Skirmisher

Medium natural humanoid

XP 100

HP 26; Bloodied 13

Initiative +5

AC 15; Fortitude 13; Reflex 14; Will 13

Perception +6

Speed 6

## TRAITS

### Berserker Rage

While bloodied, the hadozee Valonian primitive scores a critical hit on a 19-20 and gains a +1d4 bonus to critical severity.

## STANDARD ACTIONS

### (mbasic) Club (weapon) \* At Will

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

*Hit:* 1d6+5 damage.

**(rbasic) Crude Javelin** (weapon) \* **At Will**

*Attack:* Ranged 5 (one creature); +5 vs. AC.

*Hit:* 1d6+3 damage.

## MOVE ACTIONS

**Glide** \* **At Will**

*Requirement:* The hadozee must be at least 5' above ground level.

*Effect:* The hadozee flies 9 squares, descending 1 square for every 3 squares it flies.

**Scampering Climb** \* **At Will**

*Effect:* The hadozee makes an Athletics check to climb, ignores the normal penalty for making an accelerated climb, and gains a +5 bonus to the check.

---

**Str** 13    **Dex** 16    **Wis** 12

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

**Alignment** unaligned

**Languages** Hadozee

**Equipment** club, 3 crude javelins

## Hadozee Valonian Warrior    Level 1 Minion Skirmisher

Medium natural humanoid

XP 25

**HP** 1; a missed attack never damages a minion

**Initiative** +5

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

**Perception** +6

**Speed** 6

## STANDARD ACTIONS

**(mbasic) Club** (weapon) \* **At Will**

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

*Hit:* 4 damage.

## MOVE ACTIONS

**Glide** \* **At Will**

*Requirement:* The hadozee must be at least 5' above ground level.

*Effect:* The hadozee flies 9 squares, descending 1 square for every 3 squares it flies.

**Scampering Climb** \* **At Will**

*Effect:* The hadozee makes an Athletics check to climb, ignores the normal penalty for making an accelerated climb, and gains a +5 bonus to the check.

## TRIGGERED ACTIONS

**Death Strike** \* **Encounter**

*Trigger:* The hadozee is reduced to 0 hit points.

*Effect (No Action):* The hadozee makes a melee basic attack.

---

**Str** 13    **Dex** 16    **Wis** 12

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

**Alignment** unaligned

**Languages** Hadozee

**Equipment** club

## Hadozee Deck Ape

## Level 8 Lurker

Medium natural humanoid

XP Value

**HP** 64; **Bloodied** 32

**Initiative** +13

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

**Perception** +6

**Speed** 6

## TRAITS

**Berserker Rage**

While bloodied, the hadozee deck ape scores a critical hit on a 19-20 and gains a +1d6 bonus to critical severity.

## STANDARD ACTIONS

### (mbasic) Cutlass (weapon) \* At Will

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

*Hit:* 3d6+2 damage (1d6+20 on a critical hit), or 3d6+10 (1d6+28 on a critical hit) if the deck ape is at a higher elevation than the target.

### Skillful Climb \* At Will

*Effect:* The hadozee deck ape climbs (shifts) 3 squares. If it ends this climb adjacent to and at a higher elevation than the target, the deck ape may make the following attack against it.

*Attack:* Melee 1 (one creature at a lower elevation than the deck ape); +11 vs. Will.

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

## MOVE ACTIONS

### Glide \* At Will

*Requirement:* The hadozee must be at least 5' above ground level.

*Effect:* The hadozee flies 9 squares, descending 1 square for every 3 squares it flies.

---

**Str** 15    **Dex** 20    **Wis** 15  
**Con** 10    **Int** 10    **Cha** 10

**Alignment** unaligned

**Languages** Common, Hadozee

**Equipment** leather armor, cutlass

## Hadozee Pirate Swab

## Level 8 Minion Skirmisher

Medium natural humanoid

XP Value

**HP** 1; a missed attack never damages a minion

**Initiative** +11

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

**Perception** +6

**Speed** 6

## STANDARD ACTIONS

### (mbasic) Cutlass (weapon) \* At Will

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

*Hit:* 8 damage (12 on a critical hit).

*Effect:* The swab shifts 1 square.

## MOVE ACTIONS

### Glide \* At Will

*Requirement:* The hadozee must be at least 5' above ground level.

*Effect:* The hadozee flies 9 squares, descending 1 square for every 3 squares it flies.

---

**Str** 15    **Dex** 20    **Wis** 15  
**Con** 10    **Int** 10    **Cha** 10

**Alignment** unaligned

**Languages** Common, Hadozee

**Equipment** leather armor, cutlass

## Hadozee Pirate Captain

## Level 8 Elite Controller

Size origin type (keywords), race

XP Value

**HP** 170; **Bloodied** 85

**Initiative** +9

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

**Perception** +10

**Speed** 6

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

## TRAITS

### Berserker Rage

While bloodied, the hadozee pirate captain scores a critical hit on a 19-20 and gains a +1d8 bonus to critical severity.



## STANDARD ACTIONS

### (mbasic) Cutlass (weapon) \* At Will

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

*Hit:* 3d6+6 damage and the hadozee pirate captain slides the target 1 square.

### (mbasic) Gaffe Hook (weapon) \* At Will

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

*Hit:* 2d8+7 damage and the target is grabbed (escape DC 12).

### Two-Weapon Fighting \* At Will

*Effect:* The hadozee pirate captain uses *cutlass* and *gaffe hook* in either order. If both attacks hit the same target, the target falls prone.

### Tricky Lure \* Recharges when the hadozee uses *two-weapon fighting*

*Attack:* Melee 3 (one creature); +12 vs. Will.

*Hit:* The pirate captain slides the target 6 squares to a space adjacent to the captain or an ally. The captain or that ally then makes a basic attack against the target as a free action.

## MOVE ACTIONS

### Glide \* At Will

*Requirement:* The hadozee must be at least 5' above ground level.

*Effect:* The hadozee flies 9 squares, descending 1 square for every 3 squares it flies.

## TRIGGERED ACTIONS

### Grappling Throw \* Encounter

*Trigger:* An enemy grabs the pirate captain.

*Attack (Immediate Reaction):* Melee 1 (the triggering enemy); +12 vs. Reflex.

*Hit:* The pirate captain slides the 2 squares, and the target falls prone. If the pirate captain is still grabbed, it also falls prone.

---

**Skills** Acrobatics +14, Bluff +12, Intimidate +12

**Str** 15    **Dex** 20    **Wis** 12

**Con** 13    **Int** 13    **Cha** 16

**Alignment** unaligned

**Equipment** leather armor, cutlass, gaffe hook

## Hadozee Spelljamming Mage      Level 22 Artillery

Medium natural humanoid

XP 4,150

**HP** 148; **Bloodied** 74

**Initiative** +14

**AC** 34; **Fortitude** 30; **Reflex** 34; **Will** 37

**Perception** +13

**Speed** 6

## STANDARD ACTIONS

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

*Attack:* Melee 1 or ranged 5/10 (one creature); +27 vs. AC.

*Hit:* 2d4+10 damage.

### (ranged) Persistent Bolt (force, implement) \* At Will

*Attack:* Ranged 20 (one creature); +27 vs. Reflex.

*Hit:* 3d10 force damage, and the target takes 15 force damage at the start of its next turn.

### (close) Jammer Blast (force, implement) \* At Will

*Attack:* Close blast 3 (each creature in blast); +25 vs. Reflex.

*Hit:* 3d10+6 force damage, and the spelljamming mage pushes the target 5 squares.

### (area) Explosive Thunder (implement, thunder) \* Encounter

*Attack:* Area burst 1 within 10 (each creature in burst); +25 vs. Reflex.

*Hit:* 6d8+6 thunder damage, and the target is stunned until the end of its next turn.

*Miss:* Half damage.

## TRIGGERED ACTIONS

### Wizard's Escape (teleportation) \* Encounter

*Trigger:* A melee attack hits the spelljamming mage.

*Effect (Immediate Interrupt):* The spelljamming mage teleports 5 squares.

---

**Skills** Arcana +24

**Str** 10    **Dex** 16    **Wis** 15

**Con** 10    **Int** 27    **Cha** 17

**Alignment** unaligned

**Languages** Common, Hadozee

**Equipment** dagger, tome

# HAGUMEMNON

**Source:** 3e *Epic Level Handbook*.

A hagumemnon is the ultimate shapechanger, a blob of ever-morphing flesh, scales, feathers and organs that is in constant flux. It can mimic an amazing array of abilities by partially assuming the forms of other creatures, but it never fully assumes any one shape, instead constantly churning with the features of multiple creatures blended together.

**A Sense Organ of the Far Realms:** The hagumemnon is actually nothing more than a bizarre sensory organ thrust through the veils of reality from the senses-shattering Far Realms. It is only a piece of a much larger monster, a thing of such maddening appearance that the merest glimpse of it will drive most creatures mad. This immense entity is said to be infinite in size. The hagumemnons' shapechanging is actually the process of the monstrous mind apprehending reality. Whatever its intentions, this entity is inimical to wordly life, for a hagumemnon will try to slay and absorb intelligent creatures that it encounters.

**Constant Flux:** A hagumemnon's body gains and loses limbs, tentacles, heads and organs constantly. When characters meet a hagumemnon in battle, describe its constant changes in accordance with its polymorphic traits and the attacks it uses. For instance, if its polymorphic traits are +2 to AC and Will, you might describe it as having grown a stony hide and an illithid-like head. When it uses its *morphing blow* attack, you can describe it as a claw, bite, tentacle slap, smash, etc. Likewise, its *poisonous strike* might be a scorpion's tale, a serpent's fangs, etc.

## Hagumemnon

## Level 28 Solo Skirmisher

Large aberrant magical beast (shapechanger)

XP 65,000

**HP** 1,048; **Bloodied** 524

**Initiative** +24

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

**Perception** +19

**Speed** 7

Darkvision, lowlight vision

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

## TRAITS

### Polymorphic Traits (polymorph)

At the start of each of the hagumemnon's turns, it gains two of the following traits until the start of its next turn: speed 12, burrow speed 4, climb speed 8, fly speed 8, swim speed 8, +1 reach with all melee attacks, threatening reach, +2 to AC, +2 to Fortitude, +2 to Reflex, +2 to Will, regeneration 10, resist 20 acid, resist 20 cold, resist 20 fire, resist 20 lightning, resist 20 poison, resist 20 psychic, resist 20 radiant, resist 20 thunder, immune disease, immune domination, immune stunning, blindsight 10, tremorsense 10, the ability to squeeze without suffering the normal penalties, the angel keyword, the demon keyword, the devil keyword, the dragon keyword, the elemental origin, the fey origin, the natural origin, the shadow origin or a +4 bonus to melee damage.

### Polymorphic Weakness (polymorph)

At the start of each of the hagumemnon's turns, it gains one of the following traits until the start of its next turn: vulnerable 10 acid, vulnerable 10 cold, vulnerable 10 fire, vulnerable 10 lightning, vulnerable 10 poison, vulnerable 10 psychic, vulnerable 10 radiant, vulnerable 10 thunder, a -2 penalty to AC, a -2 penalty to Fortitude, a -2 penalty to Reflex, a -2 penalty to Will or a -2 penalty to all speeds. A creature within 5 squares of the hagumemnon can spend a minor action to identify its current polymorphic weakness with an Arcana or Insight check, DC 40.

## STANDARD ACTIONS

### (mbasic) Morphing Blow \* At Will

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

*Hit:* 4d10+14 damage.

### Flurry of Attacks \* At Will

*Effect:* The hagememnon uses any combination of *morphing blow*, *destabilize form*, *poisonous strike*, *mobile attack* and *energy drain* two times, or three times if it is bloodied. (It must meet the normal requirements to use any of these powers.)

### (melee) Destabilize Form \* At Will

*Attack:* Melee 2 (one creature); +31 vs. Fortitude.

*Hit:* 3d10+10 damage and the target is slowed and takes ongoing 15 damage (save ends both).

### (melee) Poisonous Strike (poison) \* Recharge 5 6

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

*Hit:* 4d10+14 damage and ongoing 20 poison damage (save ends).

### Mobile Attack \* Recharge 5 6

*Effect:* The hagememnon moves up to its speed without triggering opportunity attacks. At any point during this movement, it makes a basic attack.

### Energy Drain \* Encounter

*Requirement:* The hagememnon must be bloodied.

*Attack:* Melee 2 (one creature); +31 vs. Fortitude.

*Hit:* 3d10+10 damage and the target loses a healing surge.

## MOVE ACTIONS

### Excellent Movement \* At Will

*Effect:* The hagememnon shifts up to 3 squares, using any of its current movement modes.

### Ghostly Form \* At Will

*Effect:* The hagememnon gains insubstantial and phasing until the end of its next turn and is weakened until the end of its next turn. These effects also end if it takes radiant damage.

## MINOR ACTIONS

### (close) Frightful Aura (fear) \* Recharge 5 6

*Attack:* Close burst 5 (each creature in burst); +31 vs. Will.

*Hit:* The target moves its speed away from the hagememnon and grants combat advantage (save ends).

### (close) Petrifying Glare (gaze) \* Recharge 5 6

*Attack:* Close blast 5 (each creature in blast); +31 vs. Fortitude.

*Hit:* The target is slowed (save ends).

*First Failed Saving Throw:* The target is petrified until an appropriate power or ritual is employed or the hagememnon is slain and its ichor is poured upon the stony body of the victim.

### (close) Breath Weapon (varies) \* Recharge 5 6

*Attack:* Close blast 5 (each creature in blast); +31 vs. Reflex.

*Hit:* 3d12+8 acid, cold, fire, lightning or radiant damage.

### (ranged) Psionic Attack (psionic) \* Recharge 5 6

*Attack:* Ranged 10 (one creature); +31 vs. Will.

*Hit:* 4d10+14 psychic damage and the target is dazed (save ends).

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

---

Str 26    Dex 26    Wis 20

Con 30    Int 20    Cha 26

Alignment evil

Languages -

## HEADLESS

**Source:** Homebrewed, inspired by *Ultima IV*.

These strange creatures are omnidexterous, able to use any of their four limbs equally well as arms or legs. Very little is known about them; they were first encountered in Bile Mountain, where a clan of them served the Bile Lords, but have been seen in places as far away as Strogass and Dorhaus.

Although headless do not seem to have a spoken language, they coordinate with each other through a combination of body language and gesture. How they perceive these gestures and postures is uncertain, but they can communicate as well with them as most creatures do with language. Headless sometimes serve powerful masters, but often have their own hidden agenda.

## Headless Baffler

Medium aberrant humanoid (blind)

HP 158; **Bloodied** 79

AC 31; **Fortitude** 28; **Reflex** 32; **Will** 28

**Speed** 9

**Immune** gaze

## Level 17 Skirmisher

XP 1,600

**Initiative** +17

**Perception** +18

Blindsight 20

### TRAITS

#### Headless Coordination

The headless baffler gains combat advantage against a creature with at least one other headless adjacent to it. It can communicate with all other headless within 20 squares that it has line of sight to without any sign detectable to non-headless.

### STANDARD ACTIONS

#### (mbasic) Slam \* At Will

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 3d8+12 damage.

#### (melee) Baffling Attack \* At Will

*Effect:* The headless baffler shifts 4 squares.

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

*Hit:* 3d8+12 damage, and the headless slides the target 1 square.

#### (melee) Acrobatic Attack \* Recharge 6

*Effect:* The headless baffler ends all marks on it and shifts up to 6 squares. It makes the following attack on each creature it moves adjacent to during this move:

*Attack:* Melee 1 (the adjacent creature); +22 vs. AC.

*Hit:* 3d6+9 damage, and the headless slides the target up to 2 squares.

---

**Skills** Acrobatics +23

**Str** 20    **Dex** 25    **Wis** 20

**Con** 14    **Int** 11    **Cha** 16

**Alignment** unaligned

**Languages** -

## Headless Acrobat

Medium aberrant humanoid (blind)

HP 122; **Bloodied** 61

AC 31; **Fortitude** 28; **Reflex** 32; **Will** 28

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

**Immune** gaze

## Level 17 Lurker

XP 1,600

**Initiative** +20

**Perception** +18

Blindsight 20

### TRAITS

#### Headless Coordination

The headless baffler gains combat advantage against a creature with at least one other headless adjacent to it. It can communicate with all other headless within 20 squares that it has line of sight to without any sign detectable to non-headless.

### STANDARD ACTIONS

#### (mbasic) Slam \* At Will

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 3d8+12 damage.

#### (melee) Acrobatic Shuffle \* At Will

*Effect:* The headless shifts its speed and makes the following attack against each creature it is adjacent to during this movement.

*Attack:* Melee 1 (each creature adjacent to the headless during its shift); +18 vs. Will.

*Hit:* The headless slides the target up to 3 squares, the target falls prone and cannot stand up (save ends).

#### (melee) Headless Pounce \* At Will

*Effect:* The headless shifts up to 4 squares to a space adjacent to a prone creature.

*Attack:* Melee 1 (one prone creature); +22 vs. AC.

*Hit:* 5d8+15 damage, and the target takes a -2 penalty to saving throws until the end of its next turn.

---

**Skills** Acrobatics +23

**Str** 20    **Dex** 25    **Wis** 20

**Con** 14    **Int** 11    **Cha** 16

**Alignment** unaligned

**Languages** -

## INEVITABLE

**Source:** 3.5 *Monster Manual* (zelekhut, kolyarut); 3e *Fiend Folio* (quarut, varakhut).

The inevitables are strange clockwork creatures that are relics of a previous cosmology that was shattered by the final victory of Chaos in the Great War of Ethics. Inevitables consider themselves to be agents of law, similar to maruts, but they answer to no authority and seem bent on overturning the very nature of the cosmos and returning it to its previous state.

**Forsaken by the Maruts:** According to some scholars, the maruts were once a type of inevitable, but they have forsaken the rest of their kind and sought their own path among the astral realms. Other sages wryly point out that this itself is evidence that the order the inevitables represent (or once represented) is no longer tenable.

**Organized and Driven:** The inevitables are extraordinarily organized, working together like the cogs that make up a single machine. They are driven to “correct” what they perceive as the cosmic errors that cast Law down at the end of the Great War of Ethics, carrying out complex and protracted schemes designed to “restore” the order that the inevitables perceive to be missing from the world.

### Zelekhut

### Level 12 Skirmisher

Large immortal animate (construct)

XP 700

*A zelekhut resembles a centaur constructed of intricate clockwork. It wears ornate gold armor over alabaster skin and wields a spiked chain that is built in to its body. Zelekhuts claim to be charged with hunting down creatures that seek to escape their rightful punishment.*

**HP** 119; **Bloodied** 59

**Initiative** +13

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

**Perception** +12

**Speed** 7, fly 8

### TRAITS

#### Clockwork Flight

While it is in flight, a zelekhut gains a +2 bonus to AC and Reflex.

### STANDARD ACTIONS

#### (mbasic) Chain Strike \* At Will

*Attack:* Melee 2 (one creature); +17 vs. AC.

*Hit:* 2d6+5 damage.

#### Double Strike \* At Will

*Effect:* The zelekhut uses *chain strike* twice.

#### (ranged) Arrest Miscreant (psychic) \* Recharge 5 6

*Attack:* Ranged 10 (one creature); +15 vs. Will.

*Hit:* 4d8+7 psychic damage, and the target is immobilized (save ends).

#### (ranged) Punishing Blast (necrotic) \* At Will

*Attack:* Ranged 10 (one creature); +15 vs. Reflex.

*Hit:* 3d6+6 necrotic damage, and the target is weakened (save ends).

---

**Str** 21    **Dex** 20    **Wis** 23

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

**Alignment** unaligned

**Languages** Supernal

## Kolyarut

## Level 15 Brute

Medium immortal animate (construct)

XP 1,200

*A kolyarut appears to be a red-skinned humanoid made up of mechanical parts. It is armored in ornate golden bands and a flowing gold and red robe. A gleaming sword is built in to one hand. A kolyarut metes out punishment to those who willingly break oaths or contracts.*

**HP 153; Bloodied 76**

**Initiative +8**

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

**Perception +15**

**Speed 6**

### STANDARD ACTIONS

#### (basic) Long Sword \* At Will

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

*Hit:* 4d8+11 damage.

#### (melee) Vampiric Strike (healing, necrotic) \* **Recharge** when first bloodied

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

*Hit:* 4d8+11 necrotic damage, and the kolyarut regains 20 hit points.

#### (ranged) Enervating Ray (necrotic) \* At Will

*Attack:* Ranged 20 (one creature); +18 vs. Reflex.

*Hit:* 3d6+9 necrotic damage, and the target is slowed (save ends).

### MINOR ACTIONS

#### Illusory Disguise (illusion) \* At Will

*Effect:* The kolyarut cloaks its true form with the illusion of any medium humanoid. A creature within 2 squares of the kolyarut may make spend a standard action to make an Insight check, DC 22, to discern the true form of the kolyarut.

---

**Str 14    Dex 13    Wis 26**

**Con 13    Int 10    Cha 16**

**Alignment** unaligned

**Languages** Supernal

## Quarut

## Level 22 Elite Skirmisher

Medium immortal animate (construct)

XP 8,300

*A quarut has a generally humanoid form, although it is mechanical in nature, like all inevitables. Its body is full of gears and pistons. There are a plethora of hourglasses and timepieces set within it. Its outer plating is etched with various symbols and glyphs involving time. In place of a head, it has a continually flowing hourglass. A quarut's function is to guard two of the most precious and tenuous things of all: time and space.*

**HP 412; Bloodied 206**

**Initiative +21 (plus see haste)**

**AC 36; Fortitude 34; Reflex 36; Will 34**

**Perception +14**

**Speed 6**

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

### TRAITS

#### Haste

The quarut rolls twice for initiative and takes a full turn twice per round.

### STANDARD ACTIONS

#### (basic) Slam \* At Will

*Attack:* Melee 1 (one creature); +27 vs. AC.

*Hit:* 4d10+8 damage.

#### (melee) Temporal Stasis (necrotic) \* **Recharges** when first bloodied

*Attack:* Melee 1 (one creature); +25 vs. Will.

*Hit:* The target takes 30 necrotic damage and is placed in stasis (save ends). While in stasis, the target cannot take actions, is immune to all damage and cannot be targeted by any creature.

*Aftereffect:* The target is slowed (save ends).

*Miss:* The target is slowed (save ends).

#### (close) Circle of Withering (necrotic) \* **Recharges** when first bloodied

*Attack:* Close burst 3 (each enemy in burst); +23 vs. Fortitude.

*Hit:* 2d12+11 necrotic damage, and the target is slowed and weakened (save ends both).

**(close) Temporal Shock (necrotic) \* Recharge 5 6**

*Requirement:* The quarut must be bloodied.

*Attack:* Close blast 4 (each creature in blast); +23 vs. Reflex.

*Hit:* 3d6+12 necrotic damage, and the target chooses one: the target is knocked prone, the target is slowed (save ends) or the target is dazed until the end of its next turn.

*Miss:* Half damage.

## MOVE ACTIONS

**Astral Step (teleportation) \* At Will**

*Effect:* The quarut teleports 6 squares. Each creature adjacent to its arrival space is slowed until the end of that creature's next turn.

---

**Str 25    Dex 26    Wis 17**

**Con 22    Int 14    Cha 20**

**Alignment** unaligned

**Languages** Supernal

## Varakhut

## Level 26 Soldier

Large immortal animate (construct)

XP 9,000

*A varakhut is an abstract-looking creature composed of a series of solid polygons joined together with intricate clockwork gears. Its lower body ends in a point, upon which the inevitable balances easily. It has two arms with clockwork mechanical digits capable of fine manipulation. The observant sometimes glimpse spheres that resemble planets and galaxies within the workings of a varakhut. These inevitables defend the rightful place of the powers, such as gods, primordials, arch-devils and the like. A varakhut's mission is to hunt down and destroy those who would usurp the powers and position of such a power.*

**HP 214; Bloodied 107**

**Initiative +17**

**AC 42; Fortitude 38; Reflex 38; Will 40**

**Perception +17**

**Speed 7, fly 8 (hover)**

## STANDARD ACTIONS

**(mbasic) Slam \* At Will**

*Attack:* Melee 2 (one creature); +31 vs. AC.

*Hit:* 4d12+8 damage, and the varakhut marks the target (save ends).

**(close) Dispelling Blast \* At Will**

*Attack:* Close blast 3 (each conjuration or zone in the blast); +29 vs. creator's Will.

*Hit:* The conjuration or zone ends.

**(ranged) Forcecage (zone) \* Encounter**

*Attack:* Ranged 10 (one creature); +29 vs. Reflex.

*Hit:* The target's space becomes a zone that is a cage of force containing the target that lasts until destroyed or until the end of the encounter. The target cannot move or be subject to forced movement while in the cage, and no creature has line of effect to the target (though all creatures have line of sight to it), nor does it have line of effect to any other creature. The cage can be attacked; its defenses are all 36, it has 100 hit points and it has immune to necrotic and psychic damage.

## MINOR ACTIONS

**Self-Repair (healing) \* Encounter**

*Requirement:* The varakhut must be bloodied.

*Effect:* The varakhut regains 50 hit points.

## TRIGGERED ACTIONS

**(close) Hold Target (charm) \* At Will**

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

*Attack (Opportunity Action):* Close burst 5 (the triggering creature); +29 vs. Will.

*Hit:* The varakhut slides the target 2 squares, and the target is immobilized (save ends).

---

**Str 22    Dex 15    Wis 19**



Con 18   Int 18   Cha 29

Alignment unaligned

Languages Supernal

# KIR-RIN

**Source:** 1e *Monster Manual* (ki-rin),

Ki-rin are a race of aerial creatures that resemble luminous golden bisons with a single spiraling horn, similar to that of a unicorn. As beautiful as a sunset, a ki-rin's mane and tail are a darker gold than the rest of its body, its horn and hooves are golden pink and its eyes are violet. The intact skin of a ki-rin is highly valuable to certain unsavory collectors.

Ki-rin are always male; the females, who are far more powerful and even more rare than the already extraordinarily rare ki-rin, are known as t'uen-rin.

**A Response to Evil:** When the shard of evil that created the Abyss was first plunged into the Elemental Chaos, it provoked a reaction from the plane itself. This reaction took many forms, one of which was the generation of the ki-rin. These creatures are wholly opposed to evil and especially to demons of all sorts.

**Benevolent Helpers:** When a ki-rin comes upon a person in need, it sometimes offers that person aid. Ki-rin might rescue a shipwreck victim, fight off attacking monsters, carry a lost individual back to its home, fetch food and drink for a caravan short on supplies or otherwise help the unfortunate. Ki-rin are good natured, and if one does not aid a person in need, it is almost always pursuing a more important and time-sensitive goal.

**Lofty but Arrogant:** Ki-rin are lofty creatures who usually consider themselves to be far above mortals. Thus, despite their good nature, they often disregard the wishes of “lesser” beings and may use humans or other short-lived natural beings as pawns with which to oppose the forces of evil- regardless of the danger to those pawns or their loved ones.

## Fleet Ki-Rin

Large elemental magical beast (air)

HP 232; **Bloodied** 116

AC 40; **Fortitude** 36; **Reflex** 39; **Will** 40

**Speed** 9, fly 24 (hover)

**Resist** 15 lightning, 15 thunder

## Level 26 Skirmisher

XP 9,000

**Initiative** +23

**Perception** +27

Low-light vision

## STANDARD ACTIONS

**(mbasic) Horn \* At Will**

*Attack:* Melee 1 (one creature); +31 vs. AC.

*Hit:* 2d12+10 damage (2d12+34 on a critical hit).

**Flying Attack \* At Will**

*Requirement:* The ki-rin may not have used *hoof* during this turn, and it may not use *hoof* after it uses this power until the beginning of its next turn.

*Effect:* The ki-rin flies up to 10 squares without provoking opportunity attacks. It uses *horn* once and *hoof* twice at any point during this movement.

**(close) Golden Wind (cold, radiant) \* Encounter**

*Attack:* Close blast 4 (each enemy in blast); +27 vs. Reflex.

*Hit:* 4d10+15 cold and radiant damage, and the ki-rin slides the target up to 4 squares.

*Miss:* Half damage and the ki-rin slides the target 1 square.

## MINOR ACTIONS

**(melee) Hoof \* At Will**

*Attack:* Melee 1 (one creature); +31 vs. AC.

*Hit:* 1d10+2 damage.

**(close) Gust of Wind \* At Will**

*Attack:* Close burst 6 (one creature in burst); +29 vs. Reflex.

*Hit:* The target takes a -2 penalty to ranged and area attacks until the beginning of the ki-rin's next turn.

---

**Str** 26   **Dex** 26   **Wis** 29

**Con** 16   **Int** 23   **Cha** 25



**Alignment** lawful good

**Languages** Common, Primordial

## Ki-Rin Sage

## Level 26 Artillery (Leader)

Large elemental magical beast (air)

XP 9,000

**HP** 178; **Bloodied** 89

**Initiative** +21

**AC** 38; **Fortitude** 36; **Reflex** 40; **Will** 40

**Perception** +22

**Speed** 9, fly 24 (hover)

Low-light vision

**Resist** 15 lightning, 15 thunder

### STANDARD ACTIONS

#### (mbasic) Horn \* At Will

*Attack:* Melee 1 (one creature); +31 vs. AC.

*Hit:* 3d12+11 damage.

#### Expose Weakness \* At Will

*Effect:* Close burst 10 (one ally within the burst); the target makes a basic attack against an enemy of the ki-rin's choice. The ally gains a +2 bonus to its attack roll and a +5 bonus to damage if it hits with the attack.

#### Golden Storm (lightning, radiant, thunder) \* Encounter

*Attack:* Area burst 2 within 20 (each creature in burst); +29 vs. Reflex.

*Hit:* 4d10+10 lightning, radiant and thunder damage, and the target is blinded and deafened until the start of its next turn.

*Miss:* Half damage.

---

**Skills** Arcana +24, Nature +27, Religion +24

**Str** 26    **Dex** 26    **Wis** 29

**Con** 16    **Int** 23    **Cha** 25

**Alignment** lawful good

**Languages** Common, Dwarven, Elven, Giant, Primordial

## T'uen-Rin Hero

## Level 28 Elite Skirmisher

Large elemental magical beast (air)

XP 26,000

**HP** 502; **Bloodied** 251

**Initiative** +24

**AC** 42; **Fortitude** 38; **Reflex** 41; **Will** 42

**Perception** +24

**Speed** 9, fly 24 (hover)

Low-light vision

**Resist** 15 lightning, 15 thunder

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

### TRAITS

#### Masterful Charger

Charging does not end the tuen-rin hero's turn. The tuen-rin gains a +10 bonus to damage on charge attacks (+15 while bloodied).

### STANDARD ACTIONS

#### (mbasic) Horn \* At Will

*Attack:* Melee 1 (one creature); +33 vs. AC.

*Hit:* 5d10+9 damage (5d10+59 on a critical hit).

#### (melee) Blinding Strike (radiant) \* Recharges when first bloodied

*Attack:* Melee 1 (one creature); +33 vs. AC.

*Hit:* 5d10+9 radiant damage, and the target is blinded until the end of its next turn.

### MOVE ACTIONS

#### Dash through the Sky \* At Will

*Effect:* The tuen-rin flies up to 12 squares without provoking opportunity attacks.

### TRIGGERED ACTIONS

#### Brilliant Flash (lightning, radiant) \* At Will

*Requirement:* The tuen-rin must be bloodied.

*Trigger:* An enemy hits the tuen-rin with an opportunity attack.

*Attack (Opportunity Action):* Close blast 1 (the triggering enemy); +31 vs. Reflex.  
*Hit:* The target is blinded until the end of its next turn.

---

**Str** 26    **Dex** 27    **Wis** 31  
**Con** 19    **Int** 23    **Cha** 25

**Alignment** lawful good

**Languages** Common, Primordial

## Ki-Rin Lightning Rider

## Level 30 Skirmisher

Large elemental magical beast (air)

XP 19,000

**HP** 273; **Bloodied** 136

**Initiative** +28

**AC** 44; **Fortitude** 40; **Reflex** 44; **Will** 42

**Perception** +22

**Speed** 9, fly 24 (hover)

Low-light vision

**Resist** 20 lightning, 20 thunder

## STANDARD ACTIONS

### (mbasic) Horn \* At Will

*Attack:* Melee 1 (one creature); +35 vs. AC.

*Hit:* 2d12+9 damage (2d12+33 on a critical hit).

### (close) Thunderclap (force, thunder) \* Encounter

*Attack:* Close blast 4 (each creature in blast); +31 vs. Fortitude.

*Hit:* 3d10+13 force and thunder damage, the target falls prone and the ki-rin pushes the target 3 squares.

*Miss:* Half damage and the ki-rin pushes the target 1 square.

## MOVE ACTIONS

### Ride the Lightning (lightning, teleportation) \* At Will

*Effect:* The ki-rin teleports up to 12 squares and makes the following attack.

*Attack:* Close burst 1 (each creature in burst); +31 vs. Reflex.

*Hit:* 2d6+10 lightning damage.

---

**Str** 23    **Dex** 33    **Wis** 24  
**Con** 25    **Int** 24    **Cha** 27

**Alignment** lawful good

**Languages** Common, Primordial

## T'uen-Rin Aeromancer

## Level 31 Controller

Large elemental magical beast (air)

XP 23,000

**HP** 273; **Bloodied** 136

**Initiative** +23

**AC** 45; **Fortitude** 41; **Reflex** 44; **Will** 45

**Perception** +22

**Speed** 9, fly 24 (hover)

Low-light vision

**Resist** 20 lightning, 20 thunder

## TRAITS

### Protective Winds \* Aura 3

Creatures within the aura suffer a -2 penalty to ranged attacks against the t'uen-rin.

## STANDARD ACTIONS

### (mbasic) Horn \* At Will

*Attack:* Melee 1 (one creature); +36 vs. AC.

*Hit:* 4d12+9 damage (4d12+57 on a critical hit).

### (close) Twisting Winds \* At Will

*Attack:* Close burst 5 (one or two creatures in burst); +33 vs. Reflex.

*Hit:* 4d8+14 damage, and the target is immobilized (save ends).

### (close) Silvery Storm (cold, lightning, radiant, thunder) \* Recharges when first bloodied

*Effect:* Close burst 3 (each enemy in burst); the target takes 20 points of cold, lightning, radiant and thunder damage.

## TRIGGERED ACTIONS

### Mist Form (polymorph) \* Encounter

*Trigger:* The t'uen-rin becomes bloodied.

*Effect (Immediate Reaction):* The t'uen-rin assumes mist form and flies up to 12 squares. It gains insubstantial and phasing during this move.

---

**Skills** Arcana +31, Nature +27

**Str** 23    **Dex** 26    **Wis** 24

**Con** 25    **Int** 32    **Cha** 27

**Alignment** lawful good

**Languages** Common, Primordial

## Ki-Rin Defender

## Level 32 Minion Soldier

Large elemental magical beast (air)

XP 6,750

**HP** 1; a missed attack never damages a minion

**Initiative** +27

**AC** 48; **Fortitude** 44; **Reflex** 44; **Will** 44

**Perception** +24

**Speed** 9, fly 24 (hover)

Low-light vision

**Resist** 20 lightning, 20 thunder

## STANDARD ACTIONS

### (mbasic) Horn \* At Will

*Attack:* Melee 1 (one creature); +37 vs. AC.

*Hit:* 20 damage.

## TRIGGERED ACTIONS

### Defend Ally \* At Will

*Trigger:* An ally within 4 squares is the target of an attack.

*Effect (Immediate Interrupt):* The ki-rin slides the triggering creature up to 2 squares, then shifts up to 6 squares into the space it occupied. The triggering attack targets the ki-rin instead of the ki-rin's ally. If the attack misses the ki-rin, it uses *horn* against the attacker as a free action.

---

**Str** 32    **Dex** 28    **Wis** 26

**Con** 25    **Int** 25    **Cha** 24

**Alignment** lawful good

**Languages** Common, Primordial

## Koriel the Swift, King of the Ki-Rin

## Level 33 Solo Skirmisher

Huge elemental magical beast (air)

XP 155,000

Koriel the Swift is a ki-rin of immense size and power, and some say that he is the swiftest being in all the planes. Koriel is generally accorded respect and deference by other ki-rins, and some mortals even worship him as a god.

**HP** 1,184; **Bloodied** 592

**Initiative** see *incredible swiftness*

**AC** 47; **Fortitude** 43; **Reflex** 47; **Will** 46

**Perception** +24

**Speed** 12, fly 50 (hover)

Low-light vision

**Resist** 40 lightning, 40 thunder

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

## TRAITS

### Incredible Swiftness

Koriel takes three full turns per round, on initiatives of 45, 40 and 30. When he is bloodied, he takes a fourth full turn each round at an initiative of 25. He can still only take one immediate action per round, and he cannot delay or ready actions.

### Mental Discipline

If Koriel the Swift is stunned on his turn, he still takes a single standard action.

### Uncanny Speed

Koriel ignores difficult terrain and never triggers opportunity attacks by moving.

## STANDARD ACTIONS

**(mbasic) Horn \* At Will**

*Attack:* Melee 2 (one creature); +38 vs. AC.

*Hit:* 5d12+9 damage (5d12+69 on a critical hit).

*Effect:* Koriel the Swift flies up to 4 squares.

**(melee) Dance Like the Wind \* At Will**

*Effect:* Koriel the Swift flies up to 12 squares and makes the following attack once against each creature he moves adjacent to during this movement.

*Attack:* Melee 1 (the adjacent creature); +36 vs. AC.

*Hit:* 4d8+14 damage.

**(close) Sudden Windstorm \* Encounter**

*Attack:* Close blast 5 (each creature in blast); +34 vs. Reflex.

*Hit:* Koriel the Swift slides the target up to 10 squares, and the target falls prone.

**(ranged) Master of the Storm (lightning, thunder) \* Recharge 6**

*Attack:* Ranged 20 (one creature); +36 vs. Reflex.

*Hit:* 4d10+19 lightning and thunder damage, and the target is dazed (save ends).

**MOVE ACTIONS****Elusive as the Wind \* At Will**

*Effect:* Koriel the Swift makes a saving throw against an effect that a save will end or that lasts until the end or beginning of a turn, then flies up to his speed.

**TRIGGERED ACTIONS****Escape into the Sky \* Recharges** when a melee attack hits Koriel the Swift

*Trigger:* A melee attack targets Koriel the Swift.

*Effect (Immediate Interrupt):* Koriel the Swift flies up to 12 squares.

---

**Skills** Diplomacy +35, Insight +34, Nature +34

**Str** 26    **Dex** 36    **Wis** 27

**Con** 24    **Int** 26    **Cha** 28

**Alignment** lawful good

**Languages** Common, Primordial

# KOPRU

**Source:** 3e *Monster Manual II*.

A kopru is a strange creature resembling no other known thing. It combines the features of several familiar creatures into one monstrous form. Its body is vaguely eel-like, but ends in three long, flexible, barbed flukes. Its torso is nearly human in appearance, and it has two arms that end in webbed claws. It has no neck; instead, like a fish, its head grows directly from its trunk. It has huge, unblinking, fish-like eyes. Its mouth is surrounded by four small tentacles- an oddity that has led to some speculation that the koprus are distantly related to illithids.

**A Fallen Civilization:** Long ago, the koprus had a large, mysterious undersea civilization. For reasons unknown to surface scholars, their society grew more degenerate over time, falling into decline. Now the only traces of it are undersea ruins and a few scattered outposts.

**Degenerate Gods:** The kopru have temples and places of worship to mysterious, strange, and sometimes even aberrant deities. Some venerate aboleths, serving as minions in the slime lords' Byzantine schemes. Others follow demon princes, especially Dagon or Demogorgon, or the fallen archdevil Scylla. Still others worship even stranger, long-forbidden entities whose very form can drive lesser beings mad. Rare indeed is the group of kopru who do not worship some kind of depraved, foul being, emulating its worst traits amongst themselves.

**Kopru Scout**

Medium aberrant magical beast (aquatic)

**HP** 1; a missed attack never damages a minion

**AC** 22; **Fortitude** 19; **Reflex** 20; **Will** 20

**Speed** 3, swim 8

**Level 8 Minion Skirmisher**

XP 70

**Initiative** +9

**Perception** +5

Darkvision

## TRAITS

### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

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

*Hit:* 8 damage.

### (melee) Fluke Strike \* At Will

*Attack:* Melee 2 (one creature); +13 vs. AC.

*Hit:* 8 damage.

*Effect:* The kopru scout shifts 1 square.

---

**Str** 16    **Dex** 17    **Wis** 12

**Con** 14    **Int** 11    **Cha** 17

**Alignment** chaotic evil

**Languages** Kopru

## Kopru Warrior

## Level 8 Soldier

Medium aberrant magical beast (aquatic)

XP 350

**HP** 89; **Bloodied** 44

**Initiative** +10

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

**Perception** +5

**Speed** 3, swim 8

Darkvision

## TRAITS

### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

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

*Hit:* 1d8+4 damage.

### (melee) Fluke Strike \* At Will

*Requirement:* The kopru must be in water.

*Attack:* Melee 2 (one creature); +13 vs. AC.

*Hit:* 3d6+6 damage, and the kopru marks the target until the end of the kopru's next turn.

### (melee) Claw \* At Will

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

*Hit:* 1d6+4 damage.

### Flurry of Attacks \* Encounter

*Effect:* The kopru uses *bite* and *fluke strike* once each and *claw* twice, no more than two attacks against a single target.

---

**Str** 21    **Dex** 18    **Wis** 12

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

**Alignment** chaotic evil

**Languages** Kopru

## Kopru Dominator

## Level 9 Controller

Medium aberrant magical beast (aquatic)

XP 400

**HP** 96; **Bloodied** 48

**Initiative** +6

**AC** 23; **Fortitude** 20; **Reflex** 22; **Will** 24

**Perception** +5

**Speed** 3, swim 8

Darkvision

## TRAITS

### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

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

*Hit:* 2d8+4 damage.

### (melee) Fluke Strike \* At Will

*Requirement:* The kopru must be in water.

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 3d6+7 damage.

### (ranged) Mind Bore (psychic) \* Recharge 4 5 6

*Attack:* Ranged 10 (one creature); +13 vs. Will.

*Hit:* 2d12+4 psychic damage, and the target is dazed (save ends).

### (close) Burst of Fear (fear, psychic) \* Encounter

*Attack:* Close burst 3 (each enemy in burst); +11 vs. Will.

*Hit:* 2d12+6 psychic damage and the kopru pushes the target 4 squares.

*Miss:* Half damage, and the kopru pushes the target 1 square.

## MINOR ACTIONS

### (ranged) Overwhelming Will \* At Will

*Attack:* Ranged 10 (one creature); +13 vs. Will.

*Hit:* The kopru slides the target 4 squares.

*Miss:* The kopru slides the target 1 square.

Str 16    Dex 14    Wis 12

Con 16    Int 19    Cha 21

Alignment chaotic evil

Languages Common, Kopru

## Kopru Harrier

## Level 9 Skirmisher

Medium aberrant magical beast (aquatic)

XP 400

HP 96; Bloodied 48

Initiative +10

AC 23; Fortitude 23; Reflex 22; Will 21

Perception +12

Speed 3, swim 8

Darkvision

## TRAITS

### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

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

*Hit:* 2d8+4 damage.

### (melee) Fluke Strike \* At Will

*Requirement:* The kopru must be in water.

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 3d6+7 damage.

## MOVE ACTIONS

### Churning Flukes \* At Will

*Requirement:* The kopru must be in water.

*Effect:* The kopru gains concealment until the beginning of its next turn, shifts 6 squares and gains combat advantage against any enemy adjacent to it until the end of its next turn.

Str 21    Dex 19    Wis 17

Con 16    Int 16    Cha 15

Alignment chaotic evil

Languages Common, Kopru

## Skulking Kopru

Medium aberrant magical beast (aquatic)

**HP** 76; **Bloodied** 38

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

**Speed** 3, swim 8

## Level 9 Lurker

XP 400

**Initiative** +12

**Perception** +12

Darkvision

### TRAITS

#### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 2d8+4 damage.

#### (melee) Fluke Strike \* At Will

*Requirement:* The kopru must be in water.

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 3d6+7 damage.

#### (ranged) Hidden Terror (fear) \* At Will

*Attack:* Ranged 10 (one creature from which the kopru is hidden); +12 vs. Will.

*Hit:* 3d10+6 psychic damage, and the kopru slides the target 2 squares.

*Miss:* The kopru remains hidden.

### MOVE ACTIONS

#### Skulk \* At Will

*Effect:* The kopru shifts 3 squares to a space in which it has concealment, then makes a Stealth check to hide. If it starts this shift hidden, it does not reveal itself when crossing unconcealed squares as long as it ends the shift with concealment.

---

**Str** 21    **Dex** 19    **Wis** 17

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

**Alignment** chaotic evil

**Languages** Kopru

## LESHAY

**Source:** 3e *Epic Level Handbook*.

The leshay are a mysterious race of fey humanoids of exceptional power. They dwell in the deepest, most forbidding realms of the Feywild, emerging only rarely in order to carry out inscrutable missions. Leshay disdain all of the Fey Courts and acknowledge no authority save their own.

Leshay are ageless and perish only if killed. The oldest leshay are truly ancient, possibly dating to the first days of the Feywild. It is thought that leshay no longer reproduce, and thus there are only a finite number of them remaining in the multiverse. It is known that there are at least three generations of them; they thus probably once bred. The youngest known leshay are still dozens of thousands of years old.

**Progenitor Fey:** The eldest and wisest of the sages of the Feywild assert that the leshay are the progenitor race of many of the fey races that exist today. The evidence to support this is scant and often in extremely remote areas of the Feywild; the theory is disavowed by all of the Fey Courts, but eladrin, elven and Drow scholars all agree that their three races all descend from leshay ancestors.

**The Immaculate Villages:** Though the enigmatic leshay rarely speak of their homelands, they do occasionally refer to villages nestled with perfect harmony into the wilds of the deep Feywild. No non-leshay is known to have visited any of these villages, but the leshay refer to them as “immaculate” and have found every settlement established by other creatures to be filthy garbage pits (and are not shy about voicing their opinions).

**Leshay Weapons:** Leshay create their weapons by manifesting them from their own life essence. When a leshay is defeated or disarmed, its weapons vanish and it can re-manifest them immediately. (This is a free action.)



## Leshay Hunter

Medium fey humanoid

HP 262; Bloodied 131

AC 43; Fortitude 38; Reflex 43; Will 41

Speed 9

Immune disease

## Level 29 Skirmisher

XP 15,000

Initiative +26

Perception +27

Lowlight vision

### STANDARD ACTIONS

**(mbasic) Longsword (weapon) \* At Will**

*Attack:* Melee 1 (one creature); +34 vs. AC.

*Hit:* 2d8+10 damage.

**(rbasic) Longbow (weapon) \* At Will**

*Attack:* Ranged 40 (one creature); +34 vs. AC.

*Hit:* 2d10+8 damage.

**Hunter's Attack \* At Will**

*Effect:* The leshay hunter makes a basic attack, shifts up to its speed, then makes another basic attack. One of these basic attacks must be a ranged attack and the other must be a melee attack.

**Focused Attack \* At Will**

*Attack:* Melee 1 or ranged 40 (the hunter's quarry); +34 vs. Reflex.

*Hit:* 6d8+10 damage.

**Heart Shot \* Encounter**

*Attack:* Ranged 40 (the hunter's quarry); +32 vs. Fortitude.

*Hit:* If the target is not bloodied and has at least 40 hit points, it is reduced to 1 hit point. Otherwise, the target is reduced to 0 hit points and must immediately roll three death saves.

### MINOR ACTIONS

**Designate Quarry \* At Will**

*Effect:* The leshay hunter designates one creature that it can see as its quarry until the quarry dies or until the end of the encounter. The hunter ignores cover and concealment, including total concealment and invisibility, when targeting its quarry.

**(close) Beguiling Gaze (charm) \* Recharge 6**

*Attack:* Close blast 3 (one creature in blast); +32 vs. Will.

*Hit:* The target cannot make attacks that include the hunter as a target (save ends). The leshay hunter then shifts up to 2 squares.

---

**Skills** Nature +26

**Str** 26    **Dex** 30    **Wis** 27

**Con** 22    **Int** 25    **Cha** 25

**Alignment** unaligned

**Languages** Elven

**Equipment** leather armor

## Leshay Tempest Warrior

Medium fey humanoid

HP 262; Bloodied 131

AC 45; Fortitude 38; Reflex 43; Will 41

Speed 9

Immune disease

## Level 29 Soldier

XP 15,000

Initiative +26

Perception +25

Lowlight vision

### TRAITS

**Whirlwind of Blades \* Aura 1**

Enemies in the aura cannot shift or make ranged attacks.

### STANDARD ACTIONS

**(mbasic) Bastard Sword (weapon) \* At Will**

*Attack:* Melee 1 (one creature); +34 vs. AC.

*Hit:* 2d8+10 damage.

### Tempest Attack \* At Will

*Effect:* The tempest warrior uses *bastard sword* twice.

## MINOR ACTIONS

### (close) Beguiling Gaze (charm) \* Recharge 6

*Attack:* Close blast 3 (each creature in blast); +32 vs. Will.

*Hit:* The target grants combat advantage (save ends).

## TRIGGERED ACTIONS

### (melee) Ignore Me At Your Peril (weapon) \* At Will

*Trigger:* An adjacent enemy makes an attack that does not include the leshay tempest warrior as a target.

*Effect (Opportunity Action):* The tempest warrior uses *bastard sword* against the triggering opponent, gaining a +2 bonus to the attack and a +10 bonus to damage.

---

**Skills** Nature +25

**Str** 27    **Dex** 30    **Wis** 24

**Con** 22    **Int** 25    **Cha** 25

**Alignment** unaligned

**Languages** Elven

**Equipment** leather armor

## Elder Leshay Stag Warrior

## Level 30 Skirmisher

Medium fey humanoid

XP 19,000

**HP** 268; **Bloodied** 134

**Initiative** +25

**AC** 44; **Fortitude** 42; **Reflex** 42; **Will** 42

**Perception** +30

**Speed** 9

Lowlight vision

**Immune** immobilized, slow

## STANDARD ACTIONS

### (mbasic) Longspear (weapon) \* At Will

*Requirement:* The leshay may not be in stag form.

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

*Hit:* 3d10+22 damage, and the leshay pushes the target 1 square.

### (mbasic) Antlers \* At Will

*Requirement:* The leshay must be in stag form.

*Attack:* Melee 1 (one creature); +35 vs. AC.

*Hit:* 4d12+12 damage.

### (melee) Fury of Nature \* Recharges when first bloodied

*Attack:* Melee 1 (stag form) or 2 (humanoid form); +35 vs. AC.

*Hit:* 6d10+15 damage and the target is stunned (save ends).

## MOVE ACTIONS

### Stag Form (polymorph) \* At Will

*Effect:* The leshay polymorphs into a medium sized stag with a large rack of antlers and shifts up to 6 squares. While in stag form, its speed increases to 12, it gains a +2 bonus to defenses against opportunity attacks and it gains a +2 bonus to saving throws. The leshay remains in stag form until it spends another move action to change back.

### Fey Step (teleportation) \* Recharges when the leshay enters or leaves *stag form*

*Effect:* The leshay teleports up to 6 squares.

## MINOR ACTIONS

### (close) Beguiling Gaze (charm) \* Recharge 6

*Attack:* Close blast 3 (each creature in blast); +32 vs. Will.

*Hit:* The leshay slides the target up to 6 squares and the target is dazed (save ends).

*Miss:* The target is dazed until the end of the leshay's next turn.

---

**Skills** Nature +29

**Str** 26    **Dex** 27    **Wis** 30

Con 20 Int 22 Cha 25

Alignment unaligned

Equipment leather armor

Languages Elven

# LOATHE

**Source:** Homebrewed.

A loathe is a hideous form of undead created when a being of extraordinary evil is slain by creatures or circumstances that are inordinately humble. The loathe's living self may have been killed by a far lesser opponent, through a humiliating error or simply via dumb luck. Whatever the cause of its death, the loathe is embittered by it and feels very strongly that it deserved a better death.

A loathe appears largely skeletal. However, though little flesh remains on its body, the loathe's hair, eyes, tongue and genitals are intact. Some sages speculate that the loathe may be related to the mohrg, as both of them retain some of their softer organs despite the advanced decomposition of the rest of its frame. Many loathes try to conceal their undead status with a mask, heavy robes or some other form of disguise. Nonetheless, a loathe is compelled to reveal itself when it tells its story.

**Humiliated for Eternity:** The loathe is driven to tell the tale of its humiliating death to creatures that it encounters. It then attempts to kill to hide its shame. The loathe is unable to resist this confessional urge, though it might be able to resist to urge to slay creatures that haven't heard its tale.

**Seeking a Glorious Death:** A loathe hates the living, but it hates its own existence more. Its greatest desire is a glorious death. To this end, some loathes seek out adventurers or commit to plots that will entice the intervention of great heroes. Others gather treasure and await intruders in deep dungeons. Still others become evil adventurers of a sort, themselves, visiting doom upon the good places of the world. No loathe shies from combat, unless it is to arrange a more fitting, dramatic and theatrical battle appropriate to the end that it deserves.

## Loathe

## Level 15 Controller

Medium natural humanoid (undead)

XP 1,200

HP 142; Bloodied 71

Initiative +11

AC 29; Fortitude 27; Reflex 27; Will 28

Perception +10

Speed 6

Darkvision

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

## STANDARD ACTIONS

(mbasic/rbasic) **Dagger** (weapon) \* At Will

*Attack:* Melee 1 or ranged 5/10 (one creature); +20 vs. AC.

*Hit:* 3d4+8 damage.

(close) **Burning Gaze** (fire, gaze) \* At Will

*Attack:* Close blast 10 (one creature in blast); +19 vs. Will.

*Hit:* 2d10+7 fire damage plus ongoing 10 fire damage (save ends).

(close) **Felling Gaze** (force, gaze) \* At Will

*Attack:* Close blast 5 (one creature in blast); +19 vs. Reflex.

*Hit:* 4d8+5 force damage, and the target falls prone.

(close) **Gaze of Unbearable Self-Loathing** (charm, gaze, psychic) \* At Will

*Attack:* Close blast 5 (one creature in blast); +19 vs. Will.

*Hit:* 2d6 psychic damage, and on its next turn, the target uses its standard action to make a basic attack against itself.

---  
Skills Intimidate +19

Str 19 Dex 19 Wis 17

Con 14 Int 15 Cha 23

Alignment evil

Languages Common

Equipment mask, dagger

# LOCATHAH

**Source:** 1e *Monster Manual*.

Locathah are a race of piscine humanoid nomads who roam shallow seas. Some surface races stubbornly refuse to acknowledge the sentience of locathah, for they are extraordinarily delicious and not all species of locathah are sentient. There are almost as wide a variety of locathah types as there are fish.

## Locathah Nomad

## Level 3 Minion Brute

Medium natural humanoid

XP Value

**HP** 1; a missed attack never damages a minion

**Initiative** +1

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

**Perception** +2

**Speed** 6, swim 6

### STANDARD ACTIONS

**(mbasic) Trident** (weapon) \* **At Will**

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

*Hit:* 7 damage.

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**Str** 17    **Dex** 11    **Wis** 13

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

**Alignment** unaligned

**Languages** Aquan

**Equipment** trident

## Locathah Hunter

## Level 4 Artillery

Medium natural humanoid

XP Value

**HP** 40; **Bloodied** 20

**Initiative** +2

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

**Perception** +3

**Speed** 6, swim 6

### STANDARD ACTIONS

**(mbasic) Trident** (weapon) \* **At Will**

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

*Hit:* 2d8+2 damage.

**(rbasic) Underwater Crossbow** (weapon) \* **At Will**

*Attack:* Ranged 5/10 (one creature); +11 vs. AC.

*Hit:* 3d6+2 damage.

*Reload Minor.*

**(ranged) Hunter's Shot** (ranged) \* **Encounter**

*Attack:* Ranged 5/10 (one creature); +11 vs. AC.

*Hit:* 4d6+6 damage, and the target is marked by the hunter (save ends).

*Reload Minor.*

---

**Str** 17    **Dex** 11    **Wis** 13

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

**Alignment** unaligned

**Languages** Aquan

**Equipment** trident, underwater crossbow, 12 bolts

# LOST LEGION

**Source:** Homebrew.

When the Sword Empire was falling apart under the attacks of the Six-Fingered Hand, the heir to the last emperor was sent away with the Ninth Legion, a group of tough, hard-bitten veterans, mostly warforged. When the empire fell, the Lost Legion

escaped destruction, becoming lost in the fey hinterlands of Dorhaus for several years. They have subsequently disappeared again only to reappear periodically.

**The Mad Emperor:** The last heir to the Sword Empire is a madman, to whom the Lost Legion has sworn- and shown- loyalty unto death. While those outside of the legion call him the Mad Emperor, his own people style him Emperor Jurkel the Wanderer. He claims dominion over the entire old Sword Empire, but in practice rules only the area he surveys, and even that, only through force of arms.

**Constantly Recruiting:** Whenever the Lost Legion appears, it recruits new members. Its numbers seem to fluctuate between 2,000 and 4,000. Although the oldest veterans are mostly warforged, there are only a few hundred of them remaining. The majority of the legionnaires are a mixture of many races, including savage races such as orcs, goblins and ogres. The sample legionnaires below are only samples; there are (for example) elven Lost Legionnaire recruits as well as human ones.

## Lost Legionnaire Recruit      Level 3 Minion Soldier

Medium natural humanoid, human

XP 38

HP 1; a missed attack never damages a minion

Initiative +3

AC 19; Fortitude 16; Reflex 14; Will 14

Perception +1

Speed 5

### STANDARD ACTIONS

(mbasic) Longsword (weapon) \* At Will

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

Hit: 5 damage. If the Lost Legionnaire recruit has combat advantage, the target is also immobilized until the end of its next turn.

---

Str 15    Dex 10    Wis 10

Con 13    Int 10    Cha 10

Alignment unaligned

Languages Common

Equipment chain mail, heavy shield, longsword

## Lost Legionnaire      Level 3 Soldier

Medium natural humanoid, human

XP 150

HP 45; Bloodied 22

Initiative +4

AC 19; Fortitude 15; Reflex 15; Will 15

Perception +2

Speed 5

### STANDARD ACTIONS

(mbasic) Longsword (weapon) \* At Will

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

Hit: 1d8+6 damage. and the Lost Legionnaire marks the target until the end of the Lost Legionnaire's next turn.

### TRIGGERED ACTIONS

(melee) Punishment Strike (weapon) \* At Will

Trigger: A marked enemy makes an attack that does not include the Lost Legionnaire as a target.

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

Hit: 1d8+6 damage and the target gains vulnerable 2 all until the end of its next turn.

---

Str 16    Dex 13    Wis 13

Con 13    Int 10    Cha 10

Alignment unaligned

Languages Common

Equipment chain mail, heavy shield, longsword

## Lost Legionnaire Archer      Level 3 Artillery

Medium fey humanoid, elf

XP 150

HP 34; Bloodied 17

Initiative +4

AC 15; Fortitude 15; Reflex 16; Will 15

Speed 7

Perception +1

Low-light vision

## STANDARD ACTIONS

**(mbasic) Longsword (weapon) \* At Will**

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

*Hit:* 1d8+3 damage.

**(rbasic) Longbow (weapon) \* At Will**

*Attack:* Ranged 20 (one creature); +10 vs. AC.

*Hit:* 1d8+6 damage.

**(ranged) Staggering Shot (weapon) \* Encounter**

*Attack:* Ranged 20 (one creature); +10 vs. Fortitude.

*Hit:* 2d8+6 damage and the target is immobilized until the end of its next turn.

## TRIGGERED ACTIONS

**Elven Accuracy \* Encounter**

*Trigger:* The archer misses with an attack.

*Effect (Free Action):* The archer rerolls the attack and takes the new result.

---

Str 14    Dex 17    Wis 10

Con 10    Int 10    Cha 12

Alignment unaligned

Languages Common

Equipment chain mail, longsword, longbow, 40 arrows

## Lost Legionnaire Shock Trooper

## Level 4 Brute

Medium natural humanoid, dwarf

XP 175

HP 68; Bloodied 34

Initiative +1

AC 16; Fortitude 18; Reflex 14; Will 16

Perception +4

Speed 5

Low-light vision

## TRAITS

**Stand Tough**

Whenever the shock trooper is subject to forced movement, it reduces the forced movement by 3 squares.

## STANDARD ACTIONS

**(mbasic) Maul (weapon) \* At Will**

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

*Hit:* 2d10+4 damage, and the shock trooper pushes the target 1 square.

**(melee) Beat Down \* Recharge 5 6**

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

*Hit:* 2d10+7 damage, and the target falls prone.

## MOVE ACTIONS

**(close) Crashing Rush \* Encounter**

*Effect:* The shock trooper moves up to its speed, then makes the following attack.

*Attack:* Close burst 1 (each enemy in burst); +5 vs. Reflex.

*Hit:* The target falls prone.

---

Str 16    Dex 8    Wis 14

Con 18    Int 11    Cha 9

Alignment unaligned

Languages Common, Dwarven

Equipment plate armor, maul

## Lost Legionnaire Engineer

## Level 6 Controller

Medium natural humanoid (living construct), warforged XP 250

HP 68; Bloodied 34

Initiative +3

AC 20; Fortitude 18; Reflex 17; Will 20

Perception +11

Speed 5

Saving Throw +2 against ongoing damage

### TRAITS

#### Engineer's Eye

The engineer gains a +4 bonus to skill checks made to detect traps, hazards, or creatures disguised as architectural features.

### STANDARD ACTIONS

#### (mbasic) Shortsword (weapon) \* At Will

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

Hit: 1d6+7 damage.

#### (rbasic) Light Crossbow (weapon) \* At Will

Attack: Melee 20 (one creature); +11 vs. AC.

Hit: 1d8+6 damage.

Reload Minor.

#### (area) Smoke Bomb (poison) \* Encounter

Attack: Area burst 1 within 5 (each creature in burst); +8 vs. Reflex.

Hit: 2d6+7 poison damage, and the target is blinded (save ends).

Miss: 5 poison damage.

#### (area) Controlled Detonation (fire, zone) \* Encounter

Attack: Area burst 1 within 20 (each creature in burst); +8 vs. Reflex.

Hit: 2d8+7 fire damage.

Miss: Half damage.

Effect: The burst becomes a zone of difficult terrain that lasts until the end of the encounter.

### MINOR ACTIONS

#### Warforged Resolve (healing) \* Encounter

Effect: The engineer gains 6 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 6 hit points.

---

Str 14    Dex 10    Wis 16

Con 12    Int 19    Cha 10

Alignment unaligned

Languages Common

Equipment chain armor, shortsword, light crossbow, 20 quarrels

## Lost Legionnaire Scout

## Level 7 Lurker

Small natural humanoid, halfling

XP 300

HP 59; Bloodied 29

Initiative +12

AC 19; Fortitude 16; Reflex 21; Will 17

Perception +11

Speed 5

### TRAITS

#### I'm Not Lucky, I'm Just Good At What I Do

When the scout has combat advantage against a creature, that creature must roll twice and take the lower result on attacks against the scout.

### STANDARD ACTIONS

#### (mbasic) Dagger (weapon) \* At Will

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

Hit: 2d4+6 damage.

Effect: If the scout has combat advantage against the target, it repeats the attack against the same target.



**(r)basic) Sling (weapon) \* At Will**

*Attack:* Ranged 10 (one creature); +12 vs. AC.

*Hit:* 2d6+8 damage.

*Effect:* If the scout has combat advantage against the target, it repeats the attack against the same target.

**Scout's Scamper \* At Will**

*Effect:* The scout shifts its speed and then makes a Bluff check against the Insight of each creature adjacent to it. It gains combat advantage until the end of its next turn against each creature that fails its Insight check.

---

**Skills** Bluff +9, Stealth +13

**Str** 9     **Dex** 20     **Wis** 16

**Con** 11     **Int** 16     **Cha** 13

**Alignment** unaligned

**Languages** Common

**Equipment** leather armor, dagger, sling, 20 bullets

## Lost Legionnaire Sergeant

### Level 8 Elite Soldier (Leader)

Medium natural humanoid, eladrin

XP 700

**HP** 164; **Bloodied** 82

**Initiative** +7

**AC** 23; **Fortitude** 19; **Reflex** 20; **Will** 22

**Perception** +7

**Speed** 6

**Saving Throws** +2; **Action Points** 1 (see also *tactical action*)

## STANDARD ACTIONS

**(m)basic) Shocking Blow (lightning, weapon) \* At Will**

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

*Hit:* 2d8+7 damage, and each enemy adjacent to the target takes 5 lightning damage.

**(melee) Electrifying Strike (lightning, weapon) \* At Will**

*Attack:* Melee 1 (one or two creatures); +11 vs. Reflex.

*Hit:* 2d8+7 lightning damage and the target is immobilized (save ends).

**(close) Force Wave (force) \* Encounter**

*Requirement:* The sergeant must be bloodied.

*Attack:* Close blast 4 (each creature in blast); +9 vs. Reflex.

*Hit:* 4d8+6 force damage, the sergeant pushes the target 6 squares and the target falls prone.

**Dispel Magic \* Encounter**

*Effect:* One conjuration or zone within 10 squares of the sergeant ends.

## MOVE ACTIONS

**Fey Step (teleportation) \* Encounter**

*Effect:* The sergeant teleports 5 squares.

## MINOR ACTIONS

**(close) Hypnotic Sword \* At Will**

*Attack:* Close burst 5 (one creature in burst); +11 vs. Will.

*Hit:* The sergeant pulls the target 4 squares.

## FREE ACTIONS

**Tactical Action (teleportation) \* At Will**

*Effect:* The sergeant spends an action point. Instead of gaining an extra standard action, the sergeant teleports 3 squares and one ally the sergeant can see takes a standard action as a free action.

## TRIGGERED ACTIONS

**Sufferance \* Encounter**

*Requirement:* The sergeant must be bloodied.

*Trigger:* An enemy hits the sergeant.

*Effect (Immediate Interrupt):* The sergeant gains 20 temporary hit points. It also gains a +4 bonus to AC and Reflex until these temporary hit points are exhausted.

---

**Skills** Arcana +12

**Str** 14    **Dex** 13    **Wis** 16

**Con** 10    **Int** 16    **Cha** 20

**Alignment** unaligned

**Languages** Common, Elven

**Equipment** chain mail, longsword

## Lost Legionnaire Veteran

## Level 10 Skirmisher

Medium natural humanoid (living construct), warforged    XP 500

**HP** 103; **Bloodied** 51

**Initiative** +9

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

**Perception** +7

**Speed** 5

**Saving Throws** +2 against ongoing damage

### STANDARD ACTIONS

**(mbasic) Greatsword** (weapon) \* **At Will**

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

*Hit:* 4d6+4 damage.

*Effect:* The Lost Legionnaire veteran shifts 1 square.

**(melee) Defensive Strike** (weapon) \* **Recharges** when first bloodied

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

*Hit:* 4d6+4 damage, and the target takes a -2 penalty on attack rolls until the beginning of the veteran's next turn.

**(melee) Finishing Strike** (weapon) \* **Encounter**

*Attack:* Melee 1 (one bloodied creature); +13 vs. Fortitude.

*Hit:* 6d6+4 damage.

### MINOR ACTIONS

**Warforged Resolve** (healing) \* **Encounter**

*Effect:* The veteran gains 8 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 8 hit points.

### TRIGGERED ACTIONS

**Tactical Maneuvering** \* **At Will**

*Trigger:* The veteran takes damage.

*Effect (Immediate Reaction):* The veteran shifts 2 squares.

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**Str** 20    **Dex** 15    **Wis** 14

**Con** 15    **Int** 12    **Cha** 10

**Alignment** unaligned

**Languages** Common

**Equipment** plate armor, greatsword

## Lost Legion Trooper

## Level 11 Minion Skirmisher

Medium natural humanoid, orc    XP Value

**HP** 1; a missed attack never damages a minion

**Initiative** +8

**AC** 25; **Fortitude** 23; **Reflex** 21; **Will** 22

**Perception** +7

**Speed** 5

Low-light vision

### STANDARD ACTIONS

**(mbasic) Longspear** (weapon) \* **At Will**

*Attack:* Melee 2 (one creature); +16 vs. AC.

*Hit:* 8 damage, or 11 damage if the trooper is flanking the target.

### TRIGGERED ACTIONS

### Practiced Coordination \* At Will

*Trigger:* An adjacent ally moves or shifts.

*Effect (Immediate Reaction):* The trooper shifts to a space adjacent to the triggering ally.

---

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

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

**Alignment** unaligned

**Languages** Common

**Equipment** chain mail, longspear

## Lost Legion Battlemage

## Level 12 Artillery

Medium natural humanoid (living construct), warforged    XP 700

**HP** 91; **Bloodied** 45

**Initiative** +8

**AC** 23; **Fortitude** 22; **Reflex** 24; **Will** 26

**Perception** +8

**Speed** 6

**Saving Throws** +2 against ongoing damage.

### STANDARD ACTIONS

#### (mbasic) Shocking Grasp (lightning) \* At Will

*Attack:* Melee 1 (one creature); +15 vs. Reflex. If the target is wearing metal armor, the battlemage gains combat advantage on this attack.

*Hit:* 2d8+11 lightning damage.

#### (rbasic) Magic Missile (force) \* At Will

*Effect:* Ranged 20 (one, two or three creatures); each target takes 12 force damage.

#### (ranged) Flaming Barrage (fire) \* Recharges when first bloodied

*Attack:* Ranged 20 (one, two or three creatures); +17 vs. Reflex.

*Hit:* 2d10+2 fire damage, plus ongoing 10 fire damage (save ends).

#### (close) Wedge of Thunder (thunder) \* Encounter

*Attack:* Close blast 4 (each creature in blast); +15 vs. Fortitude.

### MOVE ACTIONS

#### Battle Step (teleportation, thunder) \* Encounter

*Effect:* The battlemage teleports 8 squares. Each creature adjacent to its arrival space takes 10 thunder damage and is deafened until the end of its next turn.

### MINOR ACTIONS

#### Warforged Resolve (healing) \* Encounter

*Effect:* The battlemage gains 9 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 9 hit points.

---

**Skills** Arcana +17, History +17

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

**Con** 13    **Int** 22    **Cha** 13

**Alignment** unaligned

**Languages** Common

**Equipment** wand

## Grizzled Lost Legionnaire

## Level 14 Brute

Medium natural humanoid, half-orc    XP 1,000

**HP** 168; **Bloodied** 84

**Initiative** +8

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

**Perception** +11

**Speed** 5

### STANDARD ACTIONS

#### (mbasic) Greataxe (weapon) \* At Will

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 3d12+9 damage.

**(rbasic) Throwing Axe (weapon) \* At Will**

*Attack:* Ranged 5 (one creature); +17 vs. AC.

*Hit:* 4d6+8 damage.

**(melee) Savage Advance \* At Will**

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 3d12+9 damage.

*Effect:* The grizzled Lost Legionnaire shifts 1 square.

**(melee) Blow to the Head \* Encounter**

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 3d12+9 damage, and the target is dazed and takes ongoing 10 damage (save ends both).

## TRIGGERED ACTIONS

**Loyal to the Last \* Encounter**

*Trigger:* The grizzled Lost Legionnaire is dominated or forced to take an action by an enemy.

*Effect (Immediate Interrupt):* The grizzled Lost Legionnaire makes a saving throw. If it succeeds, it ignores the triggering effect.

---

**Skills** Athletics +18, Endurance +16

**Str** 23    **Dex** 12    **Wis** 18

**Con** 18    **Int** 9    **Cha** 9

**Alignment** unaligned

**Languages** Common, Orcish

**Equipment** plate armor, greataxe, 2 throwing axes

## Lost Legionnaire Sniper

## Level 17 Minion Artillery

Medium natural humanoid, elf

XP 500

**HP** 1; a missed attack never damages a minion

**Initiative** +15

**AC** 29; **Fortitude** 28; **Reflex** 30; **Will** 29

**Perception** +18

**Speed** 7

Low-light vision

## STANDARD ACTIONS

**(mbasic) Longsword (weapon) \* At Will**

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 11 damage.

**(rbasic) Longbow (weapon) \* At Will**

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

*Hit:* 12 damage.

**Rapid Shot \* Encounter**

*Effect:* The Lost Legionnaire sniper makes two ranged basic attacks.

---

**Skills** Nature +14, Stealth +20

**Str** 17    **Dex** 24    **Wis** 20

**Con** 14    **Int** 12    **Cha** 16

**Alignment** unaligned

**Languages** Common, Elven

**Equipment** studded leather armor, longsword, longbow, 40 arrows

## Lost Legionnaire Captain

## Level 18 Elite Soldier (Leader)

Medium natural humanoid (living construct), warforged

XP 2,000

**HP** 344; **Bloodied** 172

**Initiative** +13

**AC** 34; **Fortitude** 30; **Reflex** 28; **Will** 30

**Perception** +16

**Speed** 5

**Saving Throws** +2 (+4 against ongoing damage); **Action Points** 1

## TRAITS

### Draw the Attacks \* Aura 1

An enemy in the aura that makes an attack that does not include the captain as a target takes 20 damage.

## STANDARD ACTIONS

### (mbasic) Broadsword (weapon) \* At Will

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

*Hit:* 3d8+13 damage.

### (melee) Tactical Strike \* At Will

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

*Hit:* 3d8+13 damage, and the captain slides the target 1 square.

### Lead the Way \* At Will

*Effect:* The Lost Legionnaire captain makes a melee attack, and one ally within 5 squares of the captain makes a basic attack as a free action.

## MINOR ACTIONS

### Warforged Resolve (healing) \* Encounter

*Effect:* The captain gains 12 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 12 hit points.

## TRIGGERED ACTIONS

### (melee) Reprisal (weapon) \* Encounter

*Trigger:* The captain becomes bloodied.

*Attack (Immediate Reaction):* Melee 1 (one creature); +25 vs. AC.

*Hit:* 5d8+13 damage, and the target is stunned until the end of its next turn.

---

**Skills** Diplomacy +18

**Str** 25    **Dex** 14    **Wis** 14

**Con** 20    **Int** 17    **Cha** 18

**Alignment** unaligned

**Languages** Common

**Equipment** plate armor, heavy shield, broadsword

## Lost Legionnaire Sentry

## Level 19 Soldier

Medium natural humanoid (living construct), warforged

XP 2,400

**HP** 182; **Bloodied** 91

**Initiative** +13

**AC** 35; **Fortitude** 33; **Reflex** 29; **Will** 31

**Perception** +14

**Speed** 5

**Saving Throws** +2 against ongoing damage

## TRAITS

### Sentry

The Lost Legionnaire sentry is never surprised and takes no penalty on attacks due to concealment.

## STANDARD ACTIONS

### (mbasic) Battleaxe (weapon) \* At Will

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

*Hit:* 3d10+11 damage, and the sentry marks the target until the end of the sentry's next turn.

## MINOR ACTIONS

### Warforged Resolve (healing) \* Encounter

*Effect:* The sentry gains 12 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 12 hit points.

## TRIGGERED ACTIONS

### (melee) Guarding Blow (weapon) \* At Will

*Trigger:* A creature marked by the sentry makes an attack that doesn't include the sentry as a target.

*Attack (Immediate Interrupt):* Melee 1 (the triggering creature); +26 vs. AC.

*Hit:* 3d10+11 damage, and the target takes an additional -2 penalty to the triggering attack.

**Stand My Ground \* At Will**

*Trigger:* The sentry is subject to forced movement.

*Effect:* The triggering forced movement is reduced by 2 squares.

---

**Str** 27    **Dex** 15    **Wis** 21

**Con** 22    **Int** 14    **Cha** 13

**Alignment** unaligned

**Languages** Common

**Equipment** plate armor, heavy shield, battleaxe

## 240Z, General of the Lost Legion

### Level 20 Elite Soldier (Leader)

Medium natural humanoid (living construct), warforged    XP 5,600

**HP** 376; **Bloodied** 188

**Initiative** +14

**AC** 36; **Fortitude** 33; **Reflex** 30; **Will** 33

**Perception** +14

**Speed** 5

**Saving Throws** +2 (+4 against ongoing damage); **Action Points** 1

### TRAITS

**Guarded Area \* Aura** 1

Each enemy that starts its turn in the aura is slowed and cannot shift until the start of its next turn.

### STANDARD ACTIONS

**(mbasic) Glaive (weapon) \* At Will**

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

*Hit:* 4d8+10 damage.

**(melee) Coordinated Strike (weapon) \* At Will**

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

*Hit:* 4d8+10 damage, and the target grants combat advantage to 240 Z's allies until the end of 240 Z's next turn.

*Effect:* One ally of 240 Z adjacent to the target makes a melee basic attack against the target.

**(melee) Maneuvering Strike (weapon) \* Encounter**

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

*Hit:* 6d8+10 damage, and 240 Z slides the target up to 3 squares.

*Miss:* 240 Z slides the target 1 square.

*Effect:* 240 Z shifts to any space adjacent to the target.

### MINOR ACTIONS

**General's Resolve \* Encounter**

*Requirement:* 240 Z must be bloodied.

*Effect:* 240 Z makes a saving throw and gains 30 temporary hit points.

### TRIGGERED ACTIONS

**Lure In \* At Will**

*Requirement:* 240 Z must be bloodied.

*Trigger:* An adjacent enemy makes a melee attack against 240 Z.

*Effect (Immediate Interrupt):* One ally within 4 squares of 240 Z makes a basic attack against the triggering enemy as a free action. 240 Z grants combat advantage to the triggering enemy until the beginning of 240 Z's next turn.

---

**Skills** Diplomacy +21, History +20

**Str** 25    **Dex** 14    **Wis** 19

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

**Alignment** unaligned

**Languages** Common

**Equipment** plate armor, glaive

# LOXO

**Source:** 2e *Spelljammer*.

Loxo are a race of elephantine humanoids with bifurcated trunks that split about halfway down. These trunks are quite adroit and dexterous. Loxo are a civilized race, and have had a number of small kingdoms and empires throughout history. They are long-lived but slow to reproduce, so once the tide turns against one of their civilizations, its decline is almost tragically inevitable.

## Loxo Bull

Medium natural humanoid

## Level 8 Soldier

XP 350

**HP** 89; **Bloodied** 44

**Initiative** +6

**AC** 24; **Fortitude** 21; **Reflex** 18; **Will** 20

**Perception** +7

**Speed** 5

## STANDARD ACTIONS

**(mbasic) Maul** (weapon) \* **At Will**

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

*Hit:* 2d6+9 damage, and the loxo bull marks the target until the end of the bull's next turn.

**(rbasic) Javelin** (weapon) \* **At Will**

*Attack:* Ranged 10 (one creature); +13 vs. AC.

*Hit:* 2d6+5 damage.

## TRIGGERED ACTIONS

**Protect the Herd** \* **At Will**

*Trigger:* An allied loxo within 10 squares becomes bloodied.

*Effect (Immediate Reaction):* The loxo bull makes a basic attack.

---

**Skills** Athletics +14, Endurance +12

**Str** 20    **Dex** 10    **Wis** 17

**Con** 17    **Int** 10    **Cha** 14

**Alignment** unaligned

**Languages** Common, Loxo

**Equipment** chain mail, maul, 4 javelins

## Loxo Young Bull

Medium natural humanoid

## Level 8 Minion Soldier

XP 70

**HP** 1; a missed attack never damages a minion

**Initiative** +6

**AC** 23; **Fortitude** 21; **Reflex** 18; **Will** 20

**Perception** +7

**Speed** 5

## STANDARD ACTIONS

**(mbasic) Maul** (weapon) \* **At Will**

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

*Hit:* 8 damage, and the loxo young bull marks the target until the end of the young bull's next turn.

**(rbasic) Javelin** (weapon) \* **At Will**

*Attack:* Ranged 10 (one creature); +13 vs. AC.

*Hit:* 6 damage.

## TRIGGERED ACTIONS

**Protect the Herd** \* **Encounter**

*Trigger:* An allied loxo within 10 squares becomes bloodied.

*Effect (Immediate Reaction):* The loxo young bull makes a basic attack.

---

**Skills** Athletics +14, Endurance +11

**Str** 20    **Dex** 10    **Wis** 17

**Con** 14    **Int** 10    **Cha** 10



**Alignment** unaligned  
**Equipment** chain mail, maul, 4 javelins

**Languages** Common, Loxo

## Loxo Berserker

## Level 10 Brute

Medium natural humanoid

XP 500

**HP** 129; **Bloodied** 64

**Initiative** +5

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

**Perception** +7

**Speed** 5

### TRAITS

#### Rage

While it is bloodied, the loxo berserker suffers a -2 penalty to AC and Reflex but gets a +5 bonus to damage rolls.

### STANDARD ACTIONS

#### (mbasic) Maul (weapon) \* At Will

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

*Hit:* 3d6+13 damage, or 3d6+18 while the berserker is bloodied.

### TRIGGERED ACTIONS

#### Raging Blow \* Encounter

*Trigger:* The loxo berserker becomes bloodied.

*Effect (Immediate Reaction):* The loxo berserker makes a basic attack against the enemy that bloodied it.

#### Protect the Herd \* Encounter

*Trigger:* An allied loxo within 3 squares falls to 0 hit points or below.

*Effect (Immediate Reaction):* The loxo berserker either makes a basic attacks against the enemy that dropped the allied loxo or else charges it.

---

**Skills** Athletics +17, Endurance +14

**Str** 24    **Dex** 10    **Wis** 15

**Con** 19    **Int** 10    **Cha** 12

**Alignment** unaligned

**Languages** Common, Loxo

**Equipment** hide armor, maul

## Loxo General

## Level 14 Soldier (Leader)

Medium natural humanoid

XP 1,000

**HP** 140; **Bloodied** 70

**Initiative** +9

**AC** 30; **Fortitude** 28; **Reflex** 24; **Will** 26

**Perception** +11

**Speed** 5

### STANDARD ACTIONS

#### (mbasic) Maul (weapon) \* At Will

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 4d6+8 damage, and the loxo general pushes the target 1 square and marks it until the end of the general's next turn.

#### (rbasic) Javelin (weapon) \* At Will

*Attack:* Ranged 10 (one creature); +19 vs. AC.

*Hit:* 3d6+8 damage.

#### (melee) Mighty Strike (weapon) \* At Will

*Requirement:* The loxo general must be wielding a maul.

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 3d6+8 damage, and the target falls prone.

*Effect:* The loxo general marks the target until the end of the general's next turn.

#### (melee) Inspiring Strike \* Encounter

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

*Hit:* 6d6+8 damage, and up to two allies within 8 squares of the loxo general that can see the general may make a basic attack as a free action.

## TRIGGERED ACTIONS

### (melee) **Protect the Herd** \* At Will

*Trigger:* An enemy marked by the general makes an attack that does not include it as a target.

*Attack (Immediate Reaction):* Melee 1 (the triggering enemy); +21 vs. AC.

*Hit:* 4d6+8 damage, and the loxo general slides the target 1 square.

---

**Skills** Athletics +20, Diplomacy +17, Endurance +17

**Str** 26    **Dex** 10    **Wis** 18

**Con** 20    **Int** 16    **Cha** 20

**Alignment** unaligned

**Languages** Common, Loxo

**Equipment** full plate armor, maul, 4 javelins

## Loxo Mercenary

Medium natural humanoid

## Level 18 Minion Brute

XP 500

**HP** 1; a missed attack never damages a minion

**Initiative** +9

**AC** 30; **Fortitude** 32; **Reflex** 28; **Will** 29

**Perception** +10

**Speed** 5

**Resist** 10 all

## STANDARD ACTIONS

### (mbasic) **Maul** (weapon) \* At Will

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

*Hit:* 16 damage.

### (rbasic) **Javelin** (weapon) \* At Will

*Attack:* Ranged 10 (one creature); +21 vs. AC.

*Hit:* 12 damage.

## TRIGGERED ACTIONS

### **Protect the Herd** (weapon) \* Encounter

*Trigger:* An allied loxo within 4 squares falls to 0 hit points or below.

*Effect (Immediate Reaction):* The loxo mercenary either makes a basic attack against the enemy that dropped the allied loxo or charges it.

---

**Str** 26    **Dex** 10    **Wis** 12

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

**Alignment** unaligned

**Languages** Common, Loxo

**Equipment** full plate armor, maul, 4 javelins

# LURKER

**Source:** 1e *Monster Manual* (lurker above, trapper); 1e *Fiend Folio* (mantari); homebrew (bagger).

Lurkers (not to be confused with the lurker monster role- not all lurkers are lurkers) are a group of monsters similar to rays or skates that trap prey by masquerading as part of a room, passage or hallway. (Most types of lurkers are found exclusively underground.) When a potential meal passes beneath or walks on the lurker, it strikes, attempting to wrap itself around its target and crush the victim with its body. Some lurkers lack basic attacks and therefore cannot make opportunity attacks.

**Clumsy Flyers:** Most lurkers can fly clumsily, thanks to a layer of lighter-than-air gas within their bodies. A lurker moves by undulating its body like wings, similar to how a manta ray swims through the water. While lurkers are limited in the that they can attain, since they generally dwell in dungeons and other underground areas, this has very little effect on them.

## Mantari

Small natural magical beast

## Level 4 Skirmisher

XP 175

Mantari are a small variety of lurker about 3' long, with "wingspans" of about 8'. A mantari attacks with its long, whiplike tail, which attacks the target's nervous system directly. Unlike most varieties of lurker, the mantari is a capable flyer.

**HP** 50; **Bloodied** 25

**Initiative** +7

**AC** 18; **Fortitude** 14; **Reflex** 18; **Will** 16

**Perception** +4

**Speed** 3, fly 7 (hover, altitude limit 3)

Darkvision

### STANDARD ACTIONS

#### (mbasic) Tail Whip \* At Will

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

*Hit:* 1d8+7 damage, and the target's nerves are on fire. While the target's nerves are on fire, it takes a -2 penalty to speed and attack rolls. At the start of the victim's turn, it makes an Endurance check, DC 10, as a free action; when this check succeeds, the target's nerves are no longer on fire.

#### (melee) Low Pass \* Encounter

*Effect:* The mantari shifts 7 squares while flying. It makes the following attack on each creature it passes adjacent to during this move.

*Attack:* Melee 1 (each adjacent creature); +5 vs. Will.

*Hit:* The mantari slides the target 1 square and the target falls prone.

### MOVE ACTIONS

#### Zippering Flight \* At Will

*Effect:* The mantari shifts 3 squares while flying.

---

**Str** 7      **Dex** 16      **Wis** 14

**Con** 10    **Int** 2      **Cha** 9

**Alignment** unaligned

**Languages** -

## Bagger

Large natural magical beast

## Level 9 Soldier

XP 400

A bagger is a lurker that dwells high in the swift air currents. It is shaped like an open hoop with a long, translucent bag trailing behind it. Baggers are never encountered near the ground; they are a part of an entire aerial ecology that exists in the skies. Though it appears delicate, a bagger's skin is extraordinarily tough and hard to damage with most forms of attack; however, edged weapons are surprisingly effective against it.

**HP** 90; **Bloodied** 45

**Initiative** +11

**AC** 25; **Fortitude** 19; **Reflex** 23; **Will** 21

**Perception** +7

**Speed** fly 10

Blindsight 20

### TRAITS

#### Easily Cut

Weapon attacks using slashing weapons gain a +2 bonus on attack rolls against a bagger.

### STANDARD ACTIONS

#### (melee) In the Bag (acid) \* At Will

*Requirement:* The bagger may not have a creature bagged.

*Effect:* The bagger shifts 2 squares into a medium or smaller enemy's space and makes the following attack.

*Attack:* Melee 0 (one creature); +12 vs. Reflex.

*Hit:* The target is bagged (escape DC 25). While in the bag, the target takes ongoing 15 acid damage and has line of effect to no other creature, nor does any other creature have line of effect to the target.

*Special:* A creature adjacent to the bagger can force it to release a grabbed creature by making an Athletics check, DC 20.

### TRIGGERED ACTIONS

#### (close) Acid Squirt (acid) \* Encounter

*Trigger:* The bagger takes damage while it is bloodied.

*Attack (Immediate Reaction):* Close blast 2 (each creature in blast); +10 vs. Reflex.

*Hit:* 2d10+8 acid damage.

*Effect:* Any creature grabbed by the bagger takes 15 acid damage.

---

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

**Con** 10    **Int** 2    **Cha** 8

**Alignment** unaligned

**Languages** -

## Lurker Above

## Level 15 Solo Lurker

Huge natural magical beast

XP 6,000

A lurker above is a dungeon-dwelling lurker that hunts by flattening itself against the ceiling, camouflaging itself as stone. When a creature passes beneath it, the lurker above drops down and envelopes the prey.

**HP** 333; **Bloodied** 166

**Initiative** +10

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

**Perception** +12

**Speed** 1, fly 5 (clumsy, hover, altitude limit 6)

**Tremorsense** 10

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

## TRAITS

### Inexorable

If the lurker above starts its turn dominated or stunned, it uses *crush* as a free action.

### Lurk Above

When a lurker above is hidden on a ceiling, it requires a Dungeoneering check (DC 26) or Perception check (DC 30) to recognize it before it attacks.

## STANDARD ACTIONS

### (melee) Envelope \* At Will

*Requirement:* The lurker above must be hidden from at least one of the targets.

*Effect:* The lurker above flies up to its speed and can enter enemy spaces. Enemies that beat the lurker above's Stealth check with their Perception checks may shift to the nearest space adjacent to the lurker above's ending space as an immediate interrupt.

*Attack:* Melee 0 (each creature in the lurker's space); +16 vs. Reflex.

*Hit:* The target is grabbed (escape DC 30). While grabbed, the target takes ongoing 20 damage, is dazed, takes a -4 penalty to attack rolls and has line of sight or effect to no creature other than the lurker above. Additionally, no other creature has line of sight or effect to the target. While it has creatures grabbed, the lurker above is immobilized.

*Effect:* As long as the lurker above hit at least one target, it uses *crush* as a free action.

*Special:* A creature adjacent to the lurker above can force it to release one grabbed creature by making an Athletics check, DC 22, or can force it to release all grabbed creatures by making an Athletics check, DC 30.

### (melee) Crush \* At Will

*Attack:* Melee 0 (each creature grabbed by the lurker above); +16 vs. Fortitude.

*Hit:* 3d10+7 damage.

### (melee) Batter \* Recharges when first bloodied

*Attack:* Melee 2 (one, two, three or four creatures); +20 vs. AC.

*Hit:* 4d8+5 damage, the target falls prone and the lurker above pushes the target 4 squares.

## MOVE ACTIONS

### Blend into Stone \* At Will

*Effect:* The lurker above flies up to its speed without triggering an opportunity attack to a space adjacent to a ceiling or other horizontal surface, gains concealment and makes a Stealth check to hide.

## TRIGGERED ACTIONS

### Vulnerable Victim \* At Will

*Trigger:* An attack deals damage to the lurker above while it has at least one creature grabbed.

*Effect (Immediate Interrupt):* The triggering attack deals half damage to the lurker above. The other half is divided evenly between each grabbed creature (round up).

---

**Skills** Stealth +16

**Str** 26    **Dex** 8    **Wis** 20

Con 15 Int 2 Cha 8

Alignment unaligned

Languages -

## Trapper

Gargantuan natural magical beast

## Level 18 Solo Lurker

XP 10,000

Unlike many lurkers, a trapper does not fly. Instead, it crawls slowly through a dungeon until it finds a room in which it can take up residence on the floor. The trapper has a 'lure' organ which is shaped like a chest or box, so a party of adventurers entering the trapper's lair might think they have found unguarded treasure. The truth is far more dangerous; when the adventurers attempt to open the chest, the trapper rolls its body around them, crushing them to pulp. While fully spread out, a trapper can cover an area up to 40' on a side, only rolling up its fighting space when it attacks.

HP 396; Bloodied 198

Initiative +14

AC 32; Fortitude 32; Reflex 26; Will 30

Perception +15

Speed 4

Tremorsense 20

Saving Throws +5; Action Points 2

## TRAITS

### Blend with the Room

When a trapper is hidden on the floor of its lair, it requires a Dungeoneering check (DC 27) or Perception check (DC 32) to recognize it before it attacks.

### Inexorable

If the trapper starts its turn dominated or stunned, it uses *crush* as a free action.

## STANDARD ACTIONS

### (melee) Spring the Trap \* Encounter

*Requirement:* The trapper must be hidden from at least one of the targets.

*Effect:* The trapper assumes its fighting space (4x4 squares) anywhere within the area it is spread out over, and can share enemy spaces. It then makes the following attack.

*Attack:* Melee 0 (each creature in the trapper's space); +19 vs. Reflex.

*Hit:* The target is grabbed (escape DC 32). While grabbed, the target takes ongoing 25 damage, is dazed, takes a -4 penalty to attack rolls and has line of sight or effect to no creature other than the trapper. Additionally, no other creature has line of sight or effect to the target. While it has creatures grabbed, the trapper is immobilized.

*Effect:* As long as the trapper hit at least one target, it uses *crush* as a free action.

*Special:* A creature adjacent to the trapper can force it to release one grabbed creature by making an Athletics check, DC 24, or can force it to release all grabbed creatures by making an Athletics check, DC 32.

### (melee) Crush \* At Will

*Attack:* Melee 0 (each creature grabbed by the trapper); +19 vs. Fortitude.

*Hit:* 3d10+10 damage.

## MINOR ACTIONS

### Snatch \* At Will

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

*Hit:* The target is grabbed (escape DC 32) and pulled into the trapper's space. While grabbed, the target takes ongoing 25 damage, is dazed, takes a -4 penalty to attack rolls and has line of sight to no creature other than the trapper. Additionally, no other creature has line of sight to the target. While it has creatures grabbed, the trapper is immobilized.

*Special:* A creature adjacent to the trapper can force it to release one grabbed creature by making an Athletics check, DC 24, or can force it to release all grabbed creatures by making an Athletics check, DC 32.

## TRIGGERED ACTIONS

### Vulnerable Victim \* At Will

*Trigger:* An attack deals damage to the lurker above while it has at least one creature grabbed.

*Effect (Immediate Interrupt):* The triggering attack deals half damage to the lurker above. The other half is divided evenly between each grabbed creature (round up).

---

Skills Stealth +18

Str 26 Dex 12 Wis 22

Con 18   Int 2   Cha 16

Alignment unaligned

Languages -

# MARRASH

**Source:** 3e *Monster Manual* 2.

The marrashi are a race of plague-bearing fiends of infernal origin. A marrash resembles a relatively short gnoll with taloned hands and feet and double-jointed, bird-like legs. It has great feathered wings capable of carrying it through the air with ease, and it favors combat on the wing. Marrashi sometimes offer their services to Yeenoghu; even though the demon lord of gnolls is far more brutal and less subtle than they are, their resemblance to his favored people often serves both fiends well, and can provide a deadly surprise to enemies of a gnollish tribe.

## Marrash Archer

## Level 7 Artillery

Medium immortal humanoid

XP 300

**HP** 61; **Bloodied** 30

**Initiative** +7

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

**Perception** +6

**Speed** 6, fly 8

**Immune** disease

## STANDARD ACTIONS

### (mbasic) Claw \* At Will

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

*Hit:* 1d8+5 damage.

### (rbasic) Longbow (weapon) \* At Will

*Attack:* Ranged 20 (one creature); +14 vs. AC.

*Hit:* 1d10+4 damage.

### Double Shot \* At Will

*Effect:* The marrash uses *longbow* twice, taking a -2 penalty to each attack.

### (ranged) Taklif Arrow (disease, weapon) \* Encounter

*Requirement:* The marrash must be wielding a longbow.

*Attack:* Ranged 20 (one creature); +14 vs. AC.

*Hit:* 3d10+6 damage and the target contracts stage 1 lesser otyugh filth fever (MV 231). If the target dies of the disease, a new marrash is birthed from the reconstituted corpse one week later at midnight and the victim's soul is devoured forever.

---

**Str** 13   **Dex** 19   **Wis** 16

**Con** 13   **Int** 9   **Cha** 11

Alignment evil

Languages Supernal

**Equipment** longbow, 30 arrows, 1 taklif arrow

## Raving Marrash

## Level 8 Brute

Medium immortal humanoid

XP 350

**HP** 106; **Bloodied** 53

**Initiative** +7

**AC** 20; **Fortitude** 22; **Reflex** 20; **Will** 19

**Perception** +7

**Speed** 6, fly 8

**Immune** disease

## STANDARD ACTIONS

### (mbasic) Claw \* At Will

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

*Hit:* 1d10+9 damage.

### (melee) Bite \* At Will

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

*Hit:* 2d4+4 damage.

### **Frenzied Attack (disease) \* At Will**

*Effect:* The raving marrash uses *claw* and *bite* against the same target. If both attacks hit, the target contracts stage 1 lesser otyugh fever (MV 231). If the target dies of the disease, a new marrash is birthed from the reconstituted corpse one week later at midnight and the victim's soul is devoured forever.

## **TRIGGERED ACTIONS**

### **(close) Diseased Blood (disease, poison) \* Encounter**

*Trigger:* The raving marrash becomes bloodied.

*Attack (Immediate Reaction):* Close burst 1 (the triggering creature); +11 vs. Reflex.

*Hit:* 2d8+11 poison damage, and the target contracts stage 1 lesser otyugh fever (MV 231). If the target dies of the disease, a new marrash is birthed from the reconstituted corpse one week later at midnight and the victim's soul is devoured forever.

---

**Str** 20    **Dex** 17    **Wis** 16

**Con** 16    **Int** 6    **Cha** 8

**Alignment** evil

**Languages** Supernal

## **Marrash Sharpshooter**

## **Level 15 Minion Artillery**

Medium immortal humanoid

XP 300

**HP** 1; a missed attack never damages a minion

**Initiative** +11

**AC** 27; **Fortitude** 25; **Reflex** 28; **Will** 27

**Perception** +10

**Speed** 6, fly 8

**Immune** disease

## **STANDARD ACTIONS**

### **(mbasic) Claw \* At Will**

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

*Hit:* 10 damage.

### **(rbasic) Longbow (weapon) \* At Will**

*Attack:* Ranged 20 (one creature); +22 vs. AC.

*Hit:* 12 damage.

### **(ranged) Taklif Arrow (disease, weapon) \* Encounter**

*Requirement:* The marrash must be wielding a longbow.

*Attack:* Ranged 20 (one creature); +22 vs. AC.

*Hit:* 16 damage and the target contracts stage 1 greater otyugh filth fever (MV 233). If the target dies of the disease, a new marrash is birthed from the reconstituted corpse one week later at midnight and the victim's soul is devoured forever.

---

**Str** 13    **Dex** 19    **Wis** 16

**Con** 13    **Int** 9    **Cha** 11

**Alignment** evil

**Languages** Supernal

**Equipment** longbow, 30 arrows, 1 taklif arrow

# **MEPHIT**

**Source:** 1e *Fiend Folio*.

Mephits are small humanoid creatures, often with wings, composed of elemental material. There are dozens or perhaps even hundreds of varieties of mephits, from the more common fire mephit to the bizarre and rarely encountered mold mephit. Usually mischievous and destructive, mephits tend to get into things they shouldn't, destroy valuables for fun, try to trick living creatures into putting themselves in danger and steal objects, animals and even babies just to do it.

Mephits are usually 2' to 4' tall. They have exaggerated features, including hooked noses, pointed ears, wide eyes and protruding chins. Each mephit is composed entirely of elemental material, be it fire, mist, salt or something else.

**Easily Created:** Mephits are easily created, often by accident, in magical experiments. They are also often spawned spontaneously on the Elemental Chaos in highly energetic areas or from powerful storms. Wizards on other planes who are working with raw elemental matter or energy sometimes create mephits, either intentionally or by accident (and sometimes



without even realizing it!). Powerful elemental creatures studied in the magic arts can sometimes create mephits to serve them, though they are amongst the least reliable servants in the multiverse.

**Difficult to Control:** Because of the primal chaotic stuff of which they are formed, mephits are very difficult to control for any length of time. They seem able to eventually break free of most forms of compulsion, and the short attention span of a mephit makes it unlikely to carry out complicated instructions or to handle problems that are time sensitive.

**Mixed Groups:** Like many elemental creatures, mephits often join in groups of mixed type. Thus, an earth mephit, acid mephit and magma mephit might all travel as a group.

**Cruel:** Mephits delight in tormenting creatures, especially helpless ones. More than one group of mephits has seen a victory snatched away at the last moment because they tried to extend the fun, and clever adventurers sometimes capitalize on this tendency.

## Ice Mephit

## Level 2 Artillery

Small elemental humanoid (air, water)

XP 125

HP 32; **Bloodied** 16

**Initiative** +5

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

**Perception** +0

**Speed** 4 (ice walk)

**Resist** cold 10; **Vulnerable** fire 5

## TRAITS

### Ice Walk

The mephit ignores difficult or challenging terrain resulting from snowy or icy conditions.

## STANDARD ACTIONS

**(mbasic) Freezing Claw** (cold) \* **At Will**

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

*Hit:* 2d6+2 cold damage.

**(ranged) Frost Breath** (cold) \* **At Will**

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

*Hit:* 1d10+4 cold damage.

## MINOR ACTIONS

**(area) Ice Patch** (cold, zone) \* **Encounter**

*Effect:* The mephit creates a zone of icy ground in an area burst 1 within 10 squares that lasts until the end of the encounter.

Any creature without ice walk that starts its turn in this zone must make an Acrobatics check, DC 9, or fall prone.

---

**Str** 10    **Dex** 18    **Wis** 9

**Con** 14    **Int** 13    **Cha** 13

**Alignment** evil

**Languages** Common, Primordial

## Steam Mephit

## Level 2 Artillery

Small elemental humanoid (fire, water)

XP 125

HP 29; **Bloodied** 14

**Initiative** +4

AC 14; **Fortitude** 12; **Reflex** 16; **Will** 11

**Perception** +0

**Speed** 4, fly 6

**Resist** 10 fire

## TRAITS

### Suppressed Steam

If the steam mephit takes cold damage, it cannot use *steam cloud* until the end of its next turn.

## STANDARD ACTIONS

**(mbasic) Claw** (fire) \* **At Will**

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

*Hit:* 1d6 damage plus 1d6+2 fire damage.

**(ranged) Scalding Splash** (fire) \* **At Will**

*Attack:* Ranged 5 (one creature); +7 vs. Reflex.

*Hit:* 1d10+4 fire damage, and each creature adjacent to the target takes 3 fire damage.

## MINOR ACTIONS

**Steam Cloud** (zone) \* **Recharges** when first bloodied

Effect: The steam mephit creates a zone of steam in a close burst 1. This zone lasts until the end of the mephit's next turn. While within this zone, steam mephits are invisible and other creatures gain concealment.

---

**Str** 6     **Dex** 17     **Wis** 9  
**Con** 11   **Int** 10     **Cha** 9

**Alignment** evil

**Languages** Common, Primordial

## Mud Mephit

## Level 2 Brute

Small elemental humanoid (earth, water)

XP 125

**HP** 48; **Bloodied** 24

**Initiative** +1

**AC** 14; **Fortitude** 16; **Reflex** 12; **Will** 11

**Perception** +0

**Speed** 4

## STANDARD ACTIONS

**(mbasic) Mud Strike \* At Will**

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

*Hit:* 2d6+4 damage and the target is slowed (save ends).

**(melee) Stifling Strike \* Encounter**

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

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

*Aftereffect:* The target is slowed (save ends).

---

**Str** 14     **Dex** 11     **Wis** 9  
**Con** 18     **Int** 7     **Cha** 9

**Alignment** evil

**Languages** Common, Primordial

## Salt Mephit

## Level 2 Controller

Small elemental humanoid

XP 125

**HP** 38; **Bloodied** 19

**Initiative** +1

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

**Perception** +0

**Speed** 5

## STANDARD ACTIONS

**(mbasic) Salty Claw \* At Will**

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

*Hit:* 1d6+6 damage (2d6+6 if the target is bloodied).

**(area) Salt Detonation** (zone) \* **Recharge 5 6**

*Attack:* Area burst 1 within 10 (each creature in burst); +4 vs. Fortitude.

*Hit:* 1d10+1 damage (2d10+1 if the target is bloodied).

*Effect:* The area of the burst becomes a zone strewn with large chunks of salt that is difficult terrain that lasts until cleared. A square of the zone that is washed with 5 gallons of water is also cleared.

---

**Str** 14     **Dex** 11     **Wis** 9  
**Con** 14     **Int** 13     **Cha** 13

**Alignment** evil

**Languages** Common, Primordial

## Mist Mephit

Small elemental humanoid (air)

## Level 2 Lurker

XP 125

HP 29; Bloodied 14

Initiative +8

AC 16; Fortitude 12; Reflex 15; Will 14

Perception +0

Speed 4, fly 6 (hover)

### STANDARD ACTIONS

#### (mbasic) Misty Claw \* At Will

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

*Hit:* 1d8+2 damage.

#### (melee) Clammy Surprise \* At Will

*Requirement:* The mist mephit must be invisible and insubstantial.

*Effect:* The mist mephit shifts 1 square into an enemy's space and makes the following attack.

*Attack:* Melee 0 (one creature); +5 vs. Fortitude.

*Hit:* 3d6+5 damage.

*Effect:* The mist mephit slides the target 1 square and loses invisible and insubstantial.

#### Dissolve into Mist (polymorph) \* At Will

*Effect:* The mist mephit becomes invisible and insubstantial until it attacks or the end of its next turn.

### TRIGGERED ACTIONS

#### Puff of Mist (zone) \* Encounter

*Trigger:* The mist mephit dies.

*Effect (No Action):* The mephit's body explodes in a zone of mist in a close burst 1 that lasts until the next turn of the creature or effect that killed it. Any creature in this zone gains concealment from creatures 1 square away and total concealment from creatures farther away.

---

Str 6      Dex 17      Wis 9

Con 11    Int 10      Cha 13

Alignment evil

Languages Common, Primordial

## Fire Mephit Guardian

Small elemental humanoid (fire)

## Level 4 Artillery

XP 175

HP 45; Bloodied 22

Initiative +6

AC 16; Fortitude 16; Reflex 18; Will 14

Perception +1

Speed 4, fly 6 (hover)

Resist 10 fire; Vulnerable 5 cold

### STANDARD ACTIONS

#### (mbasic) Burning Claw (fire) \* At Will

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

*Hit:* 1d6 damage plus 1d6 fire damage and ongoing 5 fire damage (save ends).

#### (ranged) Fire Breath (fire) \* At Will

*Attack:* Ranged 10 (one creature); +9 vs. Reflex.

*Hit:* 2d6 fire damage and ongoing 5 fire damage (save ends).

---

Str 10      Dex 19      Wis 9

Con 15    Int 13      Cha 13

Alignment evil

Languages Common, Primordial

## Diamond Mephit

Small elemental humanoid (earth)

## Level 9 Minion Soldier

XP 100

HP 1; a missed attack never damages a minion

Initiative +7

AC 25; Fortitude 23; Reflex 19; Will 21

Perception +2

Speed 6

## TRAITS

### Hard as Diamond

Whenever the diamond mephit takes damage except for necrotic, psychic or thunder damage, it makes a saving throw. If it succeeds, it does not take the damage.

## STANDARD ACTIONS

### (mbasic) Diamond Blow \* At Will

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

*Hit:* 9 damage.

## TRIGGERED ACTIONS

### Harry \* At Will

*Trigger:* An adjacent enemy moves or shifts into a position not adjacent to the diamond mephit.

*Effect (Immediate Reaction):* The diamond mephit moves up to 4 squares to a space adjacent to the triggering creature and makes the following attack.

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

*Hit:* 9 damage.

---

**Str** 11    **Dex** 12    **Wis** 7  
**Con** 20    **Int** 7    **Cha** 12

**Alignment** evil

**Languages** Common, Primordial

## Swarm of Mephits

## Level 12 Skirmisher

Huge elemental beast (air, earth, fire, swarm, water)

XP 700

A swarm of mephits is composed of dozens of mephits of all kinds climbing, flying, crawling and walking over each other in a giant ball. The mephits of the swarm are clearly a mixture of many having a lot of fun on the exterior, and dozens more miserably crushed together in the interior. A swarm of mephits is generally far more stupid than the sum of its parts, and even though individual mephits might be able to reason and speak, the group is too overwhelmingly chaotic for communication to take place.

**HP** 118; **Bloodied** 59

**Initiative** +12

**AC** 26; **Fortitude** 26; **Reflex** 22; **Will** 19

**Perception** +2

**Speed** 8, fly 5 (hover, maximum altitude 1)

**Resist** half damage from melee and ranged attacks; **Vulnerable** 15 against close and area attacks

## TRAITS

### Swarm Attack \* Aura 1

Any enemy that starts its turn in the aura takes 10 damage. Roll 1d12 to determine the damage's type against each enemy that takes damage: 1- acid, 2- cold, 3- fire, 4- lightning, 5- radiant, 6- thunder, 7 to 12- untyped.

### Swarm

The swarm of mephits 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 small creature to move through.

## STANDARD ACTIONS

### (close) Mephit Swarm \* At Will

*Attack:* Close burst 1 (each creature in burst); +15 vs. AC.

*Hit:* 2d6+1 damage. When a creature takes this damage, roll 1d12 to determine the damage type as noted in its *swarm attack* aura.

*Effect:* The swarm of mephits shifts up to 4 squares.

### (melee) Grasping Mephits \* At Will

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

*Hit:* 2d6+3 damage, and the swarm grabs the target (escape DC 20).

### (melee) Join the Fun \* At Will

*Requirement:* There may not be more than one creature already in the middle of the swarm.

*Attack:* Melee 1 (one creature grabbed by the swarm); +15 vs. Reflex.

*Hit:* The target is passed inward into the center square of the swarm (escape DC 28- if a creature in the center of the swarm makes a successful escape check, it moves to a space of its choice adjacent to the swarm). While within the swarm, the target is not subject to the swarm's swarm attack aura, but it has line of sight to no creatures other than the swarm (although other creatures do have line of sight to the target) and takes ongoing 25 damage. When a creature takes this damage, roll 1d12 to determine the damage type as noted in its *swarm attack* aura. If the swarm moves, any creatures in its center square move with it.

---  
**Str** 22    **Dex** 18    **Wis** 2  
**Con** 14    **Int** 5    **Cha** 10  
**Alignment** evil

**Languages** -

## MERMAID

**Source:** 1e *Monster Manual*.

Merfolk are a race of sea-dwelling creatures with the upper body of a humanoid. However, from the waist down, the creature's body resembles the tail of a fish. Although some scholars prefer to refer to these creatures as “merfolk”, females outnumber the males about twenty to one.

**Slutfish:** One of the most common disparaging terms for a mermaid is a “slutfish”. They have a reputation for mating with almost any kind of humanoid; the upper half of most mermaids reflects its humanoid stock, so some mermaids have the upper bodies of humans, elves, halflings, dwarves, orcs or even ogres. While a mermaid can mate with a merman, such a pairing is unlikely, leading most mermen to be lonely, bitter and resentful of other humanoid males.

**Fey Origin:** Like many humanoid-animal hybrids, mermaids originated in the lands of the fey. However, they have spread over the planes to the point that they are ubiquitous wherever oceans exist, and few of them remember their fey origins.

**Generally Nonviolent:** Mermaids typically prefer to avoid combat. If they can, they resolve conflicts with their wiles and by offering their favors to those that threaten them. However, there are exceptions; a few mermaid misfits are prone to violence, while others have been abused in the past and have decided to take up the trident to prevent it from happening again. A fair number of mermen are more than willing to throw themselves at creatures who would steal away their mermaids. Others have learned powers of enchantment that they defend their homes with.

### Beauteous Mermaid

### Level 3 Controller

Medium fey humanoid (aquatic)

XP 150

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

**Initiative** +2

**AC** 17; **Fortitude** 13; **Reflex** 15; **Will** 16

**Perception** +0

**Speed** 3 (clumsy), swim 6

### TRAITS

#### Aquatic

Mermaids can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

**(close) Plea for Assistance** (charm) \* **At Will**

*Attack:* Close burst 5 (one creature in burst); +7 vs. Will.

*Hit:* The mermaid slides the target to a space adjacent to the mermaid. The target then makes a melee basic attack against a target of the mermaid's choice.

### TRIGGERED ACTIONS

**Sultry Wiggle** \* **At Will**

*Trigger:* An enemy enters a square adjacent to the mermaid.

*Effect (Immediate Reaction):* The mermaid shifts 2 squares.

---  
**Skills** Diplomacy +9  
**Str** 8    **Dex** 13    **Wis** 9  
**Con** 11    **Int** 12    **Cha** 17  
**Alignment** unaligned

**Languages** Aquan, Common

## Jealous Merman

## Level 3 Lurker

Medium fey humanoid (aquatic)

XP 150

HP 44; **Bloodied** 22

**Initiative** +6

AC 17; **Fortitude** 15; **Reflex** 15; **Will** 13

**Perception** +1

**Speed** 3 (clumsy), swim 6

### TRAITS

#### Aquatic

Mermaids can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (mbasic) Trident (weapon) \* At Will

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

*Hit:* 2d6+3 damage.

#### (melee) Net (weapon) \* At Will

*Attack:* Melee 3 (one creature); +6 vs. Reflex.

*Hit:* The target is immobilized (save ends). This effect also ends if the merman uses *net*.

#### (melee) Jealous Jab \* At Will

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

*Hit:* 3d6+4 damage.

### TRIGGERED ACTIONS

#### Jealous Advance \* At Will

*Trigger:* An enemy hits an allied mermaid (including a merman) that the jealous merman can see.

*Effect (Immediate Reaction):* The jealous merman shifts 4 squares, ending closer to the triggering mermaid or the triggering enemy.

---

**Str** 14    **Dex** 16    **Wis** 11

**Con** 12    **Int** 11    **Cha** 13

**Alignment** unaligned

**Languages** Aquan, Common

**Equipment** shell armor, trident, net

## Helpless Mermaid

## Level 9 Minion Controller

Medium fey humanoid (aquatic)

XP 150

HP 1; a missed attack never damages a minion

**Initiative** +5

AC 23; **Fortitude** 19; **Reflex** 21; **Will** 20

**Perception** +3

**Speed** 3 (clumsy), swim 6

### TRAITS

#### Aquatic

Mermaids can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### TRIGGERED ACTIONS

#### Duck and Squeal \* At Will

*Trigger:* An enemy makes an attack against the helpless mermaid.

*Effect (Immediate Interrupt):* The mermaid switches places with an adjacent creature other than the triggering enemy, and the triggering attack targets that creature instead.

---

**Skills** Diplomacy +9

**Str** 8    **Dex** 13    **Wis** 9

**Con** 11    **Int** 12    **Cha** 20

**Alignment** unaligned

**Languages** Aquan, Common

# MORKOTH

**Source:** 1e *Monster Manual*.

A morkoth is a strange monster from the deepest ocean depths. They are rarely seen, for their victims do not often survive an encounter with the strange beast. Even the form of the morkoth is uncertain, as the few reports from those that do survive meeting a morkoth are inconsistent. According to most reports, the morkoth's body resembles that of a deep-sea fish with bulging eyes and protruding teeth. Most reports claim that the morkoth has a sail-like fin running along its back. Its lower body is said to trail away in a series of tentacles- variously numbered at two, four, eight or twelve- but other reports claim that it has crustacean-like legs on its underbelly.

**Hypnotic Lairs:** A morkoth lives at the center of a series of spiraling, interconnecting tunnels. Travel through this lair is inevitably confusing and lays strange enchantments upon the minds of intruders, leaving them easy prey for the morkoth. Merely traversing the tunnels subjects such unfortunates to a hypnotic lulling effect. Many creatures that fight a morkoth do not even realize that it is there until the fight is almost over.

**Accompanied by Opportunists:** Often, opportunistic predators will accompany a morkoth, hoping to feed on its leavings or snatch a victim out of a group of intruders. These predators are constantly in danger of becoming the morkoth's prey, should it grow hungry. A morkoth knows no loyalty to any creature save itself.

## Morkoth Schemer

## Level 10 Lurker

Medium aberrant magical beast (aquatic)

XP 500

**HP** 84; **Bloodied** 42

**Initiative** +11

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

**Perception** +8

**Speed** 4, swim 8

Darkvision

**Resist** 5 arcane

## TRAITS

**Hypnotic Lair** (charm) \* **Aura** special

This aura affects each non-morkoth with line of sight to the morkoth while within its lair. At the start of the creature's turn, the aura makes the following attack against the target.

*Attack (Free Action):* +13 vs. Will.

*Hit:* The morkoth is invisible to the target until the start of the target's next turn, after the aura attacks again, even if the morkoth makes an attack against it.

**Aquatic**

The morkoth 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); +15 vs. AC.

*Hit:* 2d8+5 damage, or 4d8+5 damage if the morkoth is invisible to the target.

