



A warrior of the Northern Reaches and her downed Frost Giant foe. Art by Phil Moyer, Bad Graphic Title Overlay by John Biles, Mystara logo by Wikipedia.

Credits Page:

Brief Table of Contents

Introduction: Page 3

Monsters in Alphabetical Order by Category / Species: Page 4

Monsters in Order by Level: Page 239

Primary Author: John Walter Biles

Thanks Due To: Everyone at the Piazza Discussion Boards and the RPG.net D&D Discