

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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Potions by Delgar

(enworld)



Potion of Healing (Level 1)

Slot: Consumable

Use: Standard

Effect: Activate Healing Surge +1d6 extra healing

Potion of Resilience (Level 1)

Slot: Consumable

Use: Standard

Effect: +2 to AC and Defenses for the encounter.

Potion of Accuracy (Level 1)

Slot: Consumable

Use: Standard

Effect: +2 to attacks for the encounter.

Potion of Healing (Level 5)

Slot: Consumable

Use: Standard

Effect: +2 to attacks and damage for encounter, Gain 10 temporary hit points.

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