

## Feral Troll

Level 6 Elite Brute XP

Large natural humanoid (giant)

**Initiative** +3

**Senses** Perception +4, low-light vision

**HP** 100, **Bloodied** 50

**AC** 18

**Fortitude** 21, **Reflex** 13, **Will** 14

**Vulnerable** 10 fire, **Saves** +2

**Speed** 6

**Action Points:** 1



⚔ **Claw** (standard; at-will) ◦ **Reach** 2

+9 vs AC, 1d8+6 damage

⚔ **Double Attack and Rend** (standard; at-will) ◦ **Reach** 2

Two claw attacks. If both hit the same target, see follow-up.

*Follow-up:* +9 vs Reflex, +1d8+6 damage and 5 ongoing damage (save ends)

⚔ **Feral Surge** (move; at-will)

Charge as move action.

**Feral Regeneration** (reaction to attack, usable only when bloodied, recharge 5,6)

Heal 20 hp.

**Humanoid Killer**

-2 penalty to attack if it targets a non-humanoid and a humanoid is within 2 squares

**Skills:** Endurance +15

**Str** 22(+9), **Dex** 10(+3), **Wis** 13(+4)

**Con** 20(+8), **Int** 6(+1), **Cha** 9(+2)

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## Fiendish Dire Rat Level 1 Skirmisher 100 xp

Small natural magical beast

**Initiative** +3

**Senses** Perception +2, darkvision

**HP** 29, **Bloodied** 14

**AC** 15

**Fortitude** 12, **Reflex** 14, **Will** 13

**Speed** 6



⚔ **Diseased Bite** (standard; at-will) ◦ **Disease**

+6 vs. AC; 1d6 damage, and the rat may make a free follow-up attack.

*Follow-up:* +4 vs. Fortitude; if the target is weakened, it takes 1d6 damage, otherwise the target is weakened (save ends)

⚔ **Fiendish Smite** (standard; encounter) ◦ **Necrotic**

The rat makes a diseased bite attack. If it hits, it deals an additional 1d6 necrotic damage, and the follow-up attack automatically hits.

**Evasive Scurry** (immediate reaction, when a melee attack misses the rat; at-will)

If the attacker fails a DC 16 Perception check, the rat is invisible to him until it attacks or until the end of its next turn.

**Alignment** Evil

**Str** 10 (+0) **Dex** 16 (+3) **Wis** 14 (+2)

**Con** 13 (+1) **Int** 3 (-4) **Cha** 10 (+0)

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## Fiendish Monstrous Spider

Level 1 Controller 100 xp

Small natural magical beast

**Initiative** +4

**Senses** Perception +2, darkvision

**HP** 24, **Bloodied** 12

**AC** 16

**Fort** 12, **Reflex** 15, **Will** 14

**Speed** 6



**Paralyzing Bite** (standard; at-will) ◦ **Poison**

+7 vs. AC; 1d4 damage, and the spider may make a free follow-up attack.

*Follow-up:* +3 vs. Fortitude; if the target is already taking a penalty to attack rolls, the penalty increases by 2, otherwise the target takes a -2 penalty to attack rolls (save ends).



**Web Net** (standard; at-will)

Range 5; +4 vs. Reflex; target is slowed and grants combat advantage to all attackers. Remove standard action; DC 15 Strength or Acrobatics check.



**Fiendish Smite** (standard; encounter) ◦ **Necrotic**

The spider makes a paralyzing bite attack. If it hits, it deals an additional 1d6 necrotic damage, and the follow-up attack automatically hits.

**Alignment** Evil

**Str** 10 (+0) **Dex** 18 (+4) **Wis** 14 (+2)

**Con** 11 (+0) **Int** 3 (-4) **Cha** 10 (+0)

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