*Special:* If the morkoth is invisible to the target, the target does not know that it took damage, or how much, until the start of the target's turn. The target is not bloodied, nor does it fall unconscious, until it realizes that it took the damage.

## MOVE ACTIONS

**Disorienting Withdrawal** \* **Encounter**

*Requirement:* The morkoth must be bloodied.

*Effect:* The morkoth schemer shifts 4 squares.

---

**Skills** Arcana +14, Stealth +12

**Str** 13    **Dex** 15    **Wis** 17

**Con** 18    **Int** 18    **Cha** 22

**Alignment** chaotic evil

**Languages** Deep Speech, Green Speech



## Morkoth of Baphomet

Medium aberrant magical beast (aquatic)

## Level 11 Solo Lurker

XP 3,000

A morkoth of Baphomet is a morkoth that has been touched by the demon lord of mazes, sometimes through worship and ritual, and sometimes through the demon lord's own capriciousness. Either way, such a monstrosity resembles a morkoth with a bull's head, and it stinks like a horrid mixture of cattle and fish.

**HP** 360; **Bloodied** 180

**Initiative** +13

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

**Perception** +8

**Speed** 4, swim 8

Darkvision

**Resist** 5 arcane

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

### TRAITS

**Hypnotic Lair** (charm) \* **Aura** special

This aura affects each non-morkoth with line of sight to the morkoth while within its lair. At the start of the creature's turn, the aura makes the following attack against the target.

*Attack (Free Action):* +14 vs. Will.

*Hit:* The morkoth is invisible to the target until the start of the target's next turn, after the aura attacks again, even if the morkoth makes an attack against it.

**Aquatic**

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

### STANDARD ACTIONS

**(mbasic) Gore** \* **At Will**

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

*Hit:* 2d8+6 damage, or 4d8+6 damage if the morkoth is invisible to the target.

*Special:* If the morkoth is invisible to the target, the target does not know that it took damage, or how much, until the start of the target's turn. The target is not bloodied, nor does it fall unconscious, until it realizes that it took the damage.

**(melee) Goring Charge** \* **At Will**

*Effect:* The morkoth of Baphomet charges and makes the following attack in place of a melee basic attack.

*Attack:* Melee 1 (one creature); +15 vs. Fortitude. (This includes the +1 bonus for charging.)

*Hit:* 3d8+6 damage, and the morkoth pushes the target 2 squares and the target falls prone.

**(melee) Gore and Toss** \* **At Will**

*Effect:* The morkoth of Baphomet uses *gore*. If it hits, it makes the following secondary attack against the same target.

*Secondary Attack:* +13 vs. Fortitude.

*Hit:* 1d8 damage, and the morkoth slides the target 2 squares. If the morkoth was invisible to the target, it becomes visible to it.

### MOVE ACTIONS

**Disorienting Withdrawal** \* **Encounter**

*Requirement:* The morkoth must be bloodied.

*Effect:* The morkoth of Baphomet shifts 4 squares.

### MINOR ACTIONS

**(close) Hypnotic Glare** (charm, gaze) \* **At Will**

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

*Hit:* The target takes a standard action of the morkoth's choice as a free action, including using an at will power or charging.

---

**Skills** Arcana +14, Stealth +12

**Str** 16    **Dex** 15    **Wis** 17

**Con** 18    **Int** 18    **Cha** 22

**Alignment** chaotic evil

**Languages** Deep Speech, Green Speech

## Abyssal Morkoth

Medium aberrant magical beast (aquatic)

## Level 24 Solo Controller

XP 30,250

**HP** 900; **Bloodied** 450

**Initiative** +16

AC 38; **Fortitude** 37; **Reflex** 34; **Will** 38  
**Speed** 4, swim 8  
**Resist** 10 arcane  
**Saving Throws** +5; **Action Points** 2

**Perception** +18  
Darkvision

## TRAITS

### **Hypnotic Lair** (charm) \* **Aura** special

This aura affects each non-morkoth with line of sight to the morkoth while within its lair. At the start of the creature's turn, the aura makes the following attack against the target.

*Attack (Free Action):* +27 vs. Will.

*Hit:* The morkoth is invisible to the target until the start of the target's next turn, after the aura attacks again, even if the morkoth makes an attack against it.

### **Aquatic**

The morkoth 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); +29 vs. AC.

*Hit:* 4d8+9 damage, or 6d8+9 damage if the morkoth is invisible to the target.

*Special:* If the morkoth is invisible to the target, the target does not know that it took damage, or how much, until the start of the target's turn. The target is not bloodied, nor does it fall unconscious, until it realizes that it took the damage.

### **(melee) Stunning Bite** (poison) \* **At Will**

*Requirement:* The morkoth must be invisible to the target.

*Attack:* Melee 1 (one creature); +29 vs. AC.

*Hit:* 5d8+9 damage, and the target is stunned (save ends).

### **(area) Hypnotic Confusion** \* **Recharge 5 6**

*Attack:* Area burst 2 within 10 (each enemy in burst); +26 vs. Will.

*Hit:* The target is dazed and immobilized (save ends both).

*Miss:* The target is slowed (save ends).

## MINOR ACTIONS

### **(close) Hypnotic Glare** (charm, gaze) \* **At Will**

*Attack:* Close blast 10 (one creature in blast); +28 vs. Will.

*Hit:* The target takes a standard action of the morkoth's choice as a free action, including using an at will power or charging.

## TRIGGERED ACTIONS

### **(close) Evil Blood** (poison) \* **Recharges** when the morkoth hits with *stunning bite* while bloodied

*Trigger:* The morkoth is hit by a melee attack.

*Attack (Immediate Reaction):* Close blast 2 (each creature in blast); +26 vs. Fortitude.

*Hit:* 3d6+14 poison damage, and the target suffers a -2 penalty to attack rolls (save ends).

---

**Skills** Arcana +24, Stealth +21

**Str** 15    **Dex** 18    **Wis** 23

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

**Alignment** chaotic evil

**Languages** Abyssal, Deep Speech, Green Speech

# OCTOPUS

An octopus is an eight-tentacled invertebrate cephalopod closely related to squid. Though most smaller species of octopus are shy and inoffensive, there are exceptions. Furthermore, monstrous species of octopus exist and are terrors of the sea, known to snatch sailors from the decks of ships and drag them below the waves. There are a tremendous number of types of monstrous or dangerous octopus.

Although normal octopuses do not have a language or culture of their own, they are surprisingly intelligent. Aquatic races such as merfolk, locathah and selkies sometimes keep them as pets.

## Guard Octopus

Small natural beast (aquatic)

## Level 8 Minion Soldier

XP 88

A guard octopus is trained by aquatic races to serve as a guard. Though unable to destroy most serious threats, a group of guard octopuses is often used to slow the advance of enemies long enough for its trainers to prepare a stronger response.

**HP** 1; a missed attack never damages a minion

**Initiative** +11

**AC** 24; **Fortitude** 19; **Reflex** 22; **Will** 20

**Perception** +12

**Speed** 3, swim 6

### TRAITS

#### Aquatic

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

### STANDARD ACTIONS

#### (mbasic) Tentacle Rake \* At Will

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

*Hit:* 3 damage, and the target is slowed until the end of its next turn.

#### Flurry of Tentacles \* At Will

*Effect:* The guard octopus uses *tentacle rake* three times.

### TRIGGERED ACTIONS

#### (close) Ink Squirt \* Usage

*Trigger:* The guard octopus falls to 0 hit points.

*Attack (Immediate Reaction):* Close burst 3 (one creature in burst); +11 vs. Reflex.

*Hit:* The target is blinded until the end of its next turn. If it is already blinded until the end of its next turn, it is instead blinded (save ends).

---

**Str** 14    **Dex** 20    **Wis** 16

**Con** 10    **Int** 4    **Cha** 12

**Alignment** unaligned

**Languages** -

## Giant Octopus

Large natural beast (aquatic)

## Level 9 Skirmisher

XP 400

**HP** 93; **Bloodied** 46

**Initiative** +7

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

**Perception** +8

**Speed** 3, swim 8

### TRAITS

#### Aquatic

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

### STANDARD ACTIONS

#### (mbasic) Tentacle Rake \* At Will

*Requirement:* The giant octopus may not have more than five creatures grabbed.

*Attack:* Melee 3 (one creature); +13 vs. AC.

*Hit:* 1d6+2 damage, and the target is grabbed (escape DC 20).

#### Flurry of Tentacles \* At Will

*Effect:* The giant octopus uses *tentacle rake* three times.

#### (melee) Constrict \* At Will

*Attack:* Melee 3 (each grabbed creature); +10 vs. Fortitude.

*Hit:* 3d6+12 damage.

### MOVE ACTIONS

#### Jet \* Recharge 5 6

*Effect:* The octopus shifts 10 squares.

### MINOR ACTIONS

### **Ink Cloud (zone) \* Recharge 6**

*Effect:* The octopus creates a zone of black ink in a close burst 1 that lasts until the end of its next turn. The zone blinds all creatures within it and gives them total concealment. It also blocks line of sight from outside of it into or through it. The giant octopus then shifts 3 squares.

---  
**Str** 22    **Dex** 17    **Wis** 18  
**Con** 13    **Int** 4    **Cha** 12

**Alignment** unaligned

**Languages** -

## **Giant Octopus Mimic**

## **Level 10 Lurker**

Large natural beast (aquatic)

XP 500

**HP** 79; **Bloodied** 39

**Initiative** +14

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

**Perception** +14

**Speed** 3, swim 8

### **TRAITS**

#### **Aquatic**

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

### **STANDARD ACTIONS**

#### **(mbasic) Tentacle Rake \* At Will**

*Attack:* Melee 3 (one creature); +15 vs. AC.

*Hit:* 1d6+6 damage.

#### **Flurry of Tentacles \* At Will**

*Effect:* The octopus uses *tentacle rake* twice.

#### **(melee) Bite \* At Will**

*Attack:* Melee 1 (one creature that cannot see the giant octopus); +15 vs. AC.

*Hit:* 4d8+9 damage.

#### **Camouflaged Escape \* At Will**

*Effect:* The giant octopus shifts up to its speed, gains total concealment until the end of its next turn and makes a Stealth check.

### **MOVE ACTIONS**

#### **Hidden Movement \* At Will**

*Requirement:* The giant octopus must have total concealment.

*Effect:* The octopus shifts up to its speed and makes a stealth check.

### **MINOR ACTIONS**

#### **Disguise \* At Will**

*Effect:* The octopus alters the way it holds its body and changes color, taking on the appearance of a rock, piece of coral, or other piece of debris. A creature that does not see the octopus transform must make an Insight or Nature check, DC 26, to discern the octopus' true nature. The octopus can maintain its disguise until it takes an action.

---  
**Str** 16    **Dex** 21    **Wis** 18  
**Con** 13    **Int** 7    **Cha** 12

**Alignment** unaligned

**Languages** -

## **Emerald Octopus**

## **Level 13 Skirmisher**

Large fey beast (aquatic)

XP 800

The oceans of the Feywild teem with life. The emerald octopus is a fey octopus, as smart as a human and as curious as a cat. An emerald octopus shimmers with green radiance, from which it gains its name.

**HP** 124; **Bloodied** 62

**Initiative** +13

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

**Perception** +10

**Speed** 3, swim 8

## TRAITS

### Distracting Shimmer \* Aura 2

Creatures in the aura cannot take opportunity actions.

### Aquatic

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

## STANDARD ACTIONS

### (mbasic) Tentacle Rake \* At Will

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

*Hit:* 1d8+3 damage.

### Tentacle Flurry \* At Will

*Effect:* The emerald octopus uses *tentacle rake* three times.

### (ranged) Disorienting Squirt \* Encounter

*Attack:* Ranged 5 (one creature); +16 vs. Reflex.

*Hit:* The target is blinded and dazed (save ends both).

*Aftereffect:* The target is dazed (save ends).

*Effect:* The emerald octopus shifts 3 squares and uses *tentacle rake*.

## MOVE ACTIONS

### Jet \* Recharge 6

*Effect:* The emerald octopus shifts 12 squares.

---

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

**Con** 12    **Int** 13    **Cha** 16

**Alignment** unaligned

**Languages** Aquan, Elven

## Venomous Octopus

## Level 25 Soldier

Huge natural beast (aquatic)

XP 7,000

A venomous octopus inhabits only the deepest, foulest waters, usually in the Underdepths of the ocean. These things have a cruel intelligence far exceeding that of their more mundane cousins, and in the darkness have made pacts with the demon prince Dagon.

**HP** 232; **Bloodied** 116

**Initiative** +21

**AC** 41; **Fortitude** 39; **Reflex** 37; **Will** 37

**Perception** +22

**Speed** 3, swim 10

## TRAITS

### Aquatic

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

## STANDARD ACTIONS

### (mbasic) Tentacle Rake \* At Will

*Requirement:* The octopus may not have more than five creatures grabbed.

*Attack:* Melee 8 (one creature); +30 vs. AC.

*Hit:* 1d12+10 damage, and the target is grabbed (escape DC 33).

### Tentacles \* At Will

*Effect:* The octopus uses *tentacle rake* twice.

### (melee) Constrict \* At Will

*Attack:* Melee 8 (each grabbed creature); +26 vs. Fortitude.

*Hit:* 3d8+12 damage and the octopus pulls the target 4 squares.

### (melee) Bite (poison) \* At Will

*Attack:* Melee 1 (one creature); +30 vs. AC.

*Hit:* 3d8+9 damage, plus ongoing 20 poison damage (save ends).

## MOVE ACTIONS

### Jet \* Encounter

*Effect:* The octopus shifts 5 squares.

---

**Str** 29    **Dex** 26    **Wis** 21  
**Con** 24    **Int** 15    **Cha** 25

**Alignment** chaotic evil

**Languages** Abyssal, Green Speech

## Ooze Octopus

## Level 27 Controller

Huge elemental beast (aquatic)

XP 11,000

An ooze octopus is a huge octopus made of elemental mud. It is extremely malevolent and dangerous, and unlike the normal creatures which it resembles, an ooze octopus is quite capable out of the water.

**HP** 248; **Bloodied** 124

**Initiative** +21

**AC** 41; **Fortitude** 41; **Reflex** 39; **Will** 39

**Perception** +21

**Speed** 5 (swamp walk), swim 9

## TRAITS

**Pool of Muck** \* **Aura** 3

The ooze octopus constantly gives off large amounts of mud and ooze. Creatures without swamp walk in the aura treat the aura as difficult terrain and suffer a -2 penalty to Reflex.

**Aquatic**

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

## STANDARD ACTIONS

**(mbasic) Tentacle Rake** \* **At Will**

*Requirement:* The octopus may not have more than five creatures grabbed.

*Attack:* Melee 8 (one creature); +35 vs. AC.

*Hit:* 1d12+5 damage, and the target is grabbed (escape DC 34).

**Tentacles** \* **At Will**

*Effect:* The octopus uses *tentacle rake* three times.

**(melee) Constrict** \* **At Will**

*Attack:* Melee 8 (each grabbed creature); +28 vs. Fortitude.

*Hit:* 3d8+13 damage and the octopus pulls the target 2 squares.

**(area) Mud Spew** \* **Encounter**

*Attack:* Area burst 2 within 20 (each creature in burst); +30 vs. Reflex.

*Hit:* 3d12+14 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** 30    **Dex** 26    **Wis** 26  
**Con** 24    **Int** 7    **Cha** 13

**Alignment** chaotic evil

**Languages** Primordial

## OLD MAN RHEUMY

Old Man Rheumy is a legend on Gorel, an ancient wild elf who dwells alone deep in the jungle. He is said to be a repository of great wisdom, a friend to tigers and the master of much natural lore. The terrible truth is that Old Man Rheumy is an elder and puissant rakshasa. For dozens of generations, he has manipulated the elven tribes of his island to continue their genocidal internecine warfare.

## Old Man Rheumy

## Level 20 Elite Controller (Leader)

Medium natural humanoid, rakshasa

XP 5,600

**HP** 370; **Bloodied** 185

**Initiative** +12

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

**Perception** +23

**Speed** 6

Low-light vision

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

## TRAITS

### Nigh Unkillable

Damage that would reduce Old Man Rheumy below 1 hit point instead reduces him to 1 hit point unless it is from a crossbow bolt that a divine character spends a standard action blessing or that is under the effect of a divine power with the word “bless” in the name.

## STANDARD ACTIONS

### (mbasic) Claw (teleportation) \* At Will

*Attack:* Melee 1 (one creature); +25 vs. AC.

*Hit:* 3d6+14 damage, and Old Man Rheumy teleports the target up to 5 squares.

*Miss:* Old Man Rheumy can teleport the target 1 square.

*Effect:* One of Rheumy's tigers within 10 squares that can see Old Man Rheumy either makes a basic attack, walks, runs, shifts, stands up, crawls, climbs or makes a saving throw.

### Tiger Attack \* At Will

*Effect:* Two of Rheumy's tigers within 10 squares that can see Old Man Rheumy each either makes a basic attack, walks, runs, shifts, stands up, crawls, climbs or makes a saving throw.

### (area) Entangling Vines (zone) \* Recharges when first bloodied

*Attack:* Area burst 2 within 20 squares (each enemy in burst); +22 vs. Reflex.

*Hit:* The target is immobilized (save ends).

*Effect:* The burst becomes a zone of grasping vines that lasts until the end of Old Man Rheumy's next turn. Enemies treat the zone as difficult terrain, and an enemy that ends its turn in the zone is immobilized (save ends).

### (ranged) Sudden Storm (lightning, thunder) \* Encounter

*Attack:* Ranged 20 (one or two creatures); +22 vs. Reflex.

*Hit:* 4d10+9 lightning and thunder damage.

*Miss:* Half damage.

*Effect:* Old Man Rheumy flies 6 squares.

## MINOR ACTIONS

### Shapechange (polymorph) \* At Will

*Effect:* Old Man Rheumy assumes the form of an elderly wild elf or a tiger. This effect lasts indefinitely, until he loses consciousness or chooses to resume his normal shape or use this ability again.

---

**Skills** Nature +20

**Str** 12    **Dex** 15    **Wis** 26

**Con** 17    **Int** 21    **Cha** 22

**Alignment** evil

**Languages** Common, Elven

## Rheumy's Tiger

## Level 20 Skirmisher

Large natural beast

XP 2,800

**HP** 189; **Bloodied** 94

**Initiative** +19

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

**Perception** +15

**Speed** 8, climb 6

Low-light vision

## TRAITS

### Keen Senses \* Aura 5

Rheumy's tiger ignores invisibility, concealment and total concealment within the aura.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +25 vs. AC.

*Hit:* 3d10+12 damage.

*Effect:* Rheumy's tiger shifts 2 squares.

### (mbasic) Claw \* At Will

*Attack:* Melee 1 (one creature); +25 vs. AC.



*Hit:* 3d10+12 damage, and Rheumy's tiger grabs the target (escape DC 18).

**(melee) Rake \* At Will**

*Attack:* Melee 1 (one creature grabbed by the tiger); +25 vs. AC.

*Hit:* 4d10+13 damage.

## MOVE ACTIONS

**Tiger Leap \* Recharge 5 6**

*Effect:* Rheumy's tiger jumps 6 squares and up to 3 squares high without triggering opportunity attacks.

---

**Str 26    Dex 24    Wis 20**

**Con 21    Int 6    Cha 13**

**Alignment** unaligned

**Languages** understand Elven

## OLIVE SLIME

**Source:** 1e *Monster Manual* 2.

Olive slime is a hideous variant of green slime. This hideous stuff strongly resembles an ooze, but unlike most oozes, it is actually a plant. Olive slime is terrifying to encounter in any of its forms.

**Multiple Approaches to Predation:** Olive slime is not always encountered as an animate mass; it sometimes appears in a more latent form, looking like a puddle of olive-colored semi-liquid with the consistency and appearance of sour cream. Creatures contacting the olive slime in this state are subject to olive slime infection.

**Parasitic Life Cycle:** Olive slime is a horrifying parasite. In order to reproduce, it slays a humanoid creature, then infects it with more slime, at which point the victim becomes an animate, shambling humanoid made of slime. After a few weeks of animation during which the slime creature cooperates with other slime creatures and the olive slime that spawned it, the slime creature collapses into a new olive slime.

**Unclear Origins:** Like so many of the world's monsters, the origins of olive slime are not entirely clear. Some sages suggest that the first olive slime was the result of exposing green slime to the radiations of the Far Realms, while others posit a connection with Juiblex. The wisest of druids claim that olive slime, while of worldly origin, is not a natural plant; someone or something definitely had a hand in its creation.

## Olive Slime                      Level 17 Elite Controller

Small natural animate (blind, ooze, plant)

XP 3,200

**HP 338; Bloodied 169**

**Initiative +13**

**AC 30; Fortitude 31; Reflex 27; Will 29**

**Perception +8**

**Speed 4, swim 6**

**Tremorsense 10**

**Immune** gaze, poison; **Resist 5** weapons; **Vulnerable 5** fire

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

## TRAITS

**Aquatic**

Olive slime doesn't breathe and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

**Ooze**

While squeezing, olive slime 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. Olive slime cannot be knocked prone.

## STANDARD ACTIONS

**(mbasic) Olive Slam (poison) \* At Will**

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 3d8+8 damage, and ongoing 10 poison damage (save ends).

**Double Slam \* At Will**

*Effect:* The olive slime uses *olive slam* twice.

**(melee) Symbiotic Attachment (charm) \* Recharges** when first bloodied

*Requirement:* The olive slime must have combat advantage against the target.

*Effect:* The olive slime moves into the target's space, provoking opportunity attacks normally, then makes the following attack.

*Attack:* Melee 0 (one creature); +21 vs. Will.

*Hit:* 4d10+15 damage, and the olive slime enters the target's body (save ends). While in the target's body, the slime is removed from play and the target is dominated. While within a creature's body, the olive slime takes half of any damage inflicted on that creature, and if that creature takes fire damage, it may make an immediate saving throw to end this effect. When the effect ends, the olive slime reappears in the nearest unoccupied space to the target of this power.

*Miss:* Half damage.

## MOVE ACTIONS

### Slimy Slither \* At Will

*Effect:* The olive slime shifts 4 squares.

## DAY LONG ACTIONS

### Spawn Slime Creature \* At Will

If an olive slime or slime creature kills a humanoid and an olive slime spends an uninterrupted 24 hours upon the corpse within 1 week, the body rises as a slime creature.

---

**Str** 14    **Dex** 20    **Wis** 10  
**Con** 25    **Int** 1    **Cha** 10

**Alignment** unaligned

**Languages** -

## Small Slime Creature      Level 17 Minion Skirmisher

Small natural humanoid (blind, ooze, plant)

XP 400

**HP** 1; a missed attack never damages a minion

**Initiative** +10

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

**Perception** +13

**Speed** 7, swim 7

Tremorsense 10

**Immune** gaze, poison

## TRAITS

### Aquatic

The slime creature doesn't breathe and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### Ooze

While squeezing, a slime creature 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) Slimy Blow (poison) \* At Will

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 8 damage plus 5 poison damage.

*Effect:* The small slime creature shifts 1 square.

## TRIGGERED ACTIONS

### (close) Decomposing Stench (poison) \* Encounter

*Trigger:* The slime creature is reduced to 0 hit points.

*Attack (No Action):* Close burst 1 (each creature in burst); +20 vs. Fortitude.

*Hit:* 6 poison damage, and the target is dazed until the end of its next turn. In addition, if this damage bloodies the target, at the end of the encounter, the target must make a saving throw or contract stage 1 olive slime infection.

---

**Str** 14    **Dex** 15    **Wis** 21  
**Con** 13    **Int** 5    **Cha** 7

**Alignment** unaligned

**Languages** -

## Medium Slime Creature

## Level 17 Minion Controller

Medium natural humanoid (blind, ooze, plant)

XP 400

**HP** 1; a missed attack never damages a minion

**Initiative** +8

**AC** 31; **Fortitude** 29; **Reflex** 27; **Will** 29

**Perception** +13

**Speed** 6, swim 6

Tremorsense 10

**Immune** gaze, poison

### TRAITS

#### Aquatic

The slime creature doesn't breathe and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

#### Ooze

While squeezing, a slime creature 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) Slimy Blow (poison) \* At Will

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 10 damage, plus ongoing 5 poison damage and the target takes a -2 penalty to Will defense (save ends both).

### TRIGGERED ACTIONS

#### (close) Decomposing Stench (poison) \* Encounter

*Trigger:* The slime creature is reduced to 0 hit points.

*Attack (No Action):* Close burst 1 (each creature in burst); +20 vs. Fortitude.

*Hit:* 6 poison damage, and the target is dazed until the end of its next turn. In addition, if this damage bloodies the target, at the end of the encounter, the target must make a saving throw or contract stage 1 olive slime infection.

---

**Str** 14    **Dex** 10    **Wis** 21

**Con** 16    **Int** 5    **Cha** 7

**Alignment** unaligned

**Languages** -

## Large Slime Creature

## Level 17 Minion Brute

Medium natural humanoid (blind, ooze, plant)

XP 400

**HP** 1; a missed attack never damages a minion

**Initiative** +6

**AC** 29; **Fortitude** 31; **Reflex** 26; **Will** 29

**Perception** +10

**Speed** 5, swim 6

Tremorsense 10

**Immune** gaze, poison

### TRAITS

#### Aquatic

The slime creature doesn't breathe and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

#### Ooze

While squeezing, a slime creature 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) Slimy Blow (poison) \* At Will

*Attack:* Melee 1 (one creature); +22 vs. AC.

*Hit:* 15 poison damage.

### TRIGGERED ACTIONS

#### (close) Decomposing Stench (poison) \* Encounter

*Trigger:* The slime creature is reduced to 0 hit points.

*Attack (No Action):* Close burst 1 (each creature in burst); +20 vs. Fortitude.

*Hit:* 6 poison damage, and the target is dazed until the end of its next turn. In addition, if this damage bloodies the target, at the end of the encounter, the target must make a saving throw or contract stage 1 olive slime infection.

---

Str 24    Dex 6    Wis 15  
Con 16    Int 5    Cha 7  
Alignment unaligned

Languages -

## Olive Slime Infection

## Level 17 Disease

*Persistent hunger and a growing desire to simply ensure that you are safe and fed run through you. Your thought processes seem slower than normal.*

**Stage 0:** The target recovers from the disease.

**Stage 1:** While affected by stage 1, the target feels a general numbness and lassitude. She takes a -2 penalty to Intelligence-based attacks and checks.

**Stage 2:** While affected by stage 2, the target also must consume twice the normal amount of food or lose 10% of its body weight each day. The target loses interest in most daily activities other than eating and must make a saving throw to undertake any other task.

**Stage 3:** The target's skin begins to turn green and she emanates an odor of rotting vegetation. At this point, the target is immobilized and helpless.

**Stage 4:** The target dies and rises as an olive slime creature of the appropriate size.

**Check:** At the end of each extended rest, the target makes an Endurance check if it is at stage 1, 2 or 3.

*15 or less:* The stage of the disease increases by 1.

*16 to 23:* No change.

*24 or higher:* The stage of the disease decreases by 1.

# RADIOACTIVE MUTANT

**Source:** Homebrewed.

Long ago, the ancient Miloxi Empire employed a strange form of energy channeled through weird crystals. Even now, millenia later, the remnant crystals pose a danger to creatures exposed to them. Usually, an exposed creature sickens, and sometimes it even dies. A few that survive high exposures are changed, warped and mutated by this strange radiation, mutating in a myriad of unpredictable ways.

**A Variety of Responses to Mutation:** Some radioactive mutants congregate together, drawn to the source of their mutation either by a physical need or by some more subtle, perhaps even spiritual, call. Others wander the world alone, bitter at their deformity. Individual reactions to becoming a mutant vary almost as much as the creatures that are mutated themselves.

**More than One Source:** While the vast majority of mutating radiation comes from ancient Miloxi artifacts or locations that were once sites of interest to their long-vanished empire, there are other sources of mutation. The green starmetal that is sometimes found within meteorites and studied by the green star adepts can produce dangerous levels of radiation in some cases. Deep in the Underdark, some caverns produce weird radiations that interfere with teleportation and scrying, and at their most intense, these caves, too, can deliver enough radiation to mutate creatures.

## Irradiated Hound

## Level 2 Skirmisher

Medium natural beast

XP 125

An irradiated hound began its life as a large dog or wolf of especially sturdy constitution. However, after exposure to a heavy dose of radiation, the beast has mutated, with bleeding sores on its body and large areas of missing hair. Its maw drips with caustic acid.

**HP** 39; **Bloodied** 19

**AC** 16; **Fortitude** 15; **Reflex** 14; **Will** 12

**Speed** 8

**Resist** 5 acid, 5 poison, 5 radiant

**Initiative** +4

**Perception** +6

Low-light vision

## TRAITS

### Pack Tactics

The irradiated hound gains combat advantage on any creature adjacent to it and at least one of the hound's allies.

## STANDARD ACTIONS

**(mbasic) Caustic Bite (acid) \* At Will***Attack:* Melee 1 (one creature); +7 vs. AC.*Hit:* 1d8 damage plus 2d4 acid damage.**MOVE ACTIONS****Circle the Prey \* At Will***Effect:* The irradiated hound shifts from one space adjacent to an enemy to a different space adjacent to that enemy.**TRIGGERED ACTIONS****(close) Radioactive Death (poison, radiant, radiation) \* Encounter***Trigger:* The irradiated hound dies.*Attack (No Action):* Close burst 1 (each creature in burst); +3 vs. Fortitude.*Hit:* 2d6 poison and radiant damage, plus the target gains 1d4 RADs.*Miss:* The target gains 1 RAD.

---

**Str** 17    **Dex** 13    **Wis** 13**Con** 15    **Int** 2    **Cha** 8**Alignment** unaligned**Languages** -**Proton Zombie****Level 3 Minion Brute**

Medium natural animate (undead)

XP 38

Many creatures exposed to radiation are dangerous, but most also have substantially shortened lifespans. Undead do not suffer from the radioactive flux they emit and never die unless slain; a pack of radioactive zombies is therefore capable of poisoning a large area if not dealt with. Proton zombies have been exposed to extraordinarily high dosages, and they now emit deadly levels of radiation in a large radius.

**HP** 1; a missed attack never damages a minion**Initiative** -3**AC** 14; **Fortitude** 13; **Reflex** 13; **Will** 15**Perception** -3**Speed** 5

Darkvision

**Immune** disease, poison; **Resist** 10 necrotic, 10 radiant**TRAITS****Proton Flux \* Aura 3**

Any creature that ends its turn in the aura gains 1 RAD.

**Radioactive Glow**

The proton zombie cannot benefit from concealment, total concealment or invisibility.

**STANDARD ACTIONS****(mbasic) Claw \* At Will***Attack:* Melee 1 (one creature); +8 vs. AC.*Hit:* 7 damage.

---

**Str** 17    **Dex** 3    **Wis** 8**Con** 3    **Int** 3    **Cha** 8**Alignment** unaligned**Languages** -**Radioactive Behemoth****Level 6 Elite Brute**

Large natural humanoid

XP 500

A radioactive behemoth might be an ogre, hill giant or other large humanoid. Whatever its original species, it has been exposed to a horrendous dose of radiation and is slowly dying, giving off dangerous energies all the while.

**HP** 156; **Bloodied** 78**Initiative** +2**AC** 18; **Fortitude** 16; **Reflex** 18; **Will** 18**Perception** +3**Speed** 7**Saving Throws** +2; **Action Points** 1**TRAITS**

**Radioactive Aura** (poison, radiant, radiation) \* **Aura 1**

Any creature that ends its turn in the aura takes 5 poison and radiant damage and gains 1 RAD.

**Inexorable Doom**

The radioactive behemoth cannot regain hit points.

**STANDARD ACTIONS****(mbasic) Slam \* At Will**

*Attack:* Melee 2 (one creature); +11 vs. AC.

*Hit:* 2d10+2 damage.

**(melee) Rampage \* At Will**

*Requirement:* The radioactive behemoth must be bloodied.

*Effect:* The behemoth moves its speed. It makes two basic attacks at any point during this movement.

**TRIGGERED ACTIONS****Liquify (zone) \* Encounter**

*Trigger:* The radioactive behemoth falls to 0 hit points.

*Effect (No Action):* The behemoth liquifies. Each creature adjacent to it grants combat advantage (save ends). The behemoth's space becomes a zone that lasts until the end of the encounter. Each creature that enters or starts its turn in the zone must make an Acrobatics check, DC 15, or fall prone.

---

**Str 19    Dex 9    Wis 10**  
**Con 8    Int 5    Cha 10**

**Alignment** evil

**Languages** Common, Giant

**Mutant Dire Rat****Level 7 Minion Skirmisher**

Small natural beast

XP 75

Dire rats are hardy enough that they can withstand more radiation than most creatures. Those that mutate often show few effects until slain, when a brief burst of radiation reveals their true nature.

**HP 1**; a missed attack never damages a minion

**Initiative +9**

**AC 21; Fortitude 18; Reflex 20; Will 19**

**Perception +4**

**Speed 6**, climb 6, swim 6

**STANDARD ACTIONS****(mbasic) Bite \* At Will**

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

*Hit:* 7 damage.

**TRIGGERED ACTIONS****(close) Death Burst (poison, radiant) \* Encounter**

*Trigger:* The mutant dire rat is reduced to 0 hit points.

*Attack (No Action):* Close burst 1 (each creature in burst); +8 vs. Fortitude.

*Hit:* 4 poison and radiant damage. On a critical hit, the target also gains 1 RAD.

---

**Str 10    Dex 19    Wis 13**  
**Con 13    Int 2    Cha 8**

**Alignment** unaligned

**Languages** -

**Neutron Flux Manticore****Level 11 Artillery**

Large natural magical beast

XP 600

A neutron flux manticore's exposure to radiation has left the creature dying a slow, horrible death. It is so radioactive that it delivers radiation with its attacks.

**HP 83; Bloodied 41**

**Initiative +8**

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

**Perception +7**

**Speed 7**, fly 9

Low-light vision

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

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

*Hit:* 2d10+4 damage, and the target gains 1 RAD.

### (ranged) Tail Spikes \* At Will

*Attack:* Ranged 10 (one, two or three creatures); +18 vs. AC.

*Hit:* 1d12+8 damage, and the target gains 1 RAD.

---

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

**Con** 11    **Int** 6    **Cha** 11

**Alignment** chaotic evil

**Languages** Common

## Gamma Hulk

## Level 16 Elite Brute

Medium natural humanoid, human

XP 2,800

A gamma hulk appears as a normal human until frightened or hurt. Then, in a startling transformation, the gamma hulk swells in size, bursting forth from its clothes as a massive, musclebound, grey or green version of itself. This gamma hulk's true identity is that of a scholar, frightened of what has happened to him and the loss of control he feels once he uses *hulk out*. Other gamma hulks have similar stats but different skills and, often, one or two powers usable in human form.

**HP** 360; **Bloodied** 180

**Initiative** +x

**AC** 28; **Fortitude** 30; **Reflex** 26; **Will** 28

**Perception** +x

**Speed** 6

**Resist** (in hulk form only) 10 all except psychic and thunder

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

## STANDARD ACTIONS

### (mbasic) Staff (weapon) \* At Will

*Requirement:* The gamma hulk may not be in its hulk form.

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 2d6+9 damage.

### (mbasic) Hulk Smash \* At Will

*Requirement:* The gamma hulk must be in its hulk form.

*Attack:* Melee 2 (one creature); +21 vs. AC.

*Hit:* 3d10+14 damage (3d10+22 while bloodied), and the gamma hulk pushes the target 4 squares.

### (melee/ranged) Hurl Foe \* Recharge 5 6

*Requirement:* The gamma hulk must be in its hulk form.

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

*Hit:* The target is grabbed. The gamma hulk then pushes the target 10 squares. Make the following secondary attack against the target and against each creature adjacent to it.

*Secondary Attack:* Ranged 10 (the primary target and each creature adjacent to it); +19 vs. Reflex.

*Hit:* 4d10 damage, and the target falls prone.

*Miss:* Half damage, and the primary target falls prone.

### (close) Shockwave \* Recharge 5 6

*Requirement:* The gamma hulk must be in its hulk form.

*Attack:* Close blast 4 (each creature in blast); +17 vs. Fortitude.

*Hit:* 4d8+4 damage and the target falls prone.

*Miss:* Half damage.

## MOVE ACTIONS

### Mighty Leap \* At Will

*Requirement:* The gamma hulk must be in its hulk form.

*Effect:* The gamma hulk jumps up to 20 squares and up to 10 squares high.

## TRIGGERED ACTIONS

### Hulk Out (polymorph) \* Encounter

*Requirement:* The gamma hulk must be in its human form.

*Trigger:* The gamma hulk takes damage.

*Effect (Immediate Reaction):* The gamma hulk assumes its hulk form. It enlarges to Large size; if there is insufficient room for it to fill, it pushes each adjacent creature and object 1 space until there is room for it. If there is still insufficient room for it, the hulk squeezes into its current space. While in its hulk form, the gamma hulk takes a -10 penalty to knowledge checks, cannot make Acrobatics, Bluff, Diplomacy, Stealth or Thievery checks, but gains a +10 bonus to Strength- and Constitution-based checks (+20 while bloodied). This effect lasts until the end of the encounter or until the gamma hulk loses consciousness.

#### **Hulk Just Wants to Be Left Alone \* Encounter**

*Requirement:* The gamma hulk must be in its hulk form.

*Trigger:* The gamma hulk takes damage while bloodied.

*Effect (Immediate Reaction):* The gamma hulk uses *mighty leap*, ending its jump at least 5 spaces from the nearest visible enemy.

---

**Skills** Nature +20

**Str** 8      **Dex** 13      **Wis** 14

**Con** 10      **Int** 24      **Cha** 14

**Alignment** unaligned

**Languages** Common

**Equipment** staff

## **Mutated UMBER Hulk**

## **Level 16 Solo Controller**

Large aberrant magical beast

XP 7,000

A mutated umber hulk has been exposed to radiation and has gained strange abilities through the experience, growing more powerful without any harmful side effects.

**HP** 624; **Bloodied** 312

**Initiative** +9

**AC** 30; **Fortitude** 28; **Reflex** 26; **Will** 30

**Perception** +18

**Speed** 5, burrow 2 (tunneling)

Darkvision

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

### **TRAITS**

**Confusing Gaze \* Aura** 4

When any creature that ends its turn in the aura, roll 1d4 and consult the following chart:

- 1: The creature makes an at-will attack against a target of the umber hulk's choice.
- 2: The umber hulk slides the creature its speed.
- 3: The creature is immobilized until the end of its next turn.
- 4: The creature is dazed until the end of its next turn.

If the mutated umber hulk is bloodied, it instead rolls 2d4 and applies both results to the creature.

### **STANDARD ACTIONS**

**(mbasic) Claw \* At Will**

*Attack:* Melee 2 (one creature); +21 vs. AC.

*Hit:* 2d12+11 damage.

**Double Attack \* At Will**

*Effect:* The mutated umber hulk uses *claw* twice.

### **TRIGGERED ACTIONS**

**(close) Irradiating Gaze (poison, radiant, radiation) \* At Will**

*Trigger:* An enemy ends its turn adjacent to the mutated umber hulk.

*Attack (Immediate Reaction):* Close blast 1 (the triggering creature); +19 vs. Fortitude.

*Hit:* 3d10+8 poison and radiant damage, and the target gains 1d4 RADs.

---

**Str** 24      **Dex** 12      **Wis** 20

**Con** 20      **Int** 7      **Cha** 15

**Alignment** chaotic evil

**Languages** Undercommon



## Radiation Elemental

## Level 22 Skirmisher

Large elemental animate

XP 4,150

At first blush, it is easy to mistake a radiation elemental for a fire elemental, but even cursory examination reveals that there is something different about this creature. It is a haze of dancing pink-violet energy, composed of pure radiation.

**HP** 201; **Bloodied** 100

**Initiative** +21

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

**Perception** +17

**Speed** 8

**Resist** 20 poison, 20 radiant

### STANDARD ACTIONS

**(mbasic) Radioactive Blow** (poison, radiant, radiation) \* **At Will**

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

*Hit:* 4d10+8 poison and radiant damage, and the target gains 1d2 RADs.

### MOVE ACTIONS

**Darting Movement** \* **At Will**

*Effect:* The radiation elemental shifts 4 squares.

### TRIGGERED ACTIONS

**(close) Radioactive Burst** (poison, radiant, radiation) \* **Encounter**

*Trigger:* The radiation elemental falls to 0 hit points.

*Attack (No Action):* Close burst 2 (each creature in burst); +23 vs. Fortitude.

*Hit:* The target gains 1d6+1 RADs.

*Miss:* The target gains 1 RAD.

---

**Str** 23    **Dex** 27    **Wis** 23

**Con** 17    **Int** 6    **Cha** 13

**Alignment** unaligned

**Languages** Primordial

## X-Mutant

## Level 26 Controller

Medium natural humanoid, human

XP 9,000

An x-mutant is a true breeding offshoot of humanity altered by radiation. Completely hairless, x-mutants have great mental powers and tremendous acuity and insight. They fear and distrust normal humans and most other humanoid species, though they sometimes ally with psionic creatures.

**HP** 225; **Bloodied** 112

**Initiative** +14

**AC** 40; **Fortitude** 35; **Reflex** 38; **Will** 41

**Perception** +25

**Speed** 6, fly 3 (altitude limit 1, hover)

**Resist** 30 psychic

### TRAITS

**Telepathy** \* **Aura** 20

The x-mutant can communicate telepathically with any creature that it has line of effect to within the aura. Each enemy in the aura gains vulnerable 10 psychic.

#### STANDARD ACTIONS

**(ranged) Mind Control** (charm) \* **At Will**

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

*Hit:* 3d6 psychic damage, and the x-mutant slides the target 4 squares. The target then makes a basic attack against a target of the x-mutant's choice, even itself.

**(area) Blind Spot** (psychic, zone) \* **Encounter**

*Attack:* Area burst 1 within 10 squares (each creature in burst); +28 vs. Will.

*Hit:* 3d10+9 psychic damage.

*Effect:* The area of the burst becomes a zone that lasts until the end of the x-mutant's next turn. Enemies within the zone are blinded.

*Sustain Minor:* The zone persists until the end of the x-mutant's next turn.

## TRIGGERED ACTIONS

### Mutant Evasion (teleportation) \* Encounter

*Requirement:* The x-mutant must be bloodied.

*Trigger:* The x-mutant is hit by an attack.

*Effect (Immediate Interrupt):* The x-mutant teleports 5 squares.

---

**Str** 6      **Dex** 13      **Wis** 25

**Con** 9      **Int** 29      **Cha** 25

**Alignment** unaligned

**Languages** Common

**Equipment** orb

## RHINOCEROS

**Source:** Real life; 3e *Fiend Folio* (dire rhino).

A rhinoceros is a large herbivorous creature, characterized by a single large horn on its head and extraordinarily thick hide.

A rhino is typically a foul-tempered and aggressive beast, and despite being a plant-eater, can be a real danger to adventurers.

Dire rhinos are even worse-tempered and are tremendously powerful.

### Rhinoceros Charger

### Level 8 Skirmisher

Large natural beast

XP 350

**HP** 90; **Bloodied** 45

**Initiative** +8

**AC** 22; **Fortitude** 22; **Reflex** 19; **Will** 20

**Perception** +7

**Speed** 8 (plus see *swift charge*)

## STANDARD ACTIONS

### (mbasic) Horn \* At Will

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

*Hit:* 3d6+6 damage.

### (melee) Swift Charge \* At Will

*Effect:* The rhinoceros charges, moving a minimum of 2 squares and up to 10 squares. It makes the following attack in place of a basic attack.

*Attack:* Melee 1 (one creature); +14 vs. AC. (This includes the +1 bonus for charging.)

*Hit:* 4d6+6 damage, and the rhino pushes the target 2 squares.

## TRIGGERED ACTIONS

### Stubborn \* At Will

*Trigger:* The rhino is pulled, pushed or slid.

*Effect (Immediate Interrupt):* The forced movement is reduced by 1 square.

---

**Skills** Athletics +14, Endurance +13

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

**Con** 18      **Int** 1      **Cha** 6

**Alignment** unaligned

**Languages** -

### Rhinoceros Crusher

### Level 12 Brute

Large natural beast

XP 700

**HP** 150; **Bloodied** 75

**Initiative** +8

**AC** 24; **Fortitude** 26; **Reflex** 22; **Will** 22

**Perception** +8

**Speed** 6

## STANDARD ACTIONS

### (mbasic) Horn \* At Will

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

*Hit:* 4d8+7 damage.

**(melee) Piercing Blow \* At Will**

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

*Hit:* 3d6+15 damage, and the target suffers a -2 penalty to AC (save ends).

**(melee) Trample \* Recharges** when first bloodied

*Effect:* The rhinoceros moves up to 4 squares. It can move through medium or smaller creatures' squares during this move, and it makes the following attack against each creature whose space it enters during this movement.

*Attack:* Melee 0 (each creature whose space the rhino enters); +15 vs. Fortitude.

*Hit:* 4d10+6 damage, the rhino pushes the target 2 squares and the target falls prone.

*Miss:* Half damage, and the rhino pushes the target 1 square.

## TRIGGERED ACTIONS

**Stubborn \* At Will**

*Trigger:* The rhino is pulled, pushed or slid.

*Effect (Immediate Interrupt):* The forced movement is reduced by 1 square.

---

**Skills** Athletics +18, Endurance +16

**Str** 24    **Dex** 15    **Wis** 15

**Con** 20    **Int** 1    **Cha** 6

**Alignment** unaligned

**Languages** -

## Dire Rhinoceros

## Level 19 Soldier

Huge natural beast

XP 2,400

**HP** 180; **Bloodied** 90

**Initiative** +13

**AC** 35; **Fortitude** 34; **Reflex** 29; **Will** 29

**Perception** +11

**Speed** 6

## STANDARD ACTIONS

**(mbasic) Horn \* At Will**

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

*Hit:* 4d8+9 damage, and the dire rhino pushes the target 1 and shifts into the space the target occupied.

**(melee) Horn Throw \* At Will**

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

*Hit:* 4d8+9 damage, the dire rhino slides the target 6 squares and the target falls prone.

**(melee) Trample \* Recharges** when first bloodied

*Effect:* The dire rhinoceros moves up to 4 squares. It can move through medium or smaller creatures' squares during this move, and it makes the following attack against each creature whose space it enters during this movement.

*Attack:* Melee 0 (each creature whose space the rhino enters); +22 vs. Fortitude.

*Hit:* 4d10+5 damage, the rhino pushes the target 2 squares and the target falls prone.

*Miss:* Half damage, and the rhino pushes the target 1 square.

**(melee) Incredible Charge \* Encounter**

*Effect:* The dire rhinoceros charges and makes the following attack in place of a melee basic attack.

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

*Hit:* 6d8+7 damage, and the target is stunned (save ends).

## TRIGGERED ACTIONS

**Stubborn \* At Will**

*Trigger:* The rhino is pulled, pushed or slid.

*Effect (Immediate Interrupt):* The forced movement is reduced by 1 square.

---

**Skills** Athletics +23, Endurance +19

**Str** 28    **Dex** 15    **Wis** 15

**Con** 20    **Int** 1    **Cha** 6

**Alignment** unaligned

**Languages** -

# SCORPION

**Source:** 1e *Monster Manual*.

The world is full of vermin of all sizes. Monstrous scorpions are amongst the most dangerous, typically having deadly poison and a pair of fierce claws capable of seizing prey. Some monstrous scorpions glow faintly in the dark, especially when exposed to the strange radiations in the Underdark.

Monstrous scorpions can be found in any terrain but are most common in deserts, wastelands and rocky areas. They tend to attack if disturbed, and many species are highly aggressive.

## Giant Black Scorpion

## Level 1 Brute

Medium natural beast (scorpion)

XP 100

**HP** 36; **Bloodied** 18

**Initiative** +0

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

**Perception** +1

**Speed** 6

**Tremorsense** 5

## STANDARD ACTIONS

**(mbasic) Claw \* At Will**

*Requirement:* The scorpion may not have more than one grabbed victim.

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

*Hit:* 2d6+3 damage and a medium or smaller target is grabbed (escape DC 12).

## MINOR ACTIONS

**(melee) Sting (poison) \* Recharge 4 5 6**

*Attack:* Melee 1 (one creature grabbed by the scorpion); +4 vs. Fortitude.

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

---  
**Str** 19    **Dex** 11    **Wis** 13

**Con** 16    **Int** 2    **Cha** 10

**Alignment** unaligned

**Languages** -

## Giant Yellow Scorpion

## Level 8 Minion Soldier

Small natural beast (scorpion)

XP 88

**HP** 1; a missed attack never damages a minion

**Initiative** +9

**AC** 24; **Fortitude** 23; **Reflex** 21; **Will** 18

**Perception** +7

**Speed** 7

**Tremorsense** 10

## STANDARD ACTIONS

**(mbasic) Claw \* At Will**

*Requirement:* The scorpion may not have a creature grabbed.

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

*Hit:* 8 damage, and the scorpion grabs the target (escape DC 15).

**(melee) Poisonous Stinger (poison) \* At Will**

*Attack:* Melee 1 (one immobilized or restrained creature); +11 vs. Fortitude.

*Hit:* 7 damage and ongoing 5 poison damage (save ends).

---  
**Str** 16    **Dex** 17    **Wis** 17

**Con** 20    **Int** 2    **Cha** 5

**Alignment** unaligned

**Languages** -

## Enormous Yellow Scorpion

## Level 10 Brute

Huge natural beast (scorpion)

XP 500

**HP** 130; **Bloodied** 65

**Initiative** +7

**AC** 22; **Fortitude** 25; **Reflex** 21; **Will** 22

**Perception** +9

Speed 6

Tremorsense 20

## STANDARD ACTIONS

### (mbasic) Claw \* At Will

*Requirement:* The scorpion may not have more than one creature grabbed.

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

*Hit:* 2d8+9 damage, and the scorpion grabs the target (escape DC 18).

### Pincers \* At Will

*Requirement:* The scorpion may not have a creature grabbed.

*Effect:* The scorpion uses *claw* against two different targets.

### (melee) Poisonous Stinger (poison) \* At Will

*Attack:* Melee 2 (one immobilized or restrained creature); +13 vs. Fortitude.

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

## TRIGGERED ACTIONS

### Killing Frenzy \* Encounter

*Trigger:* The scorpion becomes bloodied.

*Effect (Immediate Reaction):* The scorpion makes a poisonous stinger attack against each creature within 2 squares of it, regardless of whether that creature is immobilized or restrained.

---

Str 22    Dex 15    Wis 18

Con 20    Int 2    Cha 5

Alignment unaligned

Languages -

# SCREAMING DEVILKIN

**Source:** 1e *Fiend Folio*. (Note: This is one of the only 1e monsters that has never officially been updated to any later edition to the best of my knowledge.)

The screaming devilkin is a small creature that resembles a winged human baby with a forked tail. Despite its appearance and name, the screaming devilkin is not actually related to true devils in any way. The actual origins of the screaming devilkin are unknown, but they are the spawn of some sort of astral dominion. Sages speculate that the screaming devilkin might be intentionally designed, either to allow some sort of infiltration of Hell, or to provoke the response of creatures that encounter them.

Although they do seem to enjoy devouring flesh and blood, screaming devilkin can live indefinitely without food or drink and do not need to sleep. Although they can speak, they rarely do so, instead choosing to constantly scream. (A speaking devilkin must deactivate its aura.)

## Screaming Devilkin

Small immortal humanoid

HP 55; Bloodied 27

AC 16; Fortitude 16; Reflex 18; Will 18

Speed 4, fly 6

Immune deafened; Resist 10 thunder

## Level 4 Controller

XP 175

Initiative +6

Perception +5

Darkvision

## TRAITS

### Constant Screaming (thunder) \* Aura 3

Any creature within the aura is deafened. Each creature that ends its turn in the aura takes 5 thunder damage.

## STANDARD ACTIONS

### (mbasic) Tail Poke \* At Will

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

*Hit:* 1d10 damage.

### (close) Shriek of Doom (thunder) \* Encounter

*Attack:* Close blast 4 (each creature in the blast); +7 vs. Fortitude.

*Hit:* 2d6 thunder damage and the target is stunned until the end of its next turn.

---  
**Str** 6    **Dex** 18    **Wis** 16  
**Con** 15    **Int** 12    **Cha** 19  
**Alignment** chaotic evil

**Languages** Common, Supernal (must deactivate aura to speak)

## SECLAIDRA

**Source:** Homebrew.

Seclaidra is a very ancient demon princess of lust, passion-fueled rage, betrayal of loved ones and horrifying mistakes made under the influence of strong emotions. She lays claim to the title Queen of Succubi, has played the demons and devils against each other since the ending of the Great War of Ethics and loves to dally with mortals, producing many offspring who are as evil and depraved in their own ways as their mother.

Seclaidra has a long and storied past, going back even to the elder universe from which Cydra was spawned. She was one of the few individuals to escape by the invitation of the Master of Darkhold, and there is a connection between the two formed of history and mutual respect. Over the eons, she has neutralized Malcanthet and Soneillon, suborned many of their greatest followers, seduced godlings and manipulated events to ensure her survival despite her many enemies.

Seclaidra's symbols include a bat-winged woman, a broken heart, a heart with a dagger thrust into it, a woman kissing a man with a cut throat and a rose with poisoned thorns.

### Velvet Spy

### Level 1 Controller (Leader)

Medium natural humanoid, human

XP 100

The Velvet Spies are a sisterhood of corrupt mortal women willing to prostitute themselves for power and influence. They do not even know that they serve Seclaidra; most of them believe that the Velvet Spies is a completely secular organization. The highest ranks know better and are composed of active followers of the demon princess who direct their followers to spread the sort of heartbreak and pain that Seclaidra so loves. Velvet spies are trained to deceive and manipulate others. Velvet Spies usually manipulate others to do their bidding, but rarely work with other Velvet Spies.

**HP** 24; **Bloodied** 12

**Initiative** +1

**AC** 15; **Fortitude** 11; **Reflex** 13; **Will** 14

**Perception** +8

**Speed** 6

### TRAITS

**Seductive** \* **Aura** 3

A creature in the aura that has not been attacked by the Velvet Spy has a -2 penalty to attacks against the spy.

### STANDARD ACTIONS

**(mbasic) Dagger** (weapon) \* **At Will**

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

*Hit:* 1d4+4 damage.

**Urge to Action** \* **At Will**

*Effect:* One ally within 5 squares of the Velvet Spy makes a basic attack.

**(ranged) Please Help** (charm) \* **At Will**

*Requirement:* The Velvet Spy must not have attacked the target.

*Attack:* Ranged 5 (one creature); +5 vs. Will.

*Hit:* The target makes a basic attack against a target of the Velvet Spy's choice. It gains combat advantage and a +2 bonus to damage for this attack. Additionally, it cannot attack the Velvet Spy (save ends).

### TRIGGERED ACTIONS

**(close) Only You Can Save Me** (charm) \* **Encounter**

*Requirement:* The Velvet Spy must not have attacked the target.

*Trigger:* An enemy other than the target hits the Velvet Spy with an attack.

*Attack (Immediate Interrupt):* Close burst 5 (one creature in burst); +5 vs. Will.

*Hit:* The Velvet Spy shifts 1 square and then slides the target into the space it occupied before shifting. The triggering attack hits the target instead of the Velvet Spy, and if it is an attack that will still target the Velvet Spy as well, it automatically misses.

---

**Skills** Bluff +11, Diplomacy +8, Streetwise +8  
**Str** 8    **Dex** 12    **Wis** 10  
**Con** 8    **Int** 10    **Cha** 16  
**Alignment** evil                      **Languages** Common  
**Equipment** leather armor, dagger, disguise kit

## Whisper of Velvet Level 3 Elite Skirmisher

Medium fey humanoid, eladrin XP 300

A whisper of velvet is a cell leader of the Velvet Spies. The whispers are selected from the most malevolent of the Velvet Spies and are allowed to know who they truly serve. If a prospective whisper balks, she is killed instantly. The whispers keep themselves well-removed from the spies that they direct.

**HP** 80; **Bloodied** 40                      **Initiative** +4  
**AC** 17; **Fortitude** 12; **Reflex** 15; **Will** 17                      **Perception** +6  
**Speed** 6  
**Saving Throws** +2; **Action Points** 1

### STANDARD ACTIONS

**(mbasic) Shortsword** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +8 vs. AC.  
*Hit:* 1d6+7 damage.

**Mobile Attack** \* **At Will**

*Effect:* The whisper of velvet makes two basic attacks, shifting 1 square before, between and after the attacks.

**(melee and close) Frightening Cut** (fear, weapon) \* **Encounter**

*Requirement:* The whisper of velvet must be bloodied.

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

*Hit:* 3d6+6 damage and make the following secondary attack.

*Secondary Attack:* Close burst 1 centered on the primary target (each enemy in burst); +5 vs. Will.

*Hit:* The whisper of velvet slides the target 2 squares. It must end this slide no closer to the whisper of velvet than it began.

### MOVE ACTIONS

**Fey Step** (teleportation) \* **Encounter**

*Effect:* The whisper of velvet teleports 5 squares.

### TRIGGERED ACTIONS

**(ranged) Seductive Promises** (charm) \* **Encounter**

*Trigger:* The whisper of velvet becomes bloodied.

*Attack:* Ranged 5 (one creature); +7 vs. Will. This attack does not trigger opportunity attacks.

*Hit:* The target is dominated (save ends). It immediately takes a standard action of the whisper of velvet's choice as a free action.

---

**Skills** Bluff +13, Diplomacy +10, Streetwise +10  
**Str** 8    **Dex** 12    **Wis** 10  
**Con** 8    **Int** 10    **Cha** 18  
**Alignment** evil                      **Languages** Common, Elven  
**Equipment** leather armor, short sword

## Passion Angel Level 5 Brute

Medium natural humanoid, human XP 200

A passion angel is one of Seclaidra's knowing and willing agents, who has bargained herself, body and soul, to the demon princess in exchange for power. Now she works as a whore, agent and assassin for her patron. Seclaidra uses her passion angels to spread the vices that she revels in and draws power from. Because they prostitute themselves, passion angels can often get close to hard-to-reach targets, so they are trained to be ruthless and efficient killers.

**HP** 51; **Bloodied** 25                      **Initiative** +4



AC 16; Fortitude 16; Reflex 19; Will 18

Perception +3

Speed 6

## STANDARD ACTIONS

**(mbasic) Razor** (weapon) \* **At Will**

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

*Hit:* 1d6+4 damage plus ongoing 10 damage (save ends).

**Swift Slashes** \* **Encounter**

*Effect:* The passion angel uses *razor* against two different opponents.

## MINOR ACTIONS

**(close) Hurts, Doesn't It?** \* **Recharges** when first bloodied

*Attack:* Close burst 2 (one creature taking ongoing damage); +8 vs. Will.

*Hit:* The target's ongoing damage increases by 5.

**Taste of Blood** (healing) \* **Encounter**

*Requirement:* The passion angel must be bloodied.

*Effect:* The passion angel regains 20 hit points.

---

**Skills** Bluff +11, Diplomacy +11, Streetwise +11

**Str** 9     **Dex** 15     **Wis** 12

**Con** 11     **Int** 14     **Cha** 18

**Alignment** evil

**Languages** Common

**Equipment** long razorblade

## Debauched Temple Guard

## Level 10 Minion Soldier

Medium natural humanoid, human

XP 125

Debauched temple guards protect Seclaidra's cults. Many of them are cultists who have been drugged against their will; the heavy use of brainwashing and drugging secures their loyalty unto death.

**HP** 1; a missed attack never damages a minion

**Initiative** +10

AC 26; Fortitude 22; Reflex 22; Will 20

**Perception** +1

Speed 6

**Immune** charm, fear

## TRAITS

**Drugged**

At the beginning of its turn, a debauched temple guard may make one save against any effect that a save can end.

## STANDARD ACTIONS

**(mbasic) Scimitar** (weapon) \* **At Will**

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

*Hit:* 9 damage (13 on a critical hit).

**(rbasic) Shortbow** (weapon) \* **At Will**

*Attack:* Ranged 10 (one creature); +15 vs. AC.

*Hit:* 8 damage.

---

**Str** 20     **Dex** 16     **Wis** 3

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

**Alignment** unaligned

**Languages** understands Common (never speaks)

**Equipment** leather armor, scimitar, shortbow, 20 arrows

## Whore-Priestess of Seclaidra

## Level 11 Controller

Medium natural humanoid, human

XP 600

Seclaidra's whore-priestesses are debased and devoted servants of the demon queen. Though not exclusively female, women outnumber men about 6:1 amongst the whore-priestesses. These people have fallen to obscene depths of depravity, fornicating with demons and monsters and sometimes producing horrifying offspring.



HP 109; Bloodied 54  
AC 25; Fortitude 21; Reflex 23; Will 25  
Speed 6

Initiative +8  
Perception +7

## STANDARD ACTIONS

**(mbasic) Befuddling Blow** (psychic, weapon) \* **At Will**

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

*Hit:* 2d6+2 damage plus 10 psychic damage, and the target suffers a -2 penalty to Will until the end of the whore-priestess' next turn.

**(close) Whore-Priestess' Command** (charm) \* **Recharge** when first bloodied

*Attack:* Close burst 3 (one creature in burst); +15 vs. Will.

*Hit:* The target takes a standard action of the whore-priestess' choice as a free action.

**(area) Psychic Strike** (psychic) \* **Encounter**

*Attack:* Area burst 3 within 10 (each creature in burst); +13 vs. Will.

*Hit:* 2d10+5 psychic damage, and the whore-priestess slides the target 4 squares.

*Miss:* Half damage, and the target chooses: the whore-priestess slides it 2 squares, or it is immobilized until the end of its next turn.

## TRIGGERED ACTIONS

**(close) Power Word: Pain** \* **Encounter**

*Trigger:* An enemy within 5 squares regains hit points.

*Attack (Immediate Interrupt):* Close burst 5 (the triggering creature); +15 vs. Will.

*Hit:* The target does not regain hit points. The power or item used to regain hit points, as well as any spent healing surges, are still expended normally.

---

**Skills** Bluff +15, Religion +12

**Str** 11    **Dex** 17    **Wis** 15

**Con** 13    **Int** 14    **Cha** 21

**Alignment** chaotic evil

**Languages** Abyssal, Common

**Equipment** chain armor, shield, mace, unholy symbol

## Succubus Heartbreaker

## Level 18 Controller

Medium immortal humanoid (devil)

XP 2,000

HP 167; Bloodied 83

Initiative +15

AC 32; Fortitude 29; Reflex 30; Will 32

Perception +14

Speed 6, fly 6

Darkvision

Resist 15 fire

## STANDARD ACTIONS

**(mbasic) Heartbreaking Touch** (psychic) \* **At Will**

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

*Hit:* 3d8+13 psychic damage, and the target is dazed (save ends).

*First Failed Save:* The target is dazed and blinded (save ends both).

**(melee) Charming Kiss** (charm) \* **At Will**

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

*Hit:* The target cannot attack the succubus heartbreaker. This effect lasts until the succubus or one of her allies attacks the target, the succubus drops to 0 hit points, or the succubus uses this power again. If the target is affected by *charming kiss* at the end of the encounter, the effect lasts until the succubus fails to kiss the target during a 24-hour period. See also *loyal consort*.

**(ranged) Ostracize** \* **Encounter**

*Attack:* Ranged 10 (one creature); +21 vs. Will.

*Hit:* 2d10+15 psychic damage, and the target is ostracized (save ends). While ostracized, no creature treats the target as an ally and all creatures treat it as an enemy for purposes of targeting.

## MINOR ACTIONS

**Show You Love Me** \* **Recharge** 6

*Requirement:* The succubus must have line of sight to a creature affected by its *charming kiss*.

*Effect:* The creature affected by the succubus' *charming kiss* takes a standard action of the heartbreaker's choice.

## TRIGGERED ACTIONS

### Loyal Consort (charm) \* At Will

*Trigger:* A melee or ranged attack targets the succubus while it is adjacent to a creature affected by its *charming kiss*.

*Effect (Immediate Interrupt):* The triggering attack instead targets the creature affected by the succubus' *charming kiss*.

---

**Skills** Bluff +22, Diplomacy +22, Insight +19

**Str** 16    **Dex** 22    **Wis** 21

**Con** 15    **Int** 19    **Cha** 27

**Alignment** evil

**Languages** Abyssal, Common, Infernal, Supernal

## Emelie Airheart

## Level 19 Elite Artillery

Medium natural humanoid, tiefling

XP 4,800

Emelie Airheart is the youngest daughter of a secret Seclaidra cultist who consorted with some of Seclaidra's diabolic allies during a particularly debauched night. Nine months later, Emelie was born, her vestigial horns and hooves hidden from the man who was ostensibly her father. By the time she was twelve, Emelie had learned to entice the boys- and men- around her with her wiles. By the time she was sixteen, she had a harem of servants. Her father died in a mysterious accident when she was only seventeen, and she became Countess of Greyrock in short order. Since then she has ambitiously worked to gain control over a larger and larger area, set up secret chapels to Seclaidra and created a far-reaching spy network of prostitutes, minstrels, thieves and beggars.

**HP** 264; **Bloodied** 132

**Initiative** +14

**AC** 31; **Fortitude** 29; **Reflex** 31; **Will** 33

**Perception** +17

**Speed** 7

Darkvision

**Resist** 15 fire

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

## STANDARD ACTIONS

### (mbasic) Whip (weapon) \* At Will

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

*Hit:* 2d12+14 damage.

### (rbasic) Flame Darts (fire) \* At Will

*Attack:* Ranged 10 (one or two creatures); +24 vs. Reflex.

*Hit:* 4d10+5 fire damage.

### (close) Convincing Lies (charm) \* Encounter

*Attack:* Close burst 2 (each enemy in burst); +20 vs. Will.

*Hit:* The target is dominated (save ends).

### (area) Wall of Hellish Flames (acid, fire) \* Encounter, Wall

*Attack:* Area wall 6 within 10 (each creature in wall); +22 vs. Reflex.

*Hit:* 6d6+7 acid and fire damage, and the creature may shift 1 square to a space outside of the wall as a free action.

*Miss:* The target shifts to the nearest space outside of the wall as a free action.

*Effect:* The area becomes a blazing wall of greenish-yellow flames that lasts until the end of the encounter. This wall blocks line of sight and line of effect. A creature that enters or starts its turn in a square of the wall takes 10 acid and fire damage.

## MOVE ACTIONS

### Let Us Dance (charm) \* Recharge 5 6

*Effect:* Emelie shifts up to 4 squares, then slides each creature within 2 squares of her starting space up to 4 squares.

---

**Skills** Bluff +21, Diplomacy +21, Insight +17

**Str** 12    **Dex** 21    **Wis** 17

**Con** 12    **Int** 18    **Cha** 25

**Alignment** evil

**Languages** Abyssal, Common, Infernal

**Equipment** leather armor, whip, rod

## Daughter of Lust

## Level 20 Elite Brute

Medium immortal humanoid (devil)

XP 5,600

A daughter of lust is one of Seclaidra's most bestial offspring, the result of one of her unions with a powerful fiend such as a balor, pit fiend or similar entity. Ruled by sadism and lust, avariciousness and malice, a daughter of lust prefers to capture and torment a victim until its life gives out. Daughters of lust are the offspring of Seclaidra least likely to work for their mother; many simply wander the planes raping and killing.

A daughter of lust is a winged, fiendish-looking humanoid with bat-like wings, a long, barbed tail, short horns protruding from its head and bestial features. Unlike most of Seclaidra's brood, a daughter of lust inspires dread, not lust and attraction, from those mortals who see it.

**HP** 448; **Bloodied** 224

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

**Speed** 6, fly 6

**Resist** 20 fire

**Initiative** +14

**Perception** +13

Darkvision

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

### STANDARD ACTIONS

**(mbasic) Claw \* At Will**

*Attack:* Melee 1 (one creature); +25 vs. AC.

*Hit:* 4d8+17 damage.

**(melee) Enraged Rend \* At Will**

*Requirement:* The daughter of lust must be bloodied.

*Attack:* Melee 1 (one creature); +25 vs. AC.

*Hit:* 4d8+19 damage, plus ongoing 10 damage (save ends).

**(close) Belch of Flames (fire) \* Encounter**

*Attack:* Close blast 5 (each creature in blast); +21 vs. Reflex.

*Hit:* 4d10+13 fire damage, and the target takes a -5 penalty on saving throws until the end of the daughter of lust's next turn.

**(close) Threat of Rape (fear) \* Encounter**

*Attack:* Close burst 3 (each enemy in burst); +21 vs. Will.

*Hit:* The daughter of lust slides the target 1 square and the target is stunned until the end of its next turn.

### MOVE ACTIONS

**Infernal Step (fire, teleport) \* Recharges** when first bloodied

*Effect:* The daughter of lust teleports 10 squares. Each creature adjacent to either its departure or arrival space takes 10 fire damage.

### MINOR ACTIONS

**(melee) Tail Jab (poison) \* At Will** 1/round

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

*Hit:* 3d6+15 damage, plus ongoing 15 poison damage (save ends).

---

**Skills** Bluff +23

**Str** 22    **Dex** 18    **Wis** 17

**Con** 14    **Int** 22    **Cha** 27

**Alignment** chaotic evil

**Languages** Abyssal, Common, Infernal

## Dissipated Aristocrat Cultist

## Level 23 Minion Controller (Leader)

Medium natural humanoid, human

XP 1,275

When the cult of Seclaidra manages to amass serious power in an area, only the wealthiest and most decadent cultists are deemed worthy of being in the inner circle. These dissipated aristocrats perform heinous acts in the name of pleasure, crossing every moral boundary in seeking ever-greater excess.

**HP** 1; a missed attack never damages a minion

**AC** 37; **Fortitude** 35; **Reflex** 35; **Will** 35

**Initiative** +14

**Perception** +10

Speed 6

## STANDARD ACTIONS

### (mbasic) Whip (weapon) \* At Will

*Attack:* Melee 2 (one creature); +28 vs. AC.

*Hit:* 15 damage.

## STANDARD ACTIONS

### (mbasic) Claw \* At Will

*Attack:* Melee 1 (one creature); +25 vs. AC.

*Hit:* 4d8+17 damage.

### Aristocratic Command \* Encounter

*Effect:* One ally within 10 squares makes a basic attack.

---

**Skills** Diplomacy +22

**Str** 11    **Dex** 16    **Wis** 8

**Con** 20    **Int** 16    **Cha** 23

**Alignment** evil

**Languages** Common

**Equipment** ceremonial leather armor, whip

## Moist Flower

## Level 23 Elite Controller (Leader)

Medium fey humanoid

XP 10,200

Moist Flower is one of Seclaidra's mightiest daughters, the result of a dalliance with a fey prince. She leads Seclaidra's worldly cult, seeking always to bring new people in and lead them to corruption. Moist Flower excels at deception, seduction, betrayal and poisoning, often arranging for large sums of money or property to be willed to agents of the cult. She operates behind many layers of followers, servants and agents. When confronted directly, she uses lies and misdirection to confound her enemies, make them hesitate and turn them against one another. She prefers to confine her attacks to the fewest number of foes for as long as possible in order to make full use of her aura.

Moist Flower appears to be an eladrin woman bursting with sensuality. She has full hips, large, round breasts, full lips, waves of thick hair that cascade off of her back like a waterfall, delicate fingers and feet and an exceptionally well-groomed, made-up and perfumed appearance.

**HP** 426; **Bloodied** 213

**Initiative** +14

**AC** 37; **Fortitude** 33; **Reflex** 34; **Will** 38

**Perception** +15

**Speed** 7

Low-light vision

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

## TRAITS

### I Am Who You Want Me to Be \* Aura 6

Creatures in the aura always treat Moist Flower as an ally and never as an enemy for purposes of targeting, flanking, etc unless she has attacked them in the last five minutes. However, she can choose not to be an ally for the purposes of any specific action or effect. (Doing so is not an action.)

## STANDARD ACTIONS

### (mbasic) Rapier (weapon) \* At Will

*Attack:* Melee 1 (one creature); +28 vs. AC.

*Hit:* 3d12+12 damage (3d12+36 on a critical hit).

### (rbasic) Shuriken (weapon) \* At Will

*Attack:* Ranged 5 (one creature); +28 vs. AC.

*Hit:* 1d6+7 damage.

*Special:* Moist Flower repeats the attack twice at the same or different targets.

### Frantic Attacks \* At Will

*Requirement:* Moist Flower must be bloodied.

*Effect:* Moist Flower makes two basic attacks.

### (ranged) Stunning Revelation (psychic) \* Encounter

*Requirement:* Moist Flower must be bloodied.

*Attack:* Ranged 5 (one or two creatures); +26 vs. Will.

*Hit:* 4d8+5 psychic damage, and the target is stunned until the end of its next turn.

**(ranged) Powerful Deception** (charm) \* **Encounter**

*Attack:* Ranged 5 (one creature); +27 vs. Will.

*Hit:* The target makes an at-will attack of Moist Flower's choice against a target of Moist Flower's choice, then is dominated (save ends).

## MOVE ACTIONS

**Fey Step** (teleportation) \* **Recharges** when first bloodied.

*Effect:* Moist Flower teleports 8 squares.

## MINOR ACTIONS

**(ranged) Instill Doubt** (charm) \* **At Will**

*Attack:* Ranged 10 (one creature); +27 vs. Will.

*Hit:* The target is immobilized (save ends).

**(close) Megrim** (psychic) \* **Encounter**

*Attack:* Close burst 3 (each enemy in burst); +25 vs. Will.

*Hit:* 20 psychic damage and ongoing 10 psychic damage (save ends).

---

**Skills** Bluff +28, Religion +22

**Str** 20    **Dex** 16    **Wis** 18

**Con** 13    **Int** 23    **Cha** 28

**Alignment** evil

**Languages** Abyssal, Common, Elven, Infernal

**Equipment** chain armor, rapier, 12 shuriken, unholy symbol

## Fallen Angel of Lust

## Level 24 Skirmisher

Large immortal humanoid (angel)

XP 6,050

Not even angels are immune to Seclaidra's wiles. Those she seduces become fallen angels of lust, giving up whatever prior status they had.

**HP** 220; **Bloodied** 110

**Initiative** +23

**AC** 38; **Fortitude** 36; **Reflex** 36; **Will** 37

**Perception** +16

**Speed** 6, fly 8

## STANDARD ACTIONS

**(mbasic) Corrupting Touch** \* **At Will**

*Attack:* Melee 2 (one creature); +29 vs. AC.

*Hit:* 3d10+16 damage, and the target is dazed (save ends).

**Teleporting Attack** (teleportation) \* **Recharge 4 5 6**

*Effect:* The fallen angel of lust teleports 4 squares and makes a basic attack.

**(close) Urge to Rut** (charm) \* **Encounter**

*Attack:* Close blast 4 (each creature in blast); +25 vs. Will.

*Hit:* On its next turn, the target makes a basic attack at the nearest creature, moving to engage it if necessary.

*Miss:* The target is dazed until the end of its next turn.

## TRIGGERED ACTIONS

**Hot Pursuit** (teleportation) \* **Recharge 4 5 6**

*Trigger:* An enemy within 4 squares teleports.

*Effect (Immediate Reaction):* The fallen angel of lust teleports to a space adjacent to the triggering enemy, then makes a basic attack against that enemy.

---

**Str** 24    **Dex** 28    **Wis** 18

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

**Alignment** evil

**Languages** Supernal

## Seclaidra's Boudoir Curtain      Level 30 Lurker

Huge elemental animate

XP 19,000

Those few assassins or intruders bold enough to penetrate into Seclaidra's lair soon discover their mistake. Even the curtains attack! These horrible things are made from fiendish lurkers above, spellstitched and animated by Seclaidra's power and turned into extremely effective guards for her lairs.

**HP** 840; **Bloodied** 420

**Initiative** +18

**AC** 44; **Fortitude** 44; **Reflex** 39; **Will** 42

**Perception** +23

**Speed** 1, fly 5 (clumsy, hover, altitude limit 6)

Tremorsense 10

**Resist** 20 fire

### TRAITS

#### Boudoir Curtain

When disguised as a curtain, tapestry or similar wall hanging, it requires a Dungeoneering check (DC 37) or Perception check (DC 42) to recognize a boudoir curtain before it attacks.

### STANDARD ACTIONS

#### (melee) Envelope \* At Will

*Requirement:* The boudoir curtain must be hidden from or disguised to at least one of the targets.

*Effect:* The boudoir curtain flies up to its speed and can enter enemy spaces. Enemies that beat the boudoir curtain's Stealth check with their Perception checks may shift to the nearest space adjacent to the boudoir curtain's ending space as an immediate interrupt.

*Attack:* Melee 0 (each creature in the lurker's space); +31 vs. Reflex.

*Hit:* The target is grabbed (escape DC 42). While grabbed, the target takes a -4 penalty to attack rolls and has line of sight or effect to no creature other than the boudoir curtain. Additionally, no other creature has line of sight or effect to the target. While it has creatures grabbed, the boudoir curtain is immobilized.

*Special:* A creature adjacent to the boudoir curtain can force it to release all grabbed creatures by making an Athletics check, DC 32.

#### (melee) Crush \* At Will

*Attack:* Melee 0 (each creature grabbed by the boudoir curtain); +31 vs. Fortitude.

*Hit:* 5d10+8 damage.

*Effect:* Each creature grabbed by the boudoir curtain makes an escape check as a free action.

#### (melee) Batter \* At Will

*Attack:* Melee 1 (one creature or two adjacent creatures); +35 vs. AC.

*Hit:* 4d8+9 damage, and the boudoir curtain pushes the target 2 squares.

### TRIGGERED ACTIONS

#### Vulnerable Victim \* Encounter

*Trigger:* An attack deals damage to the boudoir curtain while it has at least one creature grabbed.

*Effect (Immediate Interrupt):* The triggering attack deals half damage to the boudoir curtain. The other half is divided evenly between each grabbed creature (round up).

---

**Str** 34      **Dex** 8      **Wis** 27

**Con** 24      **Int** 2      **Cha** 8

**Alignment** unaligned

**Languages** -

## Seclaidra      Level 31 Solo Controller

Medium immortal humanoid (demon, devil)

XP 115,000

Seclaidra, Demon Queen of Succubi, Lady Heartbreak, the Flower of Treachery- she is known by many names and titles, but they all reflect her fundamental nature as a creature of passion, betrayal, deception and malice. Nothing delights Seclaidra so much as tricking a good mortal into falling in love with her only to break his heart and leave his life a shambles by taking advantage of his trust.

Seclaidra appears as any sort of beautiful female humanoid or near-humanoid, depending on what amuses her at the time. In her true form she resembles a succubus, but her terrible beauty far surpasses that of her lesser sisters. Like them, she has worked both ends of the conflict between demons and devils and has the traits of both.

HP 1,124; **Bloodied** 562  
AC 45; **Fortitude** 42; **Reflex** 43; **Will** 45  
**Speed** 6, fly 6  
**Immune** charm; **Resist** 30 psychic  
**Saving Throws** +5; **Action Points** 2

**Initiative** +19  
**Perception** +30  
Darkvision

## TRAITS

### **Seductive \* Aura** 10

A creature in the aura that has not been attacked by Seclaidra has a -2 penalty to attacks against Seclaidra. She counts as an ally to all creatures in the aura that she has not attacked.

## STANDARD ACTIONS

### **(mbasic) Seductive Caress** (charm) \* **At Will**

*Attack:* Melee 1 (one creature); +35 vs. Will.

*Hit:* The target makes a basic attack against a creature of Seclaidra's choice (including itself) as a free action. Additionally, it is dominated (save ends).

*Special:* If Seclaidra is bloodied, she repeats the attack once.

### **(melee) Vampiric Kiss** (healing, necrotic, psychic) \* **At Will**

*Attack:* Melee 1 (one creature); +35 vs. Fortitude.

*Hit:* 4d10+17 necrotic and psychic damage, and the target is dazed (save ends). Seclaidra regains 25 hit points.

### **(melee) Claws** \* **At Will**

*Effect:* Seclaidra makes the following attack twice.

*Attack:* Melee 1 (one creature); +36 vs. AC.

*Hit:* 5d8+17 damage.

### **(close) Terror** (fear, psychic) \* **At Will**

*Attack:* Close blast 5 (each creature in blast); +32 vs. Will.

*Hit:* 3d12+10 psychic damage.

*Effect:* Seclaidra pushes each target 4 squares.

### **(area) Mass Suggestion** (charm) \* **Encounter**

*Attack:* Area burst 2 within 10 (each creature in burst); +33 vs. Will.

*Hit:* The target takes a standard action of Seclaidra's choice. Seclaidra can make the target use its lowest-level unexpended encounter attack power.

## MOVE ACTIONS

### **Fiendish Step** (teleportation) \* **At Will**

*Effect:* Seclaidra teleports 5 squares. Each creature adjacent to her starting space is dazed until the end of Seclaidra's next turn.

## MINOR ACTIONS

### **Willing Sacrifice**

*Effect:* Seclaidra transfers one condition or effect on her to a creature dominated by her. The effect or condition has the same duration on the new target as it had on Seclaidra.

## TRIGGERED ACTIONS

### **Variable Resistance** \* **3/Encounter**

*Trigger:* Seclaidra takes acid, cold, fire, lightning or thunder damage.

*Effect (Free Interrupt):* Seclaidra gains resist 30 to the triggering damage type until the end of the encounter or until she uses *variable resistance* again.

### **Painful Regret** (psychic) \* **At Will**

*Trigger:* A creature damages Seclaidra.

*Effect (Opportunity Action):* The creature takes psychic damage equal to the damage that it dealt to Seclaidra.

### **Seclaidra's Escape** (teleportation) \* **At Will**

*Trigger:* Seclaidra is hit by an effect that would stun her, knock her unconscious or petrify her.

*Effect (Immediate Interrupt):* Seclaidra teleports up to 5 squares.

---

**Skills** Bluff +35, Diplomacy +32, Insight +30, Intimidate +32



Str 25    Dex 18    Wis 30  
Con 25    Int 29    Cha 35  
Alignment evil

Languages Abyssal, Common, Infernal, Supernal

## SHADOW OF THE VOID

**Source:** 3e *Epic Level Handbook*.

A shadow of the void is a manifestation of pure malevolence that forms in the darkest and most malignant parts of the Shadowfell. Revelling in the destruction of the living and the creation of undead, a shadow of the void is driven by cold malice alone. It has no ambition save the destruction and consumption of all mortal life, but its intellect is such that it might take a long term approach, hoping to maximize the loss of life it causes (and even sometimes exploiting living pawns in the process).

**Lords of Dark Realms:** Many shadows of the void rule long-long realms of darkness in the Shadowfell, served by entire kingdoms of undead. These realms are almost completely forgotten by the living and highly isolated in the murky distances that characterize the plane, but occasionally a strange conjunction of time and place brings one near to a mortal settlement. When this happens, the shadow of the void strikes swiftly to destroy those that live, and few can escape its wrath. Once the shadow of the void has slain all the living things it can find, its realm absorbs the now-dead land of the area into itself.

**Haters of God and Primordial Alike:** A shadow of the void's hatred of the living extends to both the gods and the primordials (with the exception of those few that are undead or constructs). On very rare occasions, a group of shadows of the void will join together in a scheme that aims at destroying such a powerful entity, hoping to capture the power that the god or primordial held and use it to further their aim of destroying all life.

### Shadow of the Void

Large shadow humanoid (undead)

HP 312; **Bloodied** 156

AC 39; **Fortitude** 39; **Reflex** 40; **Will** 42

**Speed** 6, fly 10 (hover)

**Immune** cold, necrotic

### Level 28 Brute (Leader)

XP 13,000

**Initiative** +22

**Perception** +21

Darkvision

### TRAITS

**Chill of Death** (cold, necrotic) \* **Aura** 2

A living creature that ends its turn in the aura takes 15 cold and necrotic damage. An undead creature of a level lower than the shadow of the void that starts its turn in the aura regains 15 hit points and gains resist 20 fire until the start of its next turn.

### STANDARD ACTIONS

**(mbasic) Deathly Cold Touch** (cold, necrotic) \* **At Will**

*Attack:* Melee 2 (one creature); +31 vs. Fortitude.

*Hit:* 4d6+5 cold damage and ongoing 15 cold and necrotic damage (save ends).

**(area) Freezing Sphere** (cold) \* **Encounter**

*Attack:* Area burst 1 within 20 (each creature in burst); +29 vs. Reflex.

*Effect:* Each creature in the burst loses resist cold (save ends).

*Hit:* 5d8+9 cold damage and the target is slowed until the end of its next turn.

*Miss:* Half damage.

### MOVE ACTIONS

**Shadow Shift** \* **Encounter**

*Effect:* The shadow of the void shifts up to 3 squares and gains insubstantial and phasing for this shift.

### TRIGGERED ACTIONS

**(close) Black Wave** (zone) \* **Recharge** 5 6

*Trigger:* The shadow of the void takes fire damage.

*Effect (Immediate Reaction):* The shadow of the void gains an aura 2 of cold darkness until the start of its next turn. This aura blocks line of sight for creatures without darkvision. Effects with the fire keyword in the aura deal only half damage and any ongoing fire damage within the aura, including on the shadow of the void, ends immediately.

---  
Str 27    Dex 26    Wis 25



Con 22 Int 21 Cha 31

Alignment chaotic evil

Languages Common

## SHAPE OF FIRE

**Source:** 3e *Epic Level Handbook*.

A shape of fire is a manifestation of white-hot malice. It is a living remnant of a time before matter and energy were separated out from each other, and hates and resents the current order and arrangement of the multiverse. A shape of fire would prefer to see things as they once were- as an undifferentiated mess of energy and mass- and blames the primordials and gods alike for the current state of things. A shape of fire finds the existence of multiple planes distressful and disgusting; to a shape of fire, all should be one.

**Forces of Entropy:** A shape of fire can be thought of as a force of entropy, helping to return the multiverse to a state of equilibrium, where all matter and energy are mixed equally in a single undifferentiated seething mass. A shape of fire sometimes forms short-lived alliances with creatures such as slaadi or members of the Legion of Entropy, but are entirely unreliable partners, prone to turning on or abandoning their allies with the slenderest of justifications.

**Wanderers of the Planes:** Though most commonly found on the Elemental Chaos, shapes of fire have been encountered on many other planes as well. Some sages speculate that a shape of fire can actually burn a hole through the planes; these sages claim that at least some portals are actually such holes, often reinforced by magic.

### Shape of Fire

### Level 28 Artillery

Large elemental humanoid (fire)

XP 13,000

HP 198; **Bloodied** 99

**Initiative** +24

AC 40; **Fortitude** 38; **Reflex** 42; **Will** 40

**Perception** +24

**Speed** 8, fly 10 (hover)

**Immune** fire

### TRAITS

**Blazing Flames** (fire) \* **Aura** 1

Any creature that ends its turn in the aura loses resist fire until the end of its next turn and takes 15 fire damage.

### STANDARD ACTIONS

**(mbasic) Blazing Blow** (fire) \* **At Will**

*Attack:* Melee 2 (one creature); +31 vs. Reflex.

*Hit:* 2d10+6 fire damage.

**(rbasic) Burning Beam** (fire) \* **At Will**

*Attack:* Ranged 20 (one creature); +33 vs. Reflex.

*Hit:* 4d10+14 fire damage.

**(close) Annihilating Flames** (fire, necrotic) \* **At Will**

*Attack:* Close blast 3 (each creature in blast); +33 vs. Fortitude. This attack scores a critical hit on a 19-20 and gains a +1d6 bonus to critical severity.

*Hit:* 3d10+9 fire and necrotic damage. On a critical hit, the target also loses a healing surge. If this attack reduces the target to 0 hit points, it takes a -5 penalty to death saves until the end of the encounter.

**(area) Immolating Storm** (fire) \* **Encounter**

*Attack:* Area burst 3 within 20 (each creature in burst); +31 vs. Reflex.

*Hit:* The target takes ongoing 40 fire damage (save ends).

---

Str 22 Dex 30 Wis 25

Con 24 Int 21 Cha 27

Alignment chaotic evil

Languages Primordial

# SHITTER

**Source:** Homebrewed.

Shitters, also called Abyssal crows by some (although this is a misnomer, as they are neither Abyssal in origin nor crows), are small bird-like beings composed of malice made flesh and feather. Spawned by intense hate and suffering in certain astral domains, shitters exist solely to bring unhappiness and misery to mortal souls. A shitter looks like a large black crow spattered with its own droppings.

**Fly the Planes:** Shitters are very widespread, being found in the Abyss, the Nine Hells, the world, in the Shadowfell and in many other realms and worlds. Since they are largely uncontrollable and offer little as guard beasts, sages speculate that they can fly the planes under their own power, rather than needing to be summoned up by conjurers. However, this is speculation, and so far it is unbacked by evidence; it is possible that they reproduce so rapidly that even a single pair of them is enough to spread them to a new world.

## Shitter Level 1 Minion Skirmisher

Tiny immortal beast

XP 25

**HP** 1; a missed attack never damages a minion

**Initiative** +4

**AC** 15; **Fortitude** 15; **Reflex** 13; **Will** 11

**Perception** +1

**Speed** 3, fly 8

**Immune** disease; **Resist** 5 poison

### STANDARD ACTIONS

**(mbasic) Foul Peck \* At Will**

*Attack:* Melee 0 (one creature); +6 vs. AC.

*Hit:* 2 damage.

**(ranged) Noxious Dropping (poison) \* At Will**

*Effect:* The shitter flies its speed and makes the following attack at any point during this movement. This movement does not trigger opportunity attacks from the target of this attack.

*Requirement:* The shitter must fly above the target and must attack from directly above it.

*Attack:* Ranged 5 (one creature directly below the shitter); +4 vs. Reflex.

*Hit:* 4 poison damage.

---

**Str** 7      **Dex** 15      **Wis** 13

**Con** 10    **Int** 3      **Cha** 13

**Alignment** chaotic evil

**Languages** -

## Flock of Shitters Level 9 Skirmisher

Large immortal beast (swarm)

XP 400

**HP** 90; **Bloodied** 45

**Initiative** +8

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

**Perception** +5

**Speed** 3, fly 8

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

### TRAITS

**Swarm Attack \* Aura** 1

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

**Swarm**

The flock of shitters can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The flock of shitters 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 Pecks \* At Will**

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

*Hit:* 2d8+3 damage.

**(ranged) Mass of Droppings (poison) \* At Will**

*Effect:* The flock of shitters flies (shifts) its speed and makes the following attack at any point during this movement.

*Requirement:* The flock of shitters must make this attack from an altitude of at least 1 square.

*Attack:* Ranged 5 (each creature directly below the flock of shitters); +12 vs. Reflex.

*Hit:* 1d12+6 poison damage.

---

**Str** 7      **Dex** 15      **Wis** 13

**Con** 10    **Int** 3      **Cha** 13

**Alignment** chaotic evil

**Languages** -

## Fiendish Shitter

## Level 11 Minion Skirmisher

Tiny immortal beast

XP 150

**HP** 1; a missed attack never damages a minion

**Initiative** +9

**AC** 25; **Fortitude** 25; **Reflex** 23; **Will** 21

**Perception** +6

**Speed** 3, fly 8

**Immune** disease; **Resist** 10 poison

### STANDARD ACTIONS

**(mbasic) Foul Peck \* At Will**

*Attack:* Melee 0 (one creature); +16 vs. AC.

*Hit:* 7 damage.

**(ranged) Noxious Dropping (poison) \* At Will**

*Effect:* The shitter flies its speed and makes the following attack at any point during this movement. This movement does not trigger opportunity attacks from the target of this attack.

*Requirement:* The shitter must fly above the target and must attack from directly above it.

*Attack:* Ranged 5 (one creature directly below the shitter); +14 vs. Reflex.

*Hit:* 10 poison damage.

---

**Str** 7      **Dex** 15      **Wis** 13

**Con** 10    **Int** 3      **Cha** 13

**Alignment** chaotic evil

**Languages** -

## Cawing Shitter

## Level 21 Minion Skirmisher

Tiny immortal beast

XP 800

**HP** 1; a missed attack never damages a minion

**Initiative** +14

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

**Perception** +11

**Speed** 3, fly 8

**Immune** disease; **Resist** 15 poison

### TRAITS

**Otherworldly Cawing (fear) \* Aura 2**

Enemies in the aura grant combat advantage. Deaf creatures, demons and devils are immune to this effect.

### STANDARD ACTIONS

**(mbasic) Foul Peck \* At Will**

*Attack:* Melee 0 (one creature); +26 vs. AC.

*Hit:* 11 damage.

**(ranged) Noxious Dropping (poison) \* At Will**

*Effect:* The shitter flies its speed and makes the following attack at any point during this movement. This movement does not trigger opportunity attacks from the target of this attack.

*Requirement:* The shitter must fly above the target and must attack from directly above it.

*Attack:* Ranged 5 (one creature directly below the shitter); +24 vs. Reflex.

*Hit:* 15 poison damage.

---  
**Str** 7     **Dex** 15     **Wis** 13  
**Con** 10   **Int** 3     **Cha** 13  
**Alignment** chaotic evil

**Languages** -

## SPIDER

**Source:** 1e *Monster Manual* (general), Red Box Basic D&D (tarantella).

There are hundreds of species of monstrous spider, many of which are detailed elsewhere. Monstrous spiders appear in all climates, from the hottest desert to tropical jungles. Even arctic areas provide for fur-covered varieties of monstrous spider.

### Grey Spider

### Level 1 Lurker

Small natural beast (spider)

XP 100

Grey spiders leave strings of webs everywhere around their lairs, allowing them to detect motion. Though these webs are not typically strong enough to impede movement, but they do give it a perfect medium through which to use their innate tremorsense.

**HP** 26; **Bloodied** 13

**Initiative** +8

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

**Perception** +2

**Speed** 6, climb 6 (spider climb)

**Tremorsense** 5

### TRAITS

#### Surprise Attacker

Whenever the grey spider attacks a creature from which it is hidden, it rolls twice and takes the better result as its attack roll.

### STANDARD ACTIONS

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

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

*Hit:* 1d4+1 damage (1d4+5 on a critical hit), plus ongoing 5 poison damage (save ends).

### MOVE ACTIONS

#### Scuttle \* Recharge 4 5 6

*Effect:* The grey spider shifts up to its speed. It can then make a Stealth check against each creature against whom it has concealment or cover.

---  
**Skills** Stealth +9  
**Str** 10     **Dex** 19     **Wis** 14  
**Con** 14   **Int** 3     **Cha** 7  
**Alignment** unaligned

**Languages** -

### Diving Spider

### Level 3 Lurker

Medium natural beast (spider)

XP 150

Diving spiders live underwater in cleverly-constructed nests filled with air. These creatures are found only in large lakes, and are able to run along the bottom or up and down vegetable or mineral surfaces underwater. They snatch passing prey, deliver a poisonous bite and bring the victim to their lair to be drained at leisure. The clever airlock constructed by the spider allows it to pass in and out of its lair without losing air. On some occasions, water dwellers such as nixies are on friendly terms with diving spiders. Abandoned diving spider lairs are excellent places of refuge for air-breathers.

**HP** 36; **Bloodied** 18

**Initiative** +8

**AC** 17; **Fortitude** 14; **Reflex** 15; **Will** 16

**Perception** +3

**Speed** 6, climb 5 (spider climb)

### TRAITS

#### Water Adapted

Aquatic creatures do not get a bonus against diving spiders. A diving spider weaves a bubble of air in its webbing so that it can breathe for up to an hour while underwater or otherwise deprived of air.

### STANDARD ACTIONS

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

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

*Hit:* 1d8+6 damage, and the target is dazed (save ends).

**(melee) Heavy Dose (poison) \* At Will**

*Requirement:* There must be no enemies other than the target adjacent to the diving spider.

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

*Hit:* Ongoing 15 poison damage (save ends).

## MOVE ACTIONS

**(melee) Isolate \* At Will**

*Attack:* Melee 1 (one dazed creature); +6 vs. Reflex.

*Hit:* The spider shifts its speed and slides the target to a space adjacent to it.

---  
**Str** 13    **Dex** 17    **Wis** 14

**Con** 12    **Int** 5    **Cha** 12

**Alignment** unaligned

**Languages** - (rarely, Aquan, Common or Elven)

## Tarantella

## Level 6 Controller

Medium natural beast (spider)

XP 250

A tarantella is a horrible spider the size of a dwarf whose venom causes the victim's body to spasm uncontrollable, a movement known as "dancing the tarantella".

**HP** 72; **Bloodied** 36

**Initiative** +8

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

**Perception** +11

**Speed** 8, climb 6 (spider climb)

**Tremorsense** 6

## STANDARD ACTIONS

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

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

*Hit:* 2d6+7 damage plus make a secondary attack.

*Secondary Attack:* Melee 1 (the primary attack's target); +10 vs. Fortitude.

*Hit:* The begins dancing the tarantella (save ends). While dancing the tarantella, the target is immobilized, grants combat advantage and takes ongoing 5 poison damage (save ends all.)

*Aftereffect:* The target is immobilized and grants combat advantage (save ends both).

**(close) Spray of Venom (poison) \* Encounter**

*Attack:* Close blast 4 (each creature in blast); +8 vs. Fortitude.

*Hit:* 2d6+4 poison damage, plus ongoing 5 poison damage and the target is slowed (save ends both).

---  
**Skills** Stealth +13

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

**Con** 16    **Int** 1    **Cha** 6

**Alignment** unaligned

**Languages** -

## Acid Spider

## Level 16 Elite Brute

Huge elemental magical beast (spider)

XP 2,800

Acid spiders are rare beasts that run with demon blood. Most commonly found on Strogass, they are often employed by agents of Bleak. An acid spider is a tremendous beast the size of a horse and cart. Malignant and vicious, an acid spider typically tries to devour any living things it encounters, but it is intelligent enough to bargain with if offered a sufficiently juicy incentive.

**HP** 384; **Bloodied** 192

**Initiative** +13

**AC** 28; **Fortitude** 31; **Reflex** 27; **Will** 27

**Perception** +11

**Speed** 5, climb 5 (spider climb)

**Darkvision**

## TRAITS

**Acidic Bristles \* Aura** 1

Any creature in the aura that makes a melee attack on the spider takes 10 acid damage.

## STANDARD ACTIONS

### (mbasic) Acidic Bite (acid) \* At Will

*Attack:* Melee 2 (one creature); +21 vs. AC.

*Hit:* 3d8+7 damage, plus ongoing 10 acid damage (save ends).

### Frenzied Bites \* At Will

*Effect:* The acid spider uses *acidic bite* against two different targets.

### (close) Acid Spray (acid) \* Recharges when first bloodied

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

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

*Miss:* Half damage.

### (area) Acid Web (acid) \* Encounter

*Attack:* Area burst 1 within 10 (each creature in burst); +17 vs. Reflex.

*Hit:* The target is restrained and takes ongoing 10 acid damage (save ends both).

*Miss:* The target is slowed and takes ongoing 5 acid damage (save ends both).

## TRIGGERED ACTIONS

### (close) Bristling Heave (acid) \* Encounter

*Requirement:* The acid spider must be bloodied.

*Trigger:* An enemy enters a square adjacent to the acid spider, and at least one other enemy is adjacent to it.

*Attack (Immediate Reaction):* Close burst 1 (each creature in burst); +19 vs. AC.

*Hit:* 2d10+2 damage plus 10 acid damage, and the acid spider pushes the target up to 3 squares.

Str 27    Dex 21    Wis 16

Con 22    Int 6    Cha 12

Alignment chaotic evil

Languages - (rarely, Common or Abyssal)

# STENCH KINE

**Source:** 1e *Monster Manual* 2.

Stench kine are the cattle of the Nine Hells. Because they roam the fiery and frosty wastes of the Hells, stench kine are tough and resistant to many environmental dangers.

**Disgusting Food:** Stench kine make horrible, disgusting food for mortal creatures. Stench beef, as the name implies, is odoriferous and tough; stench milk is foul and curdled. While devils, Hellish petitioners and other fiends can survive eating food made from a stench kow or its milk, mortals find the fare sickening or even toxic.

**Atypical Herd Beasts:** Unlike most herd animals, if a group of stench kine is molested, both the bulls and the kows will fight. A stench kow has horns nearly as formidable as those of a bull.

## Stench Kow

Large immortal beast

HP 93; Bloodied 46

AC 24; Fortitude 22; Reflex 18; Will 20

Speed 7

Resist 10 cold, 10 fire, 10 poison

## Level 8 Soldier

XP 350

Initiative +6

Perception +7

Low-light vision

## TRAITS

### Stench \* Aura 3

A creature that starts its turn in the aura must make an Endurance check, DC 12, or be weakened until the start of its next turn. If it starts its turn in multiple stench auras, it must make only one check, against the highest DC aura. If it is in 3 or more auras, the DC is increased by 1.

## STANDARD ACTIONS

### (mbasic) Gore \* At Will

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

*Hit:* 4d4+6 damage and the stench kow pushes the target 1 square.

**(melee) Pounding Charge \* Encounter**

*Effect:* The stench kow charges, moving a minimum of 4 squares, and makes the following attack in place of a basic attack.

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

*Hit:* 3d10+5 damage, the target falls prone and the stench kow pushes the target 2 squares.

---

**Skills** Endurance +14

**Str** 16    **Dex** 10    **Wis** 17

**Con** 21    **Int** 2    **Cha** 8

**Alignment** evil

**Languages** -

**Stench Bull****Level 10 Soldier**

Large immortal beast

XP 450

**HP** 109; **Bloodied** 54

**Initiative** +7

**AC** 26; **Fortitude** 24; **Reflex** 19; **Will** 22

**Perception** +8

**Speed** 7

Low-light vision

**Resist** 10 cold, 10 fire, 10 poison

**TRAITS****Stench \* Aura 3**

A creature that starts its turn in the aura must make an Endurance check, DC 13, or be weakened until the start of its next turn. If it starts its turn in multiple stench auras, it must make only one check, against the highest DC aura. If it is in 3 or more auras, the DC is increased by 1.

**Guardian of the Herd \* Aura 1**

An enemy in the aura that makes an attack that does not include the stench bull as a target triggers an opportunity attack from it.

**STANDARD ACTIONS****(mbasic) Gore \* At Will**

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

*Hit:* 3d6+8 damage and the stench bull pushes the target 2 squares.

**(melee) Pounding Charge \* Encounter**

*Effect:* The stench bull charges, moving a minimum of 4 squares, and makes the following attack in place of a basic attack.

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

*Hit:* 4d8+9 damage, the target falls prone and the stench kow pushes the target 2 squares.

---

**Skills** Endurance +15

**Str** 23    **Dex** 10    **Wis** 17

**Con** 21    **Int** 2    **Cha** 8

**Alignment** evil

**Languages** -

**Stench Kine Herd Member****Level 14 Minion Soldier**

Large immortal beast

XP 250

**HP** 1; a missed attack never damages a minion

**Initiative** +9

**AC** 30; **Fortitude** 28; **Reflex** 23; **Will** 26

**Perception** +10

**Speed** 7

Low-light vision

**Resist** 15 cold, 15 fire, 15 poison

**TRAITS****Stench \* Aura 3**

A creature that starts its turn in the aura must make an Endurance check, DC 15, or be weakened until the start of its next turn. If it starts its turn in multiple stench auras, it must make only one check, against the highest DC aura. If it is in 3 or more auras, the DC is increased by 1.

**STANDARD ACTIONS****(mbasic) Gore \* At Will**



*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 11 damage, or 14 damage against a weakened target.

**(melee) Mighty Charge \* At Will**

*Effect:* The stench kine charges and makes the following attack in place of a basic attack.

*Attack:* Melee 1 (one creature); +19 vs. Fortitude.

*Hit:* 11 damage, and the target is knocked prone.

---

**Skills** Endurance +17

**Str** 23    **Dex** 10    **Wis** 17

**Con** 21    **Int** 2    **Cha** 8

**Alignment** evil

**Languages** -

## STUNJELLY

**Source:** 1e *Fiend Folio*.

The stunjelly is a relative of the gelatinous cube. Instead of relying on transparency to catch prey, the stunjelly camouflages itself as a section of wall. When a creature passes close enough, the stunjelly lashes out, attempting to stun and paralyze its victim with the deadly toxin it secretes, then engulf its prey to digest it.

### Stunjelly

Large natural beast (blind, ooze)

**HP** 136; **Bloodied** 68

**AC** 22; **Fortitude** 22; **Reflex** 18; **Will** 20

**Speed** 4

**Resist** 5 weapons

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

### Level 8 Elite Lurker

XP 700

**Initiative** +9

**Perception** +6

Tremorsense 10

### TRAITS

#### Camouflage

A stunjelly can disguise itself to look like a normal 10' section of wall. A creature must make a Dungeoneering or Perception check, DC 24, in order to notice its true nature before it attacks.

### STANDARD ACTIONS

#### (mbasic) Stunning Touch (acid, poison) \* At Will

*Attack:* Melee 2 (one creature); +13 vs. AC.

*Hit:* 3d6+8 acid damage, and the target is stunned (save ends).

#### (melee) Engulf (acid) \* At Will

*Attack:* Melee 2 (one stunned creature or a creature unaware of the stunjelly's presence); +11 vs. Fortitude.

*Hit:* 3d8+8 acid damage, and a medium or smaller target is restrained within the stunjelly (escape DC 24 ends). While restrained, the target takes ongoing 15 acid damage and moves with the stunjelly. It has line of sight and line of effect only to the stunjelly, nor does any other creature have line of effect or line of sight to the engulfed creature. Any attacks the engulfed creature makes take a -4 penalty. A creature adjacent to the stunjelly can make an Athletics check, DC 16, as a standard action to pull an engulfed creature free, but it triggers an opportunity attack from the stunjelly in doing so.

---

**Str** 21    **Dex** 13    **Wis** 15

**Con** 14    **Int** 1    **Cha** 2

**Alignment** unaligned

**Languages** -

# TENDRICULOS

**Source:** 3e *Monster Manual*.

The tendriculos is an ambulatory plant monster that grows incredibly quickly, so rapidly that it even regenerates in combat. Well-known as a flesh-eater, a tendriculos looks like a mound of mixed vines, branches and brambles. Long spines and thorns serve as “teeth” which the monster uses to capture prey.

## Young Tendriculos

## Level 9 Soldier

Large natural animate (plant)

XP Value

**HP** 96; **Bloodied** 48

**Initiative** +6

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

**Perception** +3

**Speed** 5

**Tremorsense** 10

## TRAITS

### Regeneration

Whenever the tendriculos starts its turn with at least 1 hit point, it regains 10 hit points. If it takes acid damage or suffers a critical hit, its regeneration does not function on its next turn.

## STANDARD ACTIONS

### (mbasic) Tendril Lash \* At Will

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 3d6+7 damage.

### (melee) Grasping Tendrils \* At Will

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 3d6+7 damage and the target is grabbed (escape DC 17).

### (melee) Thorny Embrace \* At Will

*Requirement:* The tendriculos may not have a creature inside of it.

*Attack:* Melee 2 (one Medium or smaller creature grabbed by the tendriculos); +14 vs. Fortitude.

*Hit:* 5d6+4 damage, and the target is pulled inside the tendriculos and immobilized. While the target is within the tendriculos, it takes ongoing 5 acid damage and ongoing 5 damage, and it moves with the tendriculos whenever the tendriculos moves voluntarily, remaining within it. It has line of sight and effect only to the tendriculos, and no other creature has line of sight or effect to the target. The target takes a -2 penalty on weapon attack rolls while within the tendriculos. The target can escape by inflicting 25 points of damage to the tendriculos with one attack or by making an escape check (DC 21); in either case, it emerges prone in a square of its choice adjacent to the tendriculos.

---

**Str** 20    **Dex** 11    **Wis** 8

**Con** 16    **Int** 3    **Cha** 3

**Alignment** unaligned

**Languages** -

## Tendriculos

## Level 14 Soldier

Huge natural animate (plant)

XP 1,000

**HP** 136; **Bloodied** 68

**Initiative** +10

**AC** 30; **Fortitude** 26; **Reflex** 26; **Will** 26

**Perception** +8

**Speed** 5

**Tremorsense** 10

## TRAITS

### Regeneration

Whenever the tendriculos starts its turn with at least 1 hit point, it regains 10 hit points. If it takes acid damage or suffers a critical hit, its regeneration does not function on its next turn.

## STANDARD ACTIONS

### (mbasic) Tendril Lash \* At Will

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

*Hit:* 3d8+9 damage.

### (melee) Grasping Tendrils \* At Will

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

*Hit:* 3d8+9 damage and the target is grabbed (escape DC 21).

### (melee) Thorny Embrace \* At Will

*Requirement:* The tendriculos may not have a creature inside of it.

*Attack:* Melee 2 (one Medium or smaller creature grabbed by the tendriculos); +19 vs. Fortitude.

*Hit:* 5d8+5 damage, and the target is pulled inside the tendriculos and immobilized. While the target is within the tendriculos, it takes ongoing 10 acid damage and ongoing 10 damage, and it moves with the tendriculos whenever the tendriculos moves voluntarily, remaining within it. It has line of sight and effect only to the tendriculos, and no other creature has line of sight or effect to the target. The target takes a -2 penalty on weapon attack rolls while within the tendriculos. The target can escape by inflicting 40 points of damage to the tendriculos with one attack or by making an escape check (DC 25); in either case, it emerges prone in a square of its choice adjacent to the tendriculos.

---  
**Str** 23    **Dex** 12    **Wis** 12  
**Con** 16    **Int** 3    **Cha** 3  
**Alignment** unaligned

**Languages** -

## TERATOMORPH

**Source:** 3e *Monster Manual* 2.

A teratomorph is a multicolored ooze the size of a cottage with no shape of its own. It is almost effervescent with activity, constantly forming bubbles that roll and pop beneath its rubbery surface. All the colors of the rainbow run along it, similar to light on the surface of an oil slick. Bursts of light, strange buzzing and humming noises and odd scents are continuously coming from beneath its skin.

**Infused with Chaos:** A teratomorph shudders with raw chaos. Its touch unravels reality and its presence can damage the fabric of the planes and weaken the barriers between them. The teratomorph feeds by destabilizing organic material with its touch, increasing the effects of entropy and decay upon the material until it dissolves.

**From the Water:** Teratomorphs always emerge from water. One sometimes washes ashore after a fierce storm; others come from the depths of vast lakes or arrive on the currents of Underdark rivers. However, a teratomorph is not restricted to the water in any way and is fully capable of surviving indefinitely on land, even in a desert.

### Teratomorph

### Level 19 Elite Brute

Gargantuan elemental beast (blind, ooze)

XP 4,800

**HP** 436; **Bloodied** 218

**Initiative** +12

**AC** 31; **Fortitude** 33; **Reflex** 28; **Will** 31

**Perception** +15

**Speed** 3, climb 3 (spider climb), swim 6

**Tremorsense** 20

**Resist** 5 all

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

### TRAITS

**Warp Reality** (acid, cold, fire, lightning, poison, thunder) \* **Aura** 10

The ground within the aura is constantly writhing and warping with raw chaos. Creatures other than the teratomorph treat the aura as difficult terrain. Any creature that ends its turn in the aura takes 15 points of acid, cold, fire, lightning, poison and thunder damage.

**Chaotic Recharge**

At the start of the teratomorph's turn, rather than using the normal recharge rolls, it rolls one recharge die and applies the results to all of its recharge powers.

**Ooze**

While squeezing, the teratomorph 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) **Mutating Strike** (polymorph) \* **Recharge** 1 2

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

*Hit:* 3d8+9 damage plus ongoing 10 damage (save ends). If the victim dies from this damage, its body is horribly twisted and warped by the effect, and if raised from the dead, it will be horribly crippled until a *remove affliction* ritual or similar power is used to alleviate the condition.

**(mbasic) Annihilating Strike \* Recharge 2 3**

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

*Hit:* 2d12+7 damage and the target is stunned (save ends). If the victim dies from this damage, its body is disintegrated.

**(mbasic) Bonding Strike \* Recharge 3 4**

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

*Hit:* 4d10+5 damage and the target is grabbed (escape DC 24).

**(mbasic) Transporting Strike (teleportation) \* Recharge 4 5**

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

*Hit:* 4d8+9 damage and the teratomorph teleports the target 5 spaces.

**(mbasic) Draining Strike \* Recharge 5 6**

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

*Hit:* 2d10+12 damage and the target is weakened (save ends).

**(mbasic) Disorienting Strike \* Recharge 1 6**

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

*Hit:* 4d8+9 damage and the target is dazed (save ends).

**Double Strike \* At Will**

*Effect:* The teratomorph makes two basic attacks.

## MOVE ACTIONS

**Dimensional Shift \* Recharge 5 6**

*Effect:* The teratomorph teleports 10 squares.

## TRIGGERED ACTIONS

**Chaotic Surge \* At Will**

*Trigger:* A creature provokes an opportunity attack from the teratomorph.

*Effect (Free Action):* The teratomorph makes a recharge roll and loses resist all until the start of its next turn.

---

**Str** 26    **Dex** 17    **Wis** 22

**Con** 18    **Int** 1    **Cha** 5

**Alignment** unaligned

**Languages** -

# THORCIASID

**Source:** 3e *Epic Level Handbook*.

Thorciasids are repulsive creatures, the epic equivalents of cockroaches that feed off of the life energy of others. A thorciasid has an insectoid lower body with an upright torso and hands capable of fine manipulation. Long antennae emerge from its roach-like head. Much like the cockroaches that they resemble, thorciasids are extremely tough and extraordinarily tenacious; it is almost impossible to clear an infestation of them from an area. Their daunting intellect only makes the situation worse, as a colony of thorciasids is more than capable of reacting to aggressors.

**Must Feed on the Powerful:** Thorciasids need to drink in the life energy of powerful creatures to survive and remain active. Low-level prey is not enough; creatures drained must be high-paragon or epic level in order to sustain the thorciasids. They are thus unlikely to be found in areas without epic inhabitants. A thorciasid can, however, enter a state of hibernation lasting decades or even a century, waiting for a creature with strong enough life energy to nourish it to approach.

**Uncooperative but Capable of Coexistence:** Thorciasids almost never actively cooperate with or serve other creatures, but they often infest the lairs of epic level monsters, keeping away from the primary inhabitant and emerging to attack likely prey. Such a group of thorciasids can sometimes be manipulated into conflict with the creatures they coexist beside, if a band of adventurers is clever enough.

## Thorciasid Leech

Medium natural magical beast

## Level 21 Skirmisher

XP 3,200

HP 140; Bloodied 70

Initiative +20

AC 35; Fortitude 33; Reflex 36; Will 31

Perception +19

Speed 8

### STANDARD ACTIONS

**(mbasic) Draining Antennae** (healing, necrotic) \* **At Will**

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

*Hit:* 3d10+5 necrotic damage, and the target is weakened until the end of its next turn and takes ongoing 10 necrotic damage.

*Each Failed Save:* The thorciasid regains 10 hit points.

**(ranged) Spit Goo** \* **Recharges** when the thorciasid moves or shifts

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

*Hit:* The target is slowed (save ends).

**(close) Life Leech** (necrotic) \* **Encounter**

*Attack:* Close burst 2 (each creature in burst); +22 vs. Fortitude.

*Hit:* 4d10+4 necrotic damage, and the target loses a healing surge at the end of each turn (save ends).

*Each Failed Save:* The thorciasid regains 10 hit points.

### MOVE ACTIONS

**Scurry** \* **At Will**

*Effect:* The thorciasid shifts 4 squares.

---

**Skills** Acrobatics +23, Athletics +21, Stealth +23

**Str** 23    **Dex** 27    **Wis** 19

**Con** 20    **Int** 17    **Cha** 23

**Alignment** unaligned

**Languages** Common, Thorciasid

## Thorciasid Cocooner

Medium natural magical beast

## Level 21 Controller

XP 3,200

HP 172; Bloodied 86

Initiative +18

AC 35; Fortitude 33; Reflex 36; Will 31

Perception +20

Speed 8

### STANDARD ACTIONS

**(mbasic) Draining Antennae** (healing, necrotic) \* **At Will**

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

*Hit:* 4d10+7 necrotic damage.

*Special:* If the target is immobilized or restrained, it is also weakened (save ends).

*Each Failed Save:* The thorciasid regains 10 hit points.

### MOVE ACTIONS

**Scurry** \* **At Will**

*Effect:* The thorciasid shifts 4 squares.

### MINOR ACTIONS

**(ranged) Spit Goo** \* **Recharges** when the thorciasid moves or shifts

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

*Hit:* The target is slowed (save ends).

*Special:* If the target is already slowed, it is instead immobilized (save ends) with an aftereffect of slowed (save ends). If it is already immobilized, the target is instead restrained (save ends) with an aftereffect of immobilized (save ends) with an aftereffect of slowed (save ends).

---

**Skills** Acrobatics +23, Athletics +19, Stealth +23

**Str** 18    **Dex** 27    **Wis** 19

Con 20 Int 17 Cha 23

Alignment unaligned

Languages Common, Thorciasid

## Thorciasid Roach

## Level 22 Lurker

Medium natural magical beast

XP 3,600

HP 140; Bloodied 70

Initiative +24

AC 36; Fortitude 32; Reflex 37; Will 33

Perception +19

Speed 8

### TRAITS

#### Drain from the Shadows

When the thorciasid roach is hidden and deals necrotic damage with an attack, the target also takes ongoing 15 necrotic and is weakened (save ends both).

### STANDARD ACTIONS

#### (mbasic) Draining Antennae (necrotic) \* At Will

*Attack:* Melee 1 (one creature); +25 vs. Fortitude.

*Hit:* 3d10+14 necrotic damage.

#### (melee) Leech Vitality (healing, necrotic) \* Recharges when the thorciasid starts its turn hidden

*Attack:* Melee 1 (one creature); +25 vs. Fortitude.

*Hit:* 3d10+10 necrotic damage, and the thorciasid regains 10 hit points.

#### (ranged) Spit Goo \* Recharges when the thorciasid starts its turn hidden

*Attack:* Ranged 10 (one creature); +25 vs. Reflex.

*Hit:* The target is slowed (save ends).

#### Scurry into the Shadows \* At Will

*Effect:* The thorciasid roach shifts 4 squares and makes a Stealth check to hide.

---

Skills Acrobatics +25, Athletics +23, Stealth +25

Str 24 Dex 28 Wis 17

Con 19 Int 20 Cha 24

Alignment unaligned

Languages Common, Thorciasid

## Irradiated Thorciasid

## Level 25 Skirmisher

Medium natural magical beast

XP 7,000

HP 140; Bloodied 70

Initiative +23

AC 39; Fortitude 37; Reflex 40; Will 35

Perception +21

Speed 8

### STANDARD ACTIONS

#### (mbasic) Irradiating Antennae (necrotic, poison, radiant) \* At Will

*Attack:* Melee 1 (one creature); +28 vs. Fortitude.

*Hit:* 4d10+11 necrotic damage, poison and radiant damage, and the target gains 1d3 RADs.

#### (ranged) Spit Goo (poison, radiant) \* Encounter

*Attack:* Ranged 10 (one creature); +28 vs. Reflex.

*Hit:* 1d4 RADs, plus ongoing 20 poison and radiant damage and the target is slowed (save ends both).

### MOVE ACTIONS

#### Scurry \* At Will

*Effect:* The thorciasid shifts 4 squares.

---

Skills Acrobatics +26, Athletics +24, Stealth +26

Str 25 Dex 29 Wis 19

Con 16 Int 17 Cha 20

Alignment unaligned

Languages Common, Thorciasid

# THOUL

**Source:** 2e *Mystara Monstrous Compendium Appendix*.

A thoul is a magical hybrid of hobgoblin, troll and ghoul that usually strongly resembles a hobgoblin with slight trollish features, such as greenish skin, a long nose, thin, gangly limbs or wiry black trollish hair. Though thouls are a true species and are capable of breeding, they have a relatively low birth rate, comparable to that of gnomes. This is offset, to some degree, by their regeneration. Thouls are often found amongst hobgoblins, sometimes serving as leaders or shock troops. However, a thoul dwelling among hobgoblins is always treated as an outcast, set apart by its mixed blood.

## Thoul Clubber

## Level 2 Brute

Medium natural humanoid

XP 125

**HP** 46; **Bloodied** 23

**Initiative** +3

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

**Perception** +0

**Speed** 6

Darkvision

**Resist** 5 necrotic

## TRAITS

### Regeneration

If the thoul has at least 1 hit point at the start of its turn, it regains 5 hit points. If it takes acid or fire damage, the thoul's regeneration does not function on its next turn.

## STANDARD ACTIONS

### (mbasic) Club (weapon) \* At Will

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

*Hit:* 1d6+5 damage.

### (melee) Savage Blow \* At Will

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

*Hit:* 2d6+5 damage.

### (melee) Trounce \* At Will

*Attack:* Melee 1 (one immobilized creature); +5 vs. Fortitude.

*Hit:* 3d6+5 damage and the target falls prone.

### (melee) Paralyzing Claw \* Recharge 5 6

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

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

---

**Str** 17    **Dex** 13    **Wis** 8

**Con** 16    **Int** 6    **Cha** 6

**Alignment** chaotic evil

**Languages** Giant, Goblin

**Equipment** leather armor, club

## Thoul Render

## Level 3 Soldier

Medium natural humanoid

XP 150

**HP** 47; **Bloodied** 23

**Initiative** +5

**AC** 19; **Fortitude** 17; **Reflex** 15; **Will** 14

**Perception** +2

**Speed** 6

Darkvision

**Resist** 5 necrotic

## TRAITS

### Regeneration

If the thoul has at least 1 hit point at the start of its turn, it regains 5 hit points. If it takes acid or fire damage, the thoul's regeneration does not function on its next turn.

## STANDARD ACTIONS

### (mbasic) Paralyzing Claws \* At Will



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

*Hit:* 2d8+2 damage and the target is immobilized (save ends).

**(melee) Rend \* At Will**

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

*Hit:* 3d8+2 damage.

## MOVE ACTIONS

**Stand My Ground \* At Will**

*Effect:* Until the beginning of the thoul's next turn, it reduces forced movement on it by 3 squares.

---

**Str** 18    **Dex** 15    **Wis** 13

**Con** 15    **Int** 6    **Cha** 6

**Alignment** chaotic evil

**Languages** Giant, Goblin

**Equipment** chain mail

## Thoul Archer

## Level 7 Artillery

Medium natural humanoid

XP 300

**HP** 62; **Bloodied** 31

**Initiative** +7

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

**Perception** +5

**Speed** 6

Darkvision

**Resist** 5 necrotic

## TRAITS

**Regeneration**

If the thoul has at least 1 hit point at the start of its turn, it regains 5 hit points. If it takes acid or fire damage, the thoul's regeneration does not function on its next turn.

## STANDARD ACTIONS

**(mbasic) Longsword (weapon) \* At Will**

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

*Hit:* 2d8+6 damage.

**(rbasic) Longbow (weapon) \* At Will**

*Attack:* Ranged 20 (one creature); +14 vs. AC.

*Hit:* 2d10+4 damage.

**(ranged) Rapid Shot (weapon) \* Recharge 6**

*Effect:* The thoul archer uses *longbow* against three different targets.

## TRIGGERED ACTIONS

**(melee) Paralyzing Swipe \* Encounter**

*Requirement:* The thoul must be bloodied.

*Trigger:* An enemy enters a square adjacent to the thoul.

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

*Hit:* 1d10+2 damage, and the target is immobilized (save ends).

---

**Str** 16    **Dex** 19    **Wis** 15

**Con** 14    **Int** 9    **Cha** 9

**Alignment** chaotic evil

**Languages** Giant, Goblin

**Equipment** chain mail, longbow, longsword, 36 arrows

## Thoul Shock Trooper

## Level 7 Elite Brute

Medium natural humanoid

XP 600

**HP** 196; **Bloodied** 98

**Initiative** +5

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

**Perception** +4

**Speed** 6

Darkvision

**Resist** 10 necrotic

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

## TRAITS

### Regeneration

If the thoul has at least 1 hit point at the start of its turn, it regains 5 hit points. If it takes acid or fire damage, the thoul's regeneration does not function on its next turn.

## STANDARD ACTIONS

### (mbasic) Greataxe (weapon) \* At Will

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

*Hit:* 2d12+6 damage, and the thoul pushes the target 1 square.

### (melee) Cleaving Blow \* At Will

*Effect:* The thoul shock trooper uses *greataxe* against two different targets.

### (melee) Force the Way \* Encounter

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

*Hit:* 3d12+6 damage, the thoul pushes the target 4 squares and the target falls prone. The thoul then must shift 4 squares to the closest unoccupied space adjacent to the target.

*Miss:* The thoul pushes the target 2 squares, then must shift 2 squares to the closest unoccupied space adjacent to the target.

## TRIGGERED ACTIONS

### (melee) Paralyzing Swipe \* At Will

*Requirement:* The thoul must be bloodied.

*Trigger:* An enemy enters a square adjacent to the thoul.

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

*Hit:* 1d10+4 damage, and the target is immobilized (save ends).

---

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

**Con** 18    **Int** 7    **Cha** 9

**Alignment** chaotic evil

**Languages** Giant, Goblin

**Equipment** plate armor, great axe

## Thoul Guard

## Level 13 Minion Soldier

Medium natural humanoid

XP 200

**HP** 1; a missed attack never damages a minion

**Initiative** +12

**AC** 29; **Fortitude** 26; **Reflex** 25; **Will** 24

**Perception** +8

**Speed** 6

Darkvision

**Resist** 10 necrotic

## TRAITS

### Hard to Kill

If the thoul guard takes damage other than acid or fire damage, it makes a saving throw. If it succeeds, instead of dying, it regains 1 hit point, falls prone and is stunned until the start of its next turn.

## STANDARD ACTIONS

### (mbasic) Paralyzing Claw \* At Will

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

*Hit:* 10 damage, and the target is immobilized (save ends).

---

**Str** 21    **Dex** 18    **Wis** 14

**Con** 18    **Int** 7    **Cha** 9

**Alignment** chaotic evil

**Languages** Giant, Goblin

**Equipment** plate armor, heavy shield

# TICK

**Source:** 1e *Monster Manual*.

Ticks are generally considered to be loathsome and disgusting parasites, but merely pests. Giant ticks are far worse, and when they visit an area in numbers, they can be a terrible plague, slaying humanoids, cattle and pets alike. Giant ticks typically have surprisingly tough exoskeletons, but when it feeds, a giant tick's abdomen swells up and bloats.

## Giant Tick

## Level 7 Soldier

Small natural beast

XP 300

**HP** 84; **Bloodied** 42

**Initiative** +5

**AC** 23; **Fortitude** 21; **Reflex** 16; **Will** 18

**Perception** +5

**Speed** 5

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Requirement:* The tick may not have a creature grabbed.

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

*Hit:* 2d6+8 damage, and the tick grabs the target (escape DC 19).

### MINOR ACTIONS

#### (melee) Drain Blood \* At Will 1/round

*Attack:* Melee 1 (one creature grabbed by the tick); +12 vs. Fortitude.

*Hit:* 1d8+3 damage, and the as long as the target remains grabbed by the tick, it takes ongoing 5 damage. Additionally, the target is weakened (save ends).

*Miss:* Half damage, and as long as the target remains grabbed by the tick, it takes ongoing 5 damage.

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

**Con** 20    **Int** 1    **Cha** 7

**Alignment** unaligned

**Languages** -

## Bloated Wood Tick

## Level 11 Soldier

Medium natural beast

XP 600

**HP** 116; **Bloodied** 58

**Initiative** +7

**AC** 27; **Fortitude** 25; **Reflex** 19; **Will** 22

**Perception** +8

**Speed** 5

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Requirement:* The tick may not have a creature grabbed.

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

*Hit:* 3d6+9 damage, and the tick grabs the target (escape DC 23).

### MINOR ACTIONS

#### (melee) Drain Blood \* At Will 1/round

*Attack:* Melee 1 (one creature grabbed by the tick); +16 vs. Fortitude.

*Hit:* 1d8+7 damage, and the as long as the target remains grabbed by the tick, it takes ongoing 5 damage. Additionally, the target is weakened (save ends).

*Miss:* Half damage, and as long as the target remains grabbed by the tick, it takes ongoing 5 damage.

---  
**Str** 22    **Dex** 10    **Wis** 17

**Con** 20    **Int** 1    **Cha** 7

**Alignment** unaligned

**Languages** -

## Giant Forest Tick

Medium natural beast

## Level 13 Minion Soldier

XP 200

**HP** 1; a missed attack never damages a minion

**Initiative** +8

**AC** 29; **Fortitude** 27; **Reflex** 23; **Will** 25

**Perception** +9

**Speed** 5, climb 5 (spider climb)

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Requirement:* The tick may not have a creature grabbed.

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

*Hit:* 10 damage, and the tick grabs the target (escape DC 25).

#### (melee) Drain Blood \* At Will

*Attack:* Melee 1 (one creature grabbed by the tick); +18 vs. Fortitude.

*Hit:* 13 damage, and as long as the target is grabbed by the tick, it is weakened.

---

**Str** 22    **Dex** 10    **Wis** 17

**Con** 20    **Int** 1    **Cha** 7

**Alignment** unaligned

**Languages** -

## TIDAL INTELLECT

**Source:** Homebrewed.

A tidal intellect is a communal entity, a massive carpet of waterborn algae that has developed intelligence. In order to maintain that intelligence, the tidal intellect must consume the brain matter of sentient creatures. Almost all aquatic races, from whales to sahuagin, see tidal intellects as a terrible scourge. Sometimes, entire tribes will leave their homes for far waters when a tidal intellect approaches, abandoning their entire life instead of trying to fight such an implacable foe.

**Born of Great Trauma:** A tidal intellect forms when a sufficient number of sentient brain cells mix with a specific and rare type of algae that is tainted by the oceans of the Abyssal layer claimed by Juiblex. Unlike most of Juiblex' creations, a tidal intellect is very smart and capable of advanced cognition. Moreover, it remembers the event that spilled so many brain cells into the sea- usually a great battle or slaughter- and desires nothing more than to continue its own existence. Strangely enough, a tidal intellect is driven by fear- the fear of nonexistence, of losing its mind and becoming a mere mat of unthinking algae again. It will do anything to avoid that fate.

**Free-Willed:** Tidal intellects are unaware of their connection to Juiblex and do not generally seem inclined to doing his will. Perhaps their creation was a mistake or accident, or perhaps Juiblex plays a more subtle game with them. After all, while tidal intellects consume intelligent creatures, they leave the unthinking- such as oozes- to their own devices.

## Tidal Intellect

Gargantuan natural animate (blind, plant)

## Level 28 Controller

XP 13,000

**HP** 233; **Bloodied** 116

**Initiative** +13

**AC** 41; **Fortitude** 40; **Reflex** 37; **Will** 42

**Perception** +15

**Speed** Swim 6

**Blindsight** 20

**Immune** disease; **Resist** 20 fire, 20 poison

### TRAITS

#### Regeneration

A tidal intellect regains 10 hit points whenever it starts its turn and has at least 1 hit point. When it takes necrotic damage, its regeneration does not function on its next turn.

#### Sopping Mass

A tidal intellect is a mass of wet algae. At the end of its turn, any ongoing acid or fire damage that it is taking ends.

### STANDARD ACTIONS

#### (mbasic) Engulf \* At Will

*Attack:* Melee 2 (one creature); +31 vs. Reflex.

*Hit:* 4d8+14 damage, the tidal intellect pulls the target adjacent to it and the target is slowed (save ends).

**(close) Mind Feed** (psychic) \* **At Will**

*Attack:* Close burst 5 (one creature in burst); +31 vs. Will.

*Hit:* 5d10+9 psychic damage, and the target is dazed (save ends).

*Each Failed Save:* The target takes 15 psychic damage.

**(close) Call of the Sea** (charm) \* **Recharge 5 6**

*Attack:* Close burst 20 (each creature in burst); +30 vs. Will.

*Hit:* The tidal intellect pulls the target up to 10 squares and the target is slowed (save ends).

*First Failed Save:* The target also slides 4 squares toward the tidal intellect.

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

## TRIGGERED ACTIONS

**Surge of Waves** \* **At Will**

*Requirement:* The tidal intellect must be in water.

*Trigger:* The tidal intellect takes damage and no enemy is within 5 squares of it.

*Effect:* The tidal intellect swims up to 4 squares.

---  
**Str** 4      **Dex** 9      **Wis** 13  
**Con** 26   **Int** 25   **Cha** 30  
**Alignment** unaligned

**Languages** telepathy 30

# TIGER

**Source:** Real life.

A tiger is a great cat and is one of the rare natural animals that has no compunction about hunting humanoids for food. Tigers are fierce and swift predators, and where they dwell in numbers, they are near the top of the natural food chain.

Rarely, humanoids will come to have an uneasy alliance with tigers, feeding them or luring them into areas from which the tigers cannot escape in order to use them as guards. The wild elves of Gorel even sometimes have sufficient affinity with tigers to use them as mounts, but they are highly unreliable and sometimes turn on those bold enough to ride them.

## Tiger

Large natural beast (cat)

**HP** 328; **Bloodied** 164

**AC** 23; **Fortitude** 21; **Reflex** 21; **Will** 16

**Speed** 9

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

## Level 7 Solo Soldier

XP 1,500

**Initiative** +9

**Perception** +11

Low-light vision

## STANDARD ACTIONS

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

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

*Hit:* 3d6+5 damage.

**(mbasic) Claw** \* **At Will**

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

*Hit:* 2d8+5 damage, and if the tiger does not have a creature grabbed, it makes a secondary attack.

*Secondary Attack:* Melee 1 (the target of the primary attack); +12 vs. Fortitude.

*Hit:* The target is grabbed (escape DC 16).

**Savage Attack** \* **At Will**

*Effect:* The tiger uses *bite* once and *claw* twice.

**Pounce** \* **At Will**

*Effect:* The tiger shifts up to 2 squares, then uses *bite* once and *claw* once.

## MOVE ACTIONS

**Amazing Leap** \* **At Will**

*Effect:* The tiger makes an Athletics check, then jumps (shifts) a number of squares equal to its check result divided by 6 (minimum of 1 square).

## MINOR ACTIONS

(melee) **Crush Throat \* At Will** 1/round

*Attack:* Melee 1 (one creature grabbed by the tiger); +12 vs. Fortitude.

*Hit:* 4d8+4 damage.

---

**Skills** Athletics +14

**Str** 23    **Dex** 18    **Wis** 17

**Con** 18    **Int** 2    **Cha** 11

**Alignment** unaligned

**Languages** -

## Dire Tiger

Huge natural beast (cat, mount)

**HP** 592; **Bloodied** 296

**AC** 31; **Fortitude** 29; **Reflex** 29; **Will** 24

**Speed** 10

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

## Level 15 Solo Soldier

**XP** 6,000

**Initiative** +14

**Perception** +15

Low-light vision

## STANDARD ACTIONS

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

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

*Hit:* 4d6+9 damage.

(mbasic) **Claw \* At Will**

*Attack:* Melee 2 (one creature); +12 vs. AC.

*Hit:* 3d8+8 damage, and if the tiger does not have a creature grabbed, it makes a secondary attack.

*Secondary Attack:* Melee 1 (the target of the primary attack); +20 vs. Fortitude.

*Hit:* The target is grabbed (escape DC 22).

**Savage Attack \* At Will**

*Effect:* The dire tiger uses *bite* once and *claw* twice.

**Pounce \* At Will**

*Effect:* The dire tiger shifts up to 2 squares, then uses *bite* once and *claw* once.

**Leaping Charge (mount) \* At Will**

*Requirement:* The dire tiger must be mounted by a friendly rider of 15<sup>th</sup> level or higher.

*Effect:* The dire tiger uses *amazing leap*, then it and its rider each make a melee basic attack against the same target. If both hit, the tiger pushes the target 1 square and the target falls prone.

## MOVE ACTIONS

**Amazing Leap \* At Will**

*Effect:* The dire tiger makes an Athletics check, then jumps (shifts) a number of squares equal to its check result divided by 6 (minimum of 1 square).

## MINOR ACTIONS

(melee) **Crush Throat \* At Will** 1/round

*Attack:* Melee 1 (one creature grabbed by the tiger); +20 vs. Fortitude.

*Hit:* 4d10+12 damage.

---

**Skills** Athletics +22

**Str** 27    **Dex** 21    **Wis** 18

**Con** 18    **Int** 2    **Cha** 11

**Alignment** unaligned

**Languages** -

# TITAN, CLASSICAL

**Source:** 1e *Deities & Demigods*.

*Note: This version of the classical titans tries to nod to the real-world mythology of the titans, the Gygaxian version of them in DDG and to the 4e cosmology, resulting in- in some cases- an interesting new blend unlike any of the sources. Coeus is a great example of this- in DDG, he is described as the greater titan of fear, but as far as I know, Greek myth refers to him as the bearer of the north and not as especially connected to fear. I have tried to mix the lores together like a smoothie, hopefully making a tasty new confection.*

The classical titans are distinct from the elemental titans related to giants, and claim that their imitators were crafted by the Primordials to attempt to mimic some of the “true” titans' puissance. Most of the classical titans are disdainful of their elemental counterparts as well as of the gods themselves.

The titans claim to be the antecedents of the deities, but few other accounts agree that this is the case. Their own tales declare that they were born of the primal chaos before even the Elemental Chaos and Astral Sea pulled apart and that the timeline of the universe has changed multiple times, with the titans as the sole witnesses aware of such cataclysmic events. According to the titans, the integrity of time itself was long ago destroyed by one of their number, who has been lost to the entropy between timelines.

A classical titan appears as a gigantic humanoid. Though some of the multiverse's greatest craftsmen are titans, most go naked and rely on their own physical puissance to defend themselves from harm.

**Claimers of Myth?** The titans claim many roles in myth- the origin of many life forms, the gift of fire and other technologies to sentient creatures, fathering deities and so forth- but it is impossible to know the truth of the matter, given their claims of a timeline rewritten over and over again. (Indeed, they even claim that entire worlds exist in some timelines and not in others.) Various scholars support or oppose the titans' claims, but none can truly be certain as to their veracity.

**Unique Individuals:** Each classical titan is unique, and they are all related in a great family. If any creature were to slay a titan, it would earn the instant and undying enmity of the rest of them (save those who might be the enemies of the killed titan). Only the mightiest entities can face one titan in battle, much less a group of them. The unnamed, generic classical titan stat block represents the younger offspring of the more powerful titans.

## Classical Titan

Huge immortal humanoid

HP 325; Bloodied 162

AC 41; Fortitude 45; Reflex 40; Will 41

Speed 8

## Level 29 Brute

XP 15,000

Initiative +16

Perception +20

## STANDARD ACTIONS

(basic) Titanic Punch \* At Will

*Attack:* Melee 3 (one creature); +34 vs. AC.

*Hit:* 4d12+20 damage.

(melee) Forceful Blow \* At Will

*Attack:* Melee 3 (one creature); +34 vs. AC.

*Hit:* 4d12+20 damage, and the titan pushes the target up to 5 squares.

(melee) Stomp \* Recharge 5 6

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

*Hit:* 6d12+20 damage and the target falls prone.

## MOVE ACTIONS

Fade Away (teleportation) \* Encounter

*Requirement:* The titan must be bloodied.

*Effect:* The titan turns invisible until the end of the encounter or until it attacks, then teleports up to 10 squares.

## TRIGGERED ACTIONS

(close) Curse of Tarterus \* Encounter

*Trigger:* The titan is reduced to 0 or fewer hit points by an enemy.

*Attack (Immediate Interrupt):* Close burst 10 (the triggering enemy); +32 vs. Will.



*Hit:* The target is subject to the curse of Tarterus. While subject to the curse, the target suffers a -5 penalty to escape checks and to saving throws against effects that include the immobilized, restrained or slowed condition. In addition, attempts to open locks that hold the subject of the curse, such as the lock on a cell door or manacles on the target, also suffer a -5 penalty. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 35 to end this curse.

---  
**Str** 30    **Dex** 15    **Wis** 22  
**Con** 25    **Int** 23    **Cha** 26  
**Alignment** unaligned

**Languages** Supernal

## Epimetheus Level 30 Soldier

Gargantuan immortal humanoid

XP 19,000

Also called Hindsight or Afterthought, Epimetheus is Prometheus' brother. Of all the titans, he is the one who is most foolish. In some mythologies that favor the titans' version of history, Epimetheus was responsible for giving good traits to all the animals, but when humanity's time came, he found that he had none left (leading his brother to grant them fire and innovation).

**HP** 273; **Bloodied** 136                      **Initiative** +19  
**AC** 46; **Fortitude** 43; **Reflex** 43; **Will** 39                      **Perception** +13  
**Speed** 8

### STANDARD ACTIONS

#### (mbasic) Fist \* At Will

*Attack:* Melee 3 (one creature); +38 vs. AC.

*Hit:* 3d10+22 damage.

#### Thoughtless Creation \* Recharges when first bloodied

*Effect:* Epimetheus creates four creations of Epimetheus in unoccupied spaces within 10 squares of him. These monsters take their turns immediately after Epimetheus. These creations do not add to the xp value of the encounter.

### MINOR ACTIONS

#### Threatening Grimace \* At Will

Epimetheus marks each enemy within 2 squares of him.

### TRIGGERED ACTIONS

#### (close) Curse of Tarterus \* Encounter

*Trigger:* Epimetheus is reduced to 0 or fewer hit points by an enemy.

*Attack (Immediate Interrupt):* Close burst 10 (the triggering enemy); +33 vs. Will.

*Hit:* The target is subject to the curse of Tarterus. While subject to the curse, the target suffers a -5 penalty to escape checks and to saving throws against effects that include the immobilized, restrained or slowed condition. In addition, attempts to open locks that hold the subject of the curse, such as the lock on a cell door or manacles on the target, also suffer a -5 penalty. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 36 to end this curse.

---  
**Str** 31    **Dex** 15    **Wis** 7  
**Con** 25    **Int** 25    **Cha** 26  
**Alignment** unaligned

**Languages** Supernal

## Creation of Epimetheus Level 30 Minion Soldier

Medium immortal beast, magical beast or humanoid (construct)

XP 4,750

Created by Epimetheus from lumps of clay, these creatures might resemble any normal beast or humanoid or be unique and strange looking. Sometimes Epimetheus grants his lumps of clay to favored mortals, but regardless of who creates the creature, there is a 60% chance that it will not treat its creator as an ally.

**HP** 1; a missed attack never damages a minion                      **Initiative** +25  
**AC** 46; **Fortitude** 42; **Reflex** 42; **Will** 42                      **Perception** +23  
**Speed** 7                      Darkvision

### STANDARD ACTIONS

### (mbasic) Basic Attack \* At Will

*Special:* The creation of Epimetheus' basic attack may be a claw, bite, slam, weapon or other, depending on its form, but its mechanical effects are the same.

*Attack:* Melee 1 (one creature); +35 vs. AC.

*Hit:* 19 damage.

## TRIGGERED ACTIONS

### (melee) Creator's Advantage \* At Will

*Trigger:* A creature marked by the creation of Epimetheus' creator makes an attack that does not include the creator as a target.

*Attack (Immediate Interrupt):* Melee 1 (the triggering creature); +37 vs. AC.

*Hit:* 19 damage.

---  
**Str** 27    **Dex** 27    **Wis** 27

**Con** 20    **Int** 2    **Cha** 10

**Alignment** unaligned

**Languages** understands creator

## Coeus, the Fear from the North    Level 31 Artillery

Gargantuan immortal humanoid

XP 23,000

Coeus, the Fear from the North, is known for both exploring forbidden lore and for gifting it to ambitious members of irresponsible lesser races. In mythologies that revere the titans, he represents the north and the search for knowledge; in those that have suffered the scourge of his “gifts,” he is the Bearer of Forbidden Lore, the Hermit Who Teaches Poison and the Fear from the North.

**HP** 214; **Bloodied** 107

**Initiative** +x

**AC** 43; **Fortitude** 42; **Reflex** 43; **Will** 45

**Perception** +x

**Speed** 8

## TRAITS

### Terrible Power \* Aura 5

Creatures in the aura lose immunity to fear.

## STANDARD ACTIONS

### (mbasic) Bastard Sword (weapon) \* At Will

*Attack:* Melee 3 (one creature); +36 vs. AC.

*Hit:* 4d10+17 damage.

### (close) Terrifying Visage (fear, psychic) \* At Will

*Attack:* Close blast 5 (each enemy in blast); +36 vs. Will.

*Hit:* 4d10+7 psychic damage and Coeus pushes the target up to 6 squares.

### (ranged) Mortal Terror (fear) \* Encounter

*Attack:* Ranged 20 (one bloodied creature); +36 vs. Will.

*Hit:* The target falls to 0 hit points.

## MOVE ACTIONS

### Fade Away (teleportation) \* Recharges when Coeus is first bloodied

*Effect:* Coeus turns invisible until the end of the encounter or until he attacks, then teleports up to 10 squares.

## TRIGGERED ACTIONS

### (close) Curse of Tarterus \* Encounter

*Trigger:* Coeus is reduced to 0 or fewer hit points by an enemy.

*Attack (Immediate Interrupt):* Close burst 10 (the triggering enemy); +32 vs. Will.

*Hit:* The target is subject to the curse of Tarterus. While subject to the curse, the target suffers a -5 penalty to escape checks and to saving throws against effects that include the immobilized, restrained or slowed condition. In addition, attempts to open locks that hold the subject of the curse, such as the lock on a cell door or manacles on the target, also suffer a -5 penalty. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 38 to end this curse.

---

**Skills** Arcana +31, History +31, Nature +30, Religion +31

**Str** 29    **Dex** 14    **Wis** 31

**Con** 22    **Int** 32    **Cha** 22

**Alignment** unaligned

**Languages** Supernal

**Equipment** bastard sword

## Prometheus

## Level 32 Controller

Gargantuan immortal humanoid

XP 27,000

Prometheus is the brother of Epimetheus. In contrast to his brother, one of Prometheus' titles is Forethought. Prometheus claims that it was he who gave many technologies to the civilized humanoid races, including fire, the domestication of animals, medical lore and the cultivation of plants.

**HP** 288; **Bloodied** 144

**Initiative** +19

**AC** 46; **Fortitude** 44; **Reflex** 44; **Will** 46

**Perception** +27

**Speed** 8

### STANDARD ACTIONS

**(mbasic) Fist of Prometheus \* At Will**

*Attack:* Melee 3 (one creature); +37 vs. AC.

*Hit:* 4d10+18 damage.

**(close) The Gift of Fire (fire) \* Recharge 5 6**

*Attack:* Close blast 5 (each creature in blast); +35 vs. Reflex.

*Hit:* 3d8+12 fire damage and ongoing 20 fire (save ends).

**Life from Clay \* Recharges** when first bloodied

*Effect:* Prometheus creates four creations of Prometheus in unoccupied spaces within 10 squares of him. These monsters take their turns immediately after Prometheus. These creations do not add to the xp value of the encounter.

### TRIGGERED ACTIONS

**(close) Curse of Prometheus \* Encounter**

*Trigger:* Prometheus is reduced to 0 or fewer hit points by an enemy.

*Attack (Immediate Interrupt):* Close burst 10 (the triggering enemy); +35 vs. Will.

*Hit:* The target is subject to the curse of Prometheus. While subject to the curse, the target gains vulnerable 30 fire, cannot gain immunity to fire and suffers a -10 penalty to saves against ongoing fire damage. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 38 to end this curse.

---

**Skills** Arcana +31, Nature +32

**Str** 30    **Dex** 16    **Wis** 33

**Con** 24    **Int** 30    **Cha** 27

**Alignment** good

**Languages** Supernal

## Creation of Prometheus

## Level 32 Minion Soldier

Medium immortal beast, magical beast or humanoid (construct)

XP 6,750

Created by Prometheus from lumps of clay, these creatures might resemble any normal beast or humanoid or be unique and strange looking. Sometimes Prometheus grants companion creatures to especially faithful mortal followers.

**HP** 1; a missed attack never damages a minion

**Initiative** +26

**AC** 48; **Fortitude** 44; **Reflex** 44; **Will** 44

**Perception** +23

**Speed** 7

Darkvision

**Immune** fire

### TRAITS

**Dangerous Enemy \* Aura 2**

An enemy that starts its turn in the aura is slowed until the start of its next turn.

### STANDARD ACTIONS

**(mbasic) Basic Attack \* At Will**

*Special:* The creation of Prometheus' basic attack may be a claw, bite, slam, weapon or other, depending on its form, but its mechanical effects are the same.

*Attack:* Melee 1 (one creature); +37 vs. AC.

*Hit:* 20 damage.

---

**Str** 27    **Dex** 27    **Wis** 27

**Con** 20    **Int** 2    **Cha** 10

**Alignment** unaligned

**Languages** understands creator

## Atlas, Strength Personafied      Level 34 Elite Brute

Gargantuan immortal humanoid

XP 78,000

Atlas is said to be so strong that there is nothing that he cannot lift, bend or break. Legends claim that he has even held up the world itself.

**HP** 760; **Bloodied** 380

**Initiative** +19

**AC** 46; **Fortitude** 50; **Reflex** 46; **Will** 46

**Perception** +31

**Speed** 8

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

### STANDARD ACTIONS

#### (mbasic) Atlas' Fist \* At Will

*Attack:* Melee 3 (one creature); +39 vs. AC.

*Hit:* 6d12+14 damage.

#### One-Two Punch \* At Will

*Effect:* Atlas uses *Atlas' fist* twice.

#### (melee) Stunning Blow \* Recharges when Atlas becomes bloodied

*Attack:* Melee 3 (one or two creatures); +37 vs. Fortitude.

*Hit:* 6d12+40 damage, and the target is stunned (save ends).

#### (melee) Hurl \* Recharges when Atlas uses *one-two punch*

*Attack:* Melee 3 (one creature); +37 vs. Reflex.

*Hit:* 6d12+14 damage, and Atlas slides the target up to 30 squares. Then make the following secondary attack against each creature adjacent to the target.

*Secondary Attack:* +35 vs. Reflex.

*Hit:* 4d10+13 damage, and the target falls prone.

#### Feat of Strength \* At Will

*Effect:* Atlas makes a strength or strength-based skill check with a +100 bonus.

### MOVE ACTIONS

#### Fade Away (teleportation) \* Encounter

*Requirement:* Atlas must have less than 150 hit points remaining.

*Effect:* Atlas turns invisible until the end of the encounter or until he attacks, then teleports up to 10 squares.

### TRIGGERED ACTIONS

#### (close) Curse of Atlas \* Encounter

*Trigger:* Atlas is reduced to 0 or fewer hit points by an enemy.

*Attack (Immediate Interrupt):* Close burst 10 (the triggering enemy); +37 vs. Will.

*Hit:* The target is subject to the curse of Atlas. While subject to the curse, the target suffers a -10 penalty to Strength-based ability and skill checks and to saving throws against effects that include the weakened condition. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 40 to end this curse.

---

**Skills** Athletics +45, Endurance +32

**Str** 50    **Dex** 14    **Wis** 29

**Con** 30    **Int** 29    **Cha** 26

**Alignment** unaligned

**Languages** Supernal

## Kronos, King of the Titans Level 37 Elite Controller

Gargantuan immortal humanoid

XP 126,000

Kronos was once the king of the classical titans; some claim he remains their ruler, while other sources say that he has been overthrown by his descendants.

**HP** 668; **Bloodied** 334

**Initiative** +23

**AC** 51; **Fortitude** 50; **Reflex** 48; **Will** 51

**Perception** +28

**Speed** 8

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

### STANDARD ACTIONS

**(mbasic) Sickle of Kronos** (weapon) \* **At Will**

*Attack:* Melee 3 (one creature); +42 vs. AC.

*Hit:* 6d8+18 damage.

**(melee) Titanic Blow** \* **At Will**

*Attack:* Melee 3 (one or two creatures); +40 vs. Fortitude.

*Hit:* 6d8+18 damage, and Kronos slides the target up to 5 squares and the target falls prone.

**(ranged) Lava Ball** (fire) \* **At Will**

*Attack:* Ranged 20 (one creature); +40 vs. Reflex.

*Hit:* 4d10+13 damage, and the target is slowed and takes ongoing 20 fire damage (save ends both).

**Volley of Lava** \* **Encounter**

*Effect:* Kronos uses *lava ball* three times.

### MOVE ACTIONS

**Fade Away** (teleportation) \* **Encounter**

*Requirement:* Kronos must be bloodied.

*Effect:* Kronos turns invisible until the end of the encounter or until he attacks, then teleports up to 20 squares.

### TRIGGERED ACTIONS

**(ranged) Rightful Rulership** (charm) \* **Encounter**

*Trigger:* Kronos becomes bloodied.

*Attack (Immediate Reaction):* Close burst 10 (each creature in burst); +30 vs. Will.

*Hit:* The target is dominated (save ends).

*Miss:* The target is dazed (save ends).

**(close) Curse of Tarterus** \* **Encounter**

*Trigger:* Kronos is reduced to 0 or fewer hit points by an enemy.

*Attack (Immediate Interrupt):* Close burst 20 (the triggering enemy); +40 vs. Will.

*Hit:* The target is subject to the curse of Tarterus. While subject to the curse, the target suffers a -20 penalty to escape checks and to saving throws against effects that include the immobilized, restrained or slowed condition. In addition, attempts to open locks that hold the subject of the curse, such as the lock on a cell door or manacles on the target, also suffer a -20 penalty. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 45 to end this curse.

---

**Skills** Bluff +36, Diplomacy +36, Intimidate +36

**Str** 32    **Dex** 21    **Wis** 30

**Con** 30    **Int** 30    **Cha** 37

**Alignment** unaligned

**Languages** Supernal

**Equipment** sickle

## TRYGAR HELLSPAWN

**Source:** Homebrewed.

Trygar Hellspawn is the grandfather of Maltar Dead. In the original Oerthian multiverse, he was an adventurer who slew Belial and took up his office, becoming an arch-devil in the process. Later, when Maltar fled to the Cydran multiverse, he brought the Walpyvmynan talismans of a select few of his allies with him, including Trygar's trident.

Trygar Hellspawn appears similar to a red-skinned dwarf with a beard of flame and two horns that protrude about 3" from his forehead. He has the classical diabolic pointed tail and cloven hooves. Trygar lays claim to the title Duke of Ambition; his cult plays upon this aspect of him in order to seduce the greedy and avaricious into deluding themselves concerning their own motives, tricking them into committing unforgivably sinful acts in the name of self-advancement.

## Promoted Duergar Level 20 Brute (Leader)

Medium immortal humanoid (devil, dwarf)

XP 2,800

As part of his efforts to build a power base in Cydra, Trygar has promoted seven duergar to devilish status, giving them infernal might to wield as his agent in enforcing his iron will on the devils that now serve him.

**HP** 236; **Bloodied** 118

**Initiative** +10

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

**Perception** +14

**Speed** 5

Darkvision

**Resist** 20 fire

## TRAITS

### Trygar's Watcher

If a promoted duergar dies, Trygar is immediately granted a vision of the duergar's last 15 minutes as the duergar saw it. This vision occurs regardless of distance, even crossing planes. It requires the power of a being of lesser god or greater status to interfere with this vision.

## STANDARD ACTIONS

### (mbasic) Maul (weapon) \* At Will

*Attack:* Melee 1 (one creature); +25 vs. AC.

*Hit:* 4d10+13 damage, and the target suffers a -3 penalty on saving throws (save ends).

### (melee) Overwhelming Blow (weapon) \* Recharge 5 6

*Attack:* Melee 1 (one creature); +25 vs. AC.

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

### Trygar's Command \* At Will

*Effect:* The promoted duergar chooses one allied devil of lower level, or an allied devil of equal level and minion or standard status, that can see and hear it. That devil makes a basic attack.

## MOVE ACTIONS

### Infernal Pursuit (teleportation) \* Encounter

*Effect:* The promoted duergar teleports 10 squares to a space adjacent to an enemy.

---

**Str** 23    **Dex** 10    **Wis** 18

**Con** 26    **Int** 19    **Cha** 14

**Alignment** evil

**Languages** Dwarven, Common, Infernal

**Equipment** plate armor, maul

## Trygar Hellspawn Level 28 Solo Soldier

Medium immortal humanoid (devil)

XP 65,000

**HP** 1,000; **Bloodied** 500

**Initiative** +20

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

**Perception** +24

**Speed** 6

Darkvision, true sight

**Immune** fire

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

## TRAITS

### Awesome Will

At the start of Trygar's turn, he ends one condition or effect affecting him.

### Flames of the Archdevil \* Aura 3

Any non-devil that enters or ends its turn in the aura takes 30 fire damage once per round.

## STANDARD ACTIONS

**(mbasic) Trident of Hell** (fire, weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +33 vs. AC.

*Hit:* 1d12+10 damage plus 4d10 fire damage, and the target is immobilized and takes ongoing 20 fire damage (save ends both).

**(mbasic) Tail Jab** (poison) \* **At Will**

*Attack:* Melee 1 (one creature); +33 vs. AC.

*Hit:* 3d12+17 damage, and the target takes ongoing 15 poison damage and is slowed (save ends).

**Double Attack** \* **At Will**

*Effect:* Trygar makes two basic attacks.

**(close) Hell's Flames** (fire) \* **At Will**

*Attack:* Close blast 5 (each creature in blast); +31 vs. Reflex.

*Hit:* 8d6 fire damage. This damage ignores immunity and resistance to fire.

*Effect:* Trygar slides each ally in the blast to any space within or adjacent to the blast.

**(close) Your Strength Becomes Your Weakness** (fire) \* **Encounter**

*Attack:* Close burst 10 (each enemy in burst); +29 vs. Will.

*Hit:* The target's resist fire becomes vulnerable fire in the same quantity, and immunity to fire becomes vulnerable 40 fire (save ends both).

*Effect:* 5d10+9 fire damage.

**(close) Crushing Will** \* **Encounter**

*Attack:* Close blast 8 (each enemy in blast); +29 vs. Will.

*Hit:* The target is immobilized (save ends).

*Effect:* Trygar makes a basic attack.

**Summon Footmen** (summoning) \* **Encounter**

*Requirement:* Trygar must be bloodied.

*Effect:* Trygar summons twenty legion devil footmen of Trygar, who appear within 10 squares of him and act immediately after his turn. These footmen are worth full normal experience points if defeated.

## MOVE ACTIONS

**Hellish Step** (fire, teleportation) \* **At Will**

*Effect:* Trygar teleports 6 squares. Each creature adjacent to him then takes 15 fire damage.

## MINOR ACTIONS

**(close) Terrifying Gaze** (fear, gaze) \* **At Will**

*Attack:* Close blast 6 (one creature in blast); +31 vs. Will.

*Hit:* Trygar Hellspawn pushes the target its speed + 2 squares, and the target is weakened until it ends its turn further from Trygar than it begins it.

*Miss:* Trygar pushes the target 3 squares.

**Master of Pain** \* **At Will**

*Effect:* Trygar chooses one creature within 10 squares of him that is suffering any type of ongoing damage. That ongoing damage changes to acid, fire, necrotic or poison.

**Swift Strike** \* **At Will** 1/round

*Requirement:* Trygar must be bloodied.

*Effect:* Trygar makes a basic attack.

## TRIGGERED ACTIONS

**Ambition's Flame** (fire) \* **Recharges** when first bloodied

*Trigger:* Trygar is dominated or forced to take an action.

*Effect (Free Action):* After the action Trygar takes resolves, he may take a standard action as a free action.

**Master of Minions** (teleportation) \* **At Will**

*Requirement:* Trygar must be bloodied.

*Trigger:* A creature targets Trygar with a melee attack while an allied devil of lower level, or an allied devil of equal level and minion or standard status, is within 2 squares.

*Effect (Immediate Interrupt):* Trygar and the allied devil teleport, changing places, and the attack instead targets the allied devil.

---



**Skills** Bluff +23, Insight +29, Intimidate +23, Religion +26

**Str** 26    **Dex** 18    **Wis** 30

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

**Alignment** evil

**Languages** Common, Dwarven, Infernal; telepathy

**Equipment** *Trident of Hell*

## Legion Devil Footman of Trygar

### Level 28 Minion Soldier

Medium immortal humanoid (devil)    XP 3,750

**HP** 1; a missed attack never damages a minion

**Initiative** +17

**AC** 44; **Fortitude** 41; **Reflex** 40; **Will** 38

**Perception** +20

**Speed** 7, teleport 3

Darkvision

### TRAITS

#### Defender

Allies adjacent to one or more legion devil footmen gain a +2 bonus to AC.

### STANDARD ACTIONS

**(mbasic) Longsword** (fire, weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +33 vs. AC.

*Hit:* 18 damage, and the target takes 9 fire damage if it willingly moves during its next turn.

---

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

**Con** 14    **Int** 10    **Cha** 12

**Alignment** evil

**Languages** Infernal, Supernal

**Equipment** chain mail, longsword

## TURTLE

**Source:** 1e *Monster Manual* (giant sea turtle, giant snapping turtle), 3e *Sandstorm* (dire tortoise).

While most turtles are inoffensive and nonthreatening creatures, there are a number of monstrous species that are carnivorous and willing to hunt humanoid prey. Others are dangerous when disturbed or annoyed. While most turtles are ponderous and slow, there are a few exceptions.

## Giant Snapping Turtle

### Level 11 Brute

Huge natural beast (reptile)

XP 600

**HP** 143; **Bloodied** 71

**Initiative** +9

**AC** 25; **Fortitude** 24; **Reflex** 20; **Will** 23

**Perception** +8

**Speed** 4, swim 6

### TRAITS

#### Like a Rock

While the turtle is immobilized, it gains a +4 bonus to all defenses.

### STANDARD ACTIONS

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

*Attack:* Melee 2 (one creature); +16 vs. AC.

*Hit:* 4d6+5 damage.

**(melee) Snap** \* **At Will**

*Attack:* Melee 2 (one creature); +16 vs. AC. This attack scores a critical hit on a 19-20.

*Hit:* 4d6+10 damage plus ongoing 5 damage (save ends). On a critical hit, this attack deals 3d6+34 damage and gains +1d10 bonus to critical severity.

### TRIGGERED ACTIONS



**Into the Shell \* Recharges** when the turtle becomes bloodied or suffers a critical hit

*Trigger:* The turtle is hit by an attack.

*Effect (Immediate Interrupt):* The turtle takes half damage from the triggering attack and is immobilized until the end of its next turn.

---

**Skills** Endurance +16

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

**Con** 23    **Int** 2    **Cha** 8

**Alignment** unaligned

**Languages** -

## Giant Sea Turtle

## Level 14 Soldier

Huge natural beast (reptile)

XP Value

**HP** 143; **Bloodied** 71

**Initiative** +10

**AC** 30; **Fortitude** 28; **Reflex** 23; **Will** 26

**Perception** +9

**Speed** 5 (clumsy), swim 7

### TRAITS

#### Like a Rock

While the turtle is immobilized, it gains a +4 bonus to all defenses.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 3d6+12 damage, and the giant sea turtle marks the target until the end of the turtle's next turn.

### TRIGGERED ACTIONS

#### (melee) Grabbing Bite \* At Will

*Trigger:* A creature marked by the turtle exits a square within 2 squares of the turtle.

*Attack (Immediate Interrupt):* Melee 2 (the triggering creature); +19 vs. AC.

*Hit:* 3d6+12 damage, and the target's movement ends.

---

**Str** 20    **Dex** 12    **Wis** 15

**Con** 23    **Int** 4    **Cha** 10

**Alignment** unaligned

**Languages** -

## Dire Tortoise

## Level 18 Soldier

Large natural beast (reptile)

XP 2,000

**HP** 175; **Bloodied** 87

**Initiative** +14

**AC** 34; **Fortitude** 32; **Reflex** 28; **Will** 30

**Perception** +15

**Speed** 4

### TRAITS

#### Like a Rock

While the tortoise is immobilized, it gains a +4 bonus to all defenses.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

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

*Hit:* 3d10+11 damage.

### TRIGGERED ACTIONS

#### (melee) No Passage \* At Will

*Trigger:* A creature leaves a square adjacent to the turtle.

*Attack (Opportunity Action):* Melee 2 (the triggering creature); +15 vs. AC.

*Hit:* 3d10+11 damage, the tortoise pulls the target 1 square and if the target was moving or shifting, that movement ends.

#### Surprising Swiftess \* At Will

*Trigger:* The tortoise takes damage.

*Effect (Immediate Reaction):* The tortoise shifts up to 3 squares.

**Into the Shell \* Recharges** when first bloodied

*Trigger:* The turtle is hit by an attack.

*Effect (Free Action):* The tortoise takes half damage from the triggering attack and is immobilized until the end of its next turn.

---

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

**Con** 23    **Int** 2    **Cha** 7

**Alignment** unaligned

**Languages** -

## UMBRAL BLOT (Blackball)

**Source:** Mentzer D&D, 2e *Mystara Monstrous Compendium Appendix*, 3e *Epic Level Handbook*

An umbral blot, also known as a blackball, is a sphere of utter void. Appearing as a flat black hole in space, similar to a *sphere of annihilation*, an umbral blot utterly obliterates nearly anything that it touches.

The origins of the blackball are a mystery. They are extremely rare and are most commonly encountered on demiplanes or in pocket dimensions. However, they seem to be able to slip through cracks or tears between the planes and are rarely found even on the material world.

Some sages have speculated that umbral blots were created by a hypothetical prior generation of gods. These sages have taken to calling blackballs “Assassins of the Elder Gods,” claiming that the deadly spheres turned on and destroyed their makers. However, they have no evidence to back these tales, and other sages speculate that umbral blots are of the Shadowfell, the Abyss or even the Far Realms.

### Umbral Blot

### Level 30 Skirmisher

*Tiny shadow animate*

XP 19,000

**HP** 273; **Bloodied** 136

**Initiative** +29

**AC** 44; **Fortitude** 42; **Reflex** 44; **Will** 42

**Perception** +27

**Speed** fly 15 (perfect)

**Blindsight** 30

**Immune** forced movement, prone

### TRAITS

#### Insubstantial

An umbral blot takes half damage from all sources except force damage.

#### Nearly Indestructible

An umbral blot takes no damage from creatures or objects of below 20<sup>th</sup> level. (If a creature *or* its weapon are 21<sup>st</sup> or higher level, it can harm an umbral blot.)

#### Distorted Space

Whenever an umbral blot is subject to a teleportation effect, it loses insubstantial until the end of its next turn.

### STANDARD ACTIONS

#### (mbasic) Annihilation \* At Will

*Attack:* Melee 1 (one creature); +33 vs. Reflex.

*Hit:* If the target is 20<sup>th</sup> level or below, it is annihilated. If the target is 21<sup>st</sup> level or higher, it instead takes 6d10+5 damage.

#### (melee) Hurling Annihilation \* At Will

*Effect:* The umbral blot shifts up to 8 squares and then uses *annihilation*.

#### (close) Vortex \* Encounter

*Attack:* Close burst 20 (each creature in burst); +31 vs. Reflex.

*Hit:* The umbral blot pulls the target 6 squares.

*Effect:* Until the end of the umbral blot's next turn, the burst becomes a zone. Moving away from the umbral blot requires one extra square of movement per square moved. After the attack, the umbral blot uses *annihilation* against each creature adjacent to it.

*Sustain Minor:* The umbral blot cannot sustain this power if an enemy is adjacent to it. It makes the following attack:

*Secondary Attack:* Close burst 20 (each creature in burst); +31 vs. Reflex.

*Hit:* The umbral blot pulls the target 6 squares.

*Effect:* The burst becomes a zone until the end of the umbral blot's next turn. Moving away from the umbral blot requires one extra square of movement per square moved.

## MOVE ACTIONS

### Annihilating Movement \* At Will

*Effect:* The umbral blot moves up to its speed, passing through any objects, barriers or effects in its way. Any objects, barriers or effects that it moves through are destroyed.

## TRIGGERED ACTIONS

### (melee) Annihilating Touch (keywords) \* At Will

*Trigger:* An enemy hits the umbral blot with a weapon or a natural weapon.

*Attack (Free Action):* Melee 1 (the triggering creature or weapon); +33 vs. Reflex.

*Hit:* If the target is 20<sup>th</sup> level or below, it is annihilated. If the target is 21<sup>st</sup> level or higher, it instead takes 6d10+5 damage.

---

**Str** 1      **Dex** 35      **Wis** 25

**Con** 25      **Int** 20      **Cha** 20

**Alignment** unaligned

**Languages** -

# URBAN STALKER

**Source:** Homebrewed.

An urban stalker is a terrifying predator that lives among its prey, in a large city of humans, dwarves, orcs or other humanoids. Moving undetected through the streets and alleys, it kills with impunity, using its unique psychic camouflage to remain hidden while it picks its victim.

When a creature finally sees the urban stalker, it is the size of a human, but it has pale greyish-white skin hanging in long folds from its gaunt frame. It is hairless and sexless, with large black eyes and wicked teeth. The urban stalker is usually the last thing its hapless victim sees.

**Hidden Amongst Men:** Urban stalkers dwell within the society of their prey, apparently favoring the larger cities usually composed mainly of humans. The more cosmopolitan the city, the more likely it is to support one or more urban stalkers. Within such a place, the stalkers can choose victims who will not be missed, find a lair in an abandoned building (or sometimes one that is inhabited!) and move unseen among those around it.

**Deeply Mysterious:** Because of the difficulty in detecting urban stalkers, very little information is known about them. They are widespread but usually operate alone (though the lair of an urban stalker might also be the dwelling place of a mimic, cloaker, executioner's hood or similar monster). Some sages have speculated that the urban stalker is distantly related to the doppelganger, but this is unsupported by evidence.

**Design Notes:** An urban stalker's elite status comes from the difficulty in taking it down. Thus, rather than having twice the damage output per round of a standard monster of its level, it is assumed that it will last somewhat longer (and therefore make up the difference via landing more attacks). Additionally, since it will almost always attack with combat advantage, it should land more hits than expected for its level.

## Urban Stalker

## Level 9 Elite Lurker

Medium natural humanoid (shapechanger)

XP Value

**HP** 144; **Bloodied** 72

**Initiative** +13

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

**Perception** +10

**Speed** 6

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

## TRAITS

### Supreme Invisibility (psionic)

An urban stalker has a form of natural psionic invisibility wherein creatures' minds refuse to accept its presence. This applies even against blindsight, tremorsense and true sight, and gives it a +10 racial bonus to Stealth checks. However, effects that

cause it to lose invisibility work normally until it regains it. After the urban stalker attacks, it loses invisibility against the target of its attack until the end of its next turn. (See also *fade away*.)

## STANDARD ACTIONS

### (mbasic) Rapier (weapon) \* At Will

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

*Hit:* 2d6+8 damage.

### (melee) Stalker's Strike \* At Will

*Requirement:* The urban stalker must be invisible to the target.

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

*Hit:* 4d6+8 damage.

### (melee) Perfect Slice \* Recharges when first bloodied

*Requirement:* The urban stalker must be invisible to the target.

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

*Hit:* 3d6+8 damage, plus ongoing 5 damage (save ends).

### Fade Away (psionic) \* At Will

*Effect:* The urban stalker gains invisibility against all creatures.

## MOVE ACTIONS

### Stalker's Stride \* At Will

*Requirement:* The urban stalker must be invisible to each creature adjacent to it.

*Effect:* The urban stalker shifts 4 squares.

### Supreme Escape \* Encounter

*Effect:* All effects preventing the urban stalker from gaining invisibility end.

## TRIGGERED ACTIONS

### (close) Psychic Shriek (psychic) \* Encounter

*Trigger:* The urban stalker becomes bloodied.

*Attack (Immediate Reaction):* Close burst 3 (each enemy in burst); +10 vs. Will.

*Hit:* 2d6+6 psychic damage, and the target is dazed until the end of its next turn.

*Miss:* Half damage.

---

**Skills** Stealth +24, Streetwise +14

**Str** 15    **Dex** 21    **Wis** 13

**Con** 12    **Int** 16    **Cha** 21

**Alignment** evil

**Languages** Common

**Equipment** rapier

# VALKYRIE

**Source:** 3e *Deities & Demigods*.

A valkyrie is a warrior-spirit and handmaiden of death who helps the spirits of the greatest dead warriors reach an afterlife of eternal battle and glory. They are not associated with a specific deity or pantheon; instead, they serve as a reward for the mightiest warriors, regardless of credo or faith. Valkyries often appear mounted on great winged horses that are formidable themselves.

**Handmaidens of Battle:** All valkyries are female. They are rarely seen; most often when a valkyrie appears, mounted on its winged horse, it is above a great battle involving thousands of individuals and several great leaders or champions. A valkyrie does not usually take sides in such a battle, instead watching for signs of great heroism and leadership, seeking to find worthy souls for harvesting, should those souls die in the battle. A valkyrie is impressed by a warrior's skills, but more important is that warrior's heart. Is he or she heroic and unflinching in battle? Willing to lay his or her life down for her fellows? Does he or she follow the orders of officers and generals? Are the weapons he or she wields well-cared for and worn from much use? Does the battle make his or her blood sing? These are amongst the traits that the valkyrior seek from those they would bring to their halls.

**The Fields of Valhalla:** The battleground that the valkyries take spirits to is a hidden realm deep in the Astral Sea. The few living adventurers to visit it and return report that it is called Valhalla, with a great series of feast-halls overlooking a massive battlefield. Every day, the souls of Valhalla issue forth in different groupings and make war against one another, reveling in the

glory of battle. At night, when they return to the feast-halls, the slain and wounded are returned to life and healed, to fight again the next day.

**The Great Army:** With an army composed of many millions of history's greatest warriors, the valkyries have significant potential power. They have never used that power for any purpose other than defending their own realm; however, the armies of Valhalla continue to swell ever greater over time. What hidden purpose the valkyries might have for building such a massive force has caused many sages to study the question, but if there is a secret valkyrie agenda, they have been unable to discern it.

## Valkyrie Shieldmaiden Level 29 Soldier (Leader)

Medium immortal humanoid

XP 15,000

HP 270; **Bloodied** 135

AC 45; **Fortitude** 41; **Reflex** 39; **Will** 43

Speed 5

**Immune** fear

**Initiative** +23

**Perception** +30

Lowlight vision

### TRAITS

**Shieldmaiden** \* **Aura** 1

Allies in the aura gain a +2 bonus to AC and Reflex. Multiple *shieldmaiden* auras do not stack.

### STANDARD ACTIONS

**(mbasic) Longsword** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +34 vs. AC.

*Hit:* 4d8+19 damage, and the valkyrie marks the target until the end of the valkyrie's next turn.

**Bolstering Shout** \* **Encounter**

*Effect:* Each ally in a close burst 3 gains 50 temporary hit points.

### TRIGGERED ACTIONS

**I Am Your Foe** \* **Encounter**

*Trigger:* A creature marked by the shieldmaiden makes an attack against a target other than the shieldmaiden.

*Attack (Immediate Interrupt):* Close burst 3 (the triggering creature in burst); +32 vs. Will.

*Hit:* The target is weakened (save ends). This effect also ends if the target attacks the shieldmaiden on its turn.

---

**Str** 23    **Dex** 24    **Wis** 27

**Con** 30    **Int** 16    **Cha** 22

**Alignment** unaligned

**Languages** Supernal

**Equipment** scale armor, heavy shield, longsword

## Valkyrie Archer Level 29 Artillery

Medium immortal humanoid

XP 15,000

HP 206; **Bloodied** 103

AC 41; **Fortitude** 40; **Reflex** 43; **Will** 40

Speed 6

**Immune** fear

**Initiative** +23

**Perception** +30

Lowlight vision

### STANDARD ACTIONS

**(mbasic) Longsword** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +34 vs. AC.

*Hit:* 4d8+19 damage.

**(rbasic) Longbow** (weapon) \* **At Will**

*Attack:* Ranged 40 (one creature); +35 vs. AC.

*Hit:* 4d10+15 damage.

**(ranged) Precise Shot** (weapon) \* **At Will**

*Attack:* Ranged 20 (one creature); +34 vs. Reflex.

*Hit:* 4d10+15 damage.

**(ranged) Leg Shot** (weapon) \* **Encounter**

*Attack:* Ranged 20 (one creature); +34 vs. Fortitude.

*Hit:* 4d10+30 damage, and the target is slowed (save ends).

**(ranged) Artery Shot** (weapon) \* **Encounter**

*Attack:* Ranged 20 (one creature); +33 vs. Fortitude.

*Hit:* 4d10+15 damage and ongoing 15 damage (save ends).

## MINOR ACTIONS

### Tactical Adjustment

*Effect:* The valkyrie shifts 1 square.

---

**Str** 23    **Dex** 29    **Wis** 27

**Con** 26    **Int** 16    **Cha** 22

**Alignment** unaligned

**Languages** Supernal

**Equipment** leather armor, longsword, longbow, 100 arrows

## Valkyrie Spearmaiden

## Level 29 Brute

Medium immortal humanoid

XP 15,000

**HP** 330; **Bloodied** 165

**Initiative** +21

**AC** 41; **Fortitude** 41; **Reflex** 41; **Will** 41

**Perception** +30

**Speed** 6

Lowlight vision

**Immune** fear

## TRAITS

### Threatening Reach

The spearmaiden can make opportunity attacks against creatures within 2 squares of it while it wields a spear.

## STANDARD ACTIONS

**(mbasic) Longspear** (weapon) \* **At Will**

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

*Hit:* 4d12+20 damage (2d12+68 on a critical hit).

**(close) Whirling Spear** (weapon) \* **Encounter**

*Requirement:* The spearmaiden must be wielding a spear.

*Attack:* Close burst 2 (each enemy in burst); +33 vs. AC.

*Hit:* 4d12+8 damage and the spearmaiden pushes the target 1 square.

## TRIGGERED ACTIONS

**(melee) A Worthy End** (weapon) \* **Encounter**

*Trigger:* A melee attack reduces the valkyrie to 0 hit points.

*Attack (No Action):* Melee 2 (the triggering attacker); +34 vs. AC.

*Hit:* 4d12+20 damage, and the target is impaled on the valkyrie's spear and immobilized (save ends). While immobilized, the target takes ongoing 20 damage.

---

**Str** 23    **Dex** 24    **Wis** 27

**Con** 30    **Int** 16    **Cha** 22

**Alignment** unaligned

**Languages** Supernal

**Equipment** chain armor, longspear

## Valkyrie Commander

## Level 31 Soldier (Leader )

Medium immortal humanoid

XP 23,000

**HP** 286; **Bloodied** 143

**Initiative** +24

**AC** 45; **Fortitude** 41; **Reflex** 39; **Will** 43

**Perception** +31

**Speed** 5

Lowlight vision

**Immune** fear

## TRAITS

### Tactical Acumen

Any allies with line of sight to the valkyrie commander gain a +2 bonus to initiative. (Allies that roll initiative and then later gain line of sight to the commander do not get this bonus.)

#### **Commanding Presence \* Aura 3**

The valkyrie commander's allies in the aura gain a +2 bonus to saving throws.

### **STANDARD ACTIONS**

#### **(mbasic) Battle Axe (weapon) \* At Will**

*Attack:* Melee 1 (one creature); +36 vs. AC.

*Hit:* 5d10+12 damage, and the valkyrie commander marks the target until the end of the commander's next turn.

#### **(melee) Vicious Blow (weapon) \* Recharges** when a marked target attacks a creature other than the valkyrie commander

*Attack:* Melee 1 (one creature); +34 vs. Fortitude.

*Hit:* 5d10+12 damage, plus ongoing 15 damage (save ends).

#### **(melee) Tactical Assault (weapon) \* Recharges** when first bloodied

*Attack:* Melee 1 (one creature); +36 vs. AC.

*Hit:* 5d10+7 damage, and the valkyrie commander slides the target up to 2 squares.

*Effect:* The valkyrie commander shifts up to 2 squares.

### **TRIGGERED ACTIONS**

#### **Have At Thee, Backstabber! \* At Will**

*Trigger:* An enemy moves in to flanking on the commander.

*Effect:* The commander makes an opportunity attack against the triggering enemy.

---

**Str** 26    **Dex** 25    **Wis** 27

**Con** 30    **Int** 18    **Cha** 26

**Alignment** unaligned

**Languages** Supernal

**Equipment** scale armor, shield, battle axe

## **Valkyrie Winged Charger**

## **Level 29 Skirmisher**

Large immortal beast (mount)

XP 15,000

**HP** 270; **Bloodied** 135

**Initiative** +24

**AC** 43; **Fortitude** 42; **Reflex** 41; **Will** 40

**Perception** +21

**Speed** 8, fly 12

Lowlight vision

**Immune** slow

### **TRAITS**

#### **Mount of Heroes**

If a valkyrie or other worthy rider rides a valkyrie winged charger, that creature may make one saving throw at the start of its turn against an effect a save can end.

### **STANDARD ACTIONS**

#### **(mbasic) Hooves \* At Will**

*Attack:* Melee 1 (one creature); +34 vs. AC.

*Hit:* 3d10+7 damage.

#### **(melee) Winged Rush \* Recharge 5 6**

*Effect:* The valkyrie winged charger flies at least 3 squares and up to its speed and makes the following attack. Each creature that makes an opportunity attack against it because of this movement falls prone after its opportunity attack resolves.

*Attack:* Melee 1 (one creature); +36 vs. AC.

*Hit:* 4d10+9 damage, and the target falls prone.

### **MINOR ACTIONS**

#### **(melee) Bite \* At Will** 1/round

*Attack:* Melee 1 (one creature); +34 vs. AC.

*Hit:* 2d8+5 damage.

---

**Skills** Endurance +29

**Str** 28    **Dex** 26    **Wis** 25



Con 30 Int 12 Cha 18

Alignment unaligned

Languages Supernal

Equipment scale barding

## Warrior Spirit of Valhalla

## Level 29 Minion Soldier

Medium immortal humanoid

XP 3,750

HP 1; a missed attack never damages a minion

Initiative +25

AC 45; Fortitude 41; Reflex 41; Will 41

Perception +20

Speed 5

Immune fear; Resist 15 all

### STANDARD ACTIONS

(mbasic) Longsword (weapon) \* At Will

Attack: Melee 1 (one creature); +34 vs. AC.

Hit: 18 damage, and the spirit of Valhalla marks the target until the beginning of the spirit's next turn.

---

Str 26 Dex 24 Wis 23

Con 20 Int 10 Cha 20

Alignment unaligned

Languages Supernal

Equipment chain armor, heavy shield, longsword

## WEASEL

Source: 3.5 *Monster Manual*.

Dire weasels are aggressive, almost manic creatures with boundless energy. They grow up to 10' long and can be as much as 700 lbs in weight, yet are sleek and slender. They prefer to stalk their prey in the dark and then leap to the attack.

## Dire Weasel

## Level 1 Soldier

Medium natural beast

XP 100

HP 26; Bloodied 13

Initiative +6

AC 17; Fortitude 13; Reflex 15; Will 12

Perception +6

Speed 7

Low-light vision

### STANDARD ACTIONS

(mbasic) Bite \* At Will

Requirement: The dire weasel may not have a target grabbed.

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

Hit: 1d6+5 damage and the dire weasel grabs the target (escape DC 12).

(melee) Drain Blood \* At Will

Attack: Melee 1 (one creature grabbed by the dire weasel); +4 vs. Fortitude.

Hit: 1d10+5 damage.

Frenzied Attack \* Encounter

Requirement: The dire weasel must be bloodied.

Effect: The dire weasel releases any creatures that it has grabbed, then makes the following attack.

Attack: Melee 1 (one, two or three creatures); +4 vs. AC.

Hit: 1d6+3 damage. For each creature hit by this attack, the dire weasel gains 3 temporary hit points.

---

Str 14 Dex 19 Wis 12

Con 10 Int 2 Cha 11

Alignment unaligned

Languages -

# WHALE

The whales of Cydra are sentient beings and are a group of very important, related aquatic races. Generally speaking, cetaceans are the good guys of the sea, and ancient whales are renowned for their wisdom. Some are learned sages, others legendary diplomats that have helped other races (aquatic and surface alike) to conclude major agreements. Still others are extraordinarily dangerous warriors, and the rare pod of renegade whales is a threat to be reckoned with.

## Narwhal Explorer

Large natural magical beast

**HP** 144; **Bloodied** 72

**AC** 28; **Fortitude** 28; **Reflex** 24; **Will** 26

**Speed** 0, swim 9

**Resist** 15 cold

## Level 14 Skirmisher

XP 1,000

**Initiative** +14

**Perception** +17

Blindsight 20 in water

## TRAITS

### Aquatic

The whale gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Horn Stab \* At Will

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

*Hit:* 2d12+9 damage.

### (melee) Narwhal Charge \* Recharge when the narwhal starts its turn with no adjacent enemy

*Effect:* The narwhal charges and makes the following attack in place of a melee basic attack.

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

*Hit:* 3d12+9 damage.

---

**Skills** Endurance +19

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

**Con** 24    **Int** 12    **Cha** 11

**Alignment** good

**Languages** Green Speech, Whale

## Orca Warrior

Huge natural beast

**HP** 173; **Bloodied** 86

**AC** 34; **Fortitude** 32; **Reflex** 29; **Will** 29

**Speed** 0, swim 10

## Level 18 Soldier

XP 2,000

**Initiative** +16

**Perception** +20

Blindsight 20 in water

## TRAITS

### Aquatic

The whale gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

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

*Hit:* 4d8+8 damage, and the orca marks the target until the end of the orca's next turn.

### (melee) Leaping Attack \* At Will

*Effect:* The orca warrior jumps up to 4 squares in any direction (including out of the water). At any point during this jump, it uses *bite* once. If it hits, after the orca finishes its jump, it pulls the target to a space adjacent to it.

## TRIGGERED ACTIONS

### (melee) Fluke Slap \* At Will

*Trigger:* A creature marked by the orca moves or makes an attack that does not include the orca as a target.

*Attack (Immediate Interrupt):* Melee 2 (the triggering creature); +21 vs. Reflex.

*Hit:* 2d6 damage, the target falls prone and the orca slides the target up to 2 squares.

---

**Skills** Athletics +22, Endurance +19

**Str** 26    **Dex** 21    **Wis** 22

**Con** 21    **Int** 13    **Cha** 16

**Alignment** unaligned

**Languages** Green Speech, Whale

## Sperm Whale Ascetic

Gargantuan natural magical beast

## Level 24 Soldier

XP 6,050

**HP** 210; **Bloodied** 105

**AC** 40; **Fortitude** 38; **Reflex** 34; **Will** 36

**Speed** 0, swim 10

**Initiative** +17

**Perception** +25

Blindsight 20 in water

### TRAITS

#### Aquatic

The whale gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Attack:* Melee 2 (one creature); +29 vs. AC.

*Hit:* 4d8+14 damage, and the sperm whale marks the target until the end of the ascetic's next turn.

### MINOR ACTIONS

#### Asceticism (healing) \* Encounter

*Effect:* The ascetic regains 25 hit points and gains resist 5 all until the end of its next turn.

### TRIGGERED ACTIONS

#### (melee) Fluke Crash \* At Will

*Trigger:* A creature marked by the ascetic moves or makes an attack that does not include the ascetic as a target.

*Attack (Immediate Interrupt):* Melee 3 (the triggering creature); +27 vs. Fortitude.

*Hit:* 2d10+5 damage and the target is stunned (save ends).

#### Mind Over Matter \* Encounter

*Trigger:* The ascetic is affected by a condition that a save can end.

*Effect (Immediate Reaction):* The ascetic makes a saving throw to end the triggering effect.

---

**Skills** Athletics +26, Endurance +27

**Str** 28    **Dex** 16    **Wis** 26

**Con** 30    **Int** 20    **Cha** 20

**Alignment** good

**Languages** Green Speech, Whale

## Blue Whale Mage

Gargantuan natural magical beast

## Level 30 Elite Controller

XP 19,000

**HP** 552; **Bloodied** 276

**AC** 44; **Fortitude** 43; **Reflex** 40; **Will** 44

**Speed** 0, swim 12

**Initiative** +18

**Perception** +30

Blindsight 30 in water

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

### TRAITS

#### Aquatic

The whale gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

### STANDARD ACTIONS

#### (mbasic) Tail Fluke \* At Will

*Attack:* Melee 3 (one creature); +35 vs. AC.

*Hit:* 6d10+5 damage and the blue whale mage pushes the target up to 2 squares.

#### (area) Icy Tide (cold) \* At Will

*Attack:* Area wall 5 within 10 squares (each creature in the wall); +31 vs. Reflex.

*Hit:* 4d8+20 cold damage and the whale slides the target up to 3 squares.

**Double Strike \* At Will**

*Effect:* The whale uses *tail fluke* or *icy tide* twice or uses *tail fluke* and *icy tide* once each.

**(area) Thunderous Whalesong** (thunder) \* **Recharges** when first bloodied

*Attack:* Area burst 2 within 10 squares (each creature in the burst); +31 vs. Fortitude.

*Hit:* 4d10+16 thunder damage and the target is stunned until the end of its next turn.

## MINOR ACTIONS

**(ranged) Enchanting Whalesong** (charm, thunder) \* **At Will** 1/round

*Attack:* Ranged 20 (one creature); +33 vs. Will.

*Hit:* The target is immobilized (save ends).

## TRIGGERED ACTIONS

**(close) Shocking Rebuttal** (lightning) \* **At Will**

*Requirement:* The whale must be bloodied.

*Trigger:* The whale is damaged by a close or melee attack.

*Attack (Immediate Reaction):* Close burst 2 (each creature in the burst); +31 vs. Reflex.

*Hit:* 2d10+8 lightning damage.

---

**Skills** Arcana +31, Endurance +29

**Str** 28    **Dex** 16    **Wis** 30

**Con** 28    **Int** 32    **Cha** 25

**Alignment** good

**Languages** Green Speech, Whale

# ZARATAN

**Source:** *2e Monstrous Manual*.

A zaratan is a gigantic, turtle-like beast of the seas that is so large- and that spends so much of its time in a deep slumber, often for decades or centuries at a time- that it is often mistaken for an island. Indeed, if undisturbed for a long enough time, a sleeping zaratan often ends up covered in shallow-rooted vegetation. Some even have shipwreck victims or savage cultures that live on them for years, never knowing the true nature of the beast upon which they dwell.

The shell of a full-grown zaratan is several hundred feet across and about twenty feet thick, making it almost impossible to harm a zaratan from above. Its head alone is about fifty feet across and resembles a partially submerged boulder encrusted in barnacles and coral.

**Likes Them Large:** A zaratan has a discerning intelligence and a surprising level of empathy for creatures of large enough size. They are known to occasionally consort with the largest whales, dragons of the sea or other immense ocean-dwelling creatures, but they find smaller creatures to be annoying, much as a human would find a gnat to be a minor aggravation. Since there are only a few, mostly singular beings as large as a zaratan, a zaratan tends to be lonely and somewhat arrogant.

**Slow and Long:** A zaratan spends over 95% of its time asleep, sometimes for a century or more without awaking. Everything a zaratan does is deliberately paced and done very slowly; likewise, a zaratan's memory is extraordinarily long (although usually fairly sparse, due to its lengthy periods of sleep). On the very rare occasions when two zaratani of opposite sex meet while at least one is awake, they will mate after a long, slow courtship of decades. Mating itself may take as long as a year.

**Encounters with Zaratan:** Most of the time, creatures encountering a zaratan never know it. The beast slumbers through the whole thing, and the other creatures involved believe it to be a rocky island. When a zaratan is roused, would-be opponents must move to its head or flippers to attack it; its head is 10x10 squares in size, while each flipper is 8x20 squares. The front flippers are 200' apart and set 100' behind the head; the rear flippers are likewise 200' apart, and are set 200' behind the front flippers.

## Zaratan

## Level 27 Solo Soldier

Gargantuan natural beast (aquatic, reptile)

XP 11,000

**Note:** In most cases, a zaratan's body will take up an entire side of the battlemat, and its head alone is 10x10 squares. Its immense size accounts for its tremendous reach.

**HP** 1,000; **Bloodied** 500

**Initiative** +13

AC 44; Fortitude 41; Reflex 36; Will 39

Perception +18

Speed 5, swim 20

Saving Throws +5; Action Points 2

## TRAITS

### Aquatic

The zaratan can breathe water and gains a +2 bonus to attack rolls against non-aquatic creatures in aquatic combat.

### Colossal Size

A zaratan's head is 10x10 squares in size, while each flipper is 8x20 squares. The front flippers are 200' apart and set 100' behind the head; the rear flippers are likewise 200' apart, and are set 200' behind the front flippers. Any of the exposed body parts can be attacked, but attacks on its 20' thick shell are useless.

### Too Big to Stop

The zaratan makes a saving throw against each condition or effect on it at the start of its turn, even if the condition or effect does not normally allow a saving throw.

## STANDARD ACTIONS

### (melee) Huge Bite \* At Will

*Attack:* Melee 10 (treat the head as the origin of the bite) (one creature); +32 vs. AC.

*Hit:* 5d10+8 damage.

*Effect:* Make the following secondary attack.

*Secondary Attack:* Area burst 2 centered on the primary target (each creature in burst other than the primary target); +30 vs. AC.

*Hit:* 4d10+5 damage.

### (area) Huge Gulp \* Recharge 5 6

*Attack:* Area burst 2 within 10 of the head (each creature in burst); +29 vs. Reflex.

*Hit:* 4d10+5 damage, and the target is swallowed. While swallowed, the target has line of sight and line of effect only to the zaratan and other swallowed creatures. A swallowed creature takes ongoing 35 acid damage. A successful Escape check, DC 30, allows the character to crawl out of the zaratan's throat and emerge in a space adjacent to its head. In addition, a single attack by a swallowed creature that deals at least 50 hit points of damage to the zaratan causes it to vomit all swallowed creatures forth, sliding each of them to a space within 10 squares of its head.

## MOVE ACTIONS

### Roll Over \* At Will

*Effect:* Each creature sharing the zaratan's space makes a saving throw. If it succeeds, it shifts to a space adjacent to the zaratan. If it fails, the zaratan slides the target to a space within 20 squares of the zaratan.

## MINOR ACTIONS

### Angry Bellow (thunder) \* Recharges at the start of the zaratan's turn if the zaratan is bloodied

*Attack:* Close blast 10 (each creature in blast); +28 vs. Reflex.

*Hit:* 10d6 thunder damage.

*Miss:* Half damage.

## TRIGGERED ACTIONS

### (melee) Flipper \* At Will

*Trigger:* A creature enters a square within 4 of any of the zaratan's flippers.

*Attack (Immediate Reaction):* Close burst 4 centered on each flipper (each creature in burst); +29 vs. Reflex.

*Hit:* 4d10+5 damage and the zaratan slides the target up to 10 squares.

---

Str 40    Dex 6    Wis 22

Con 26    Int 10    Cha 13

Alignment unaligned

Languages Draconic, Whale

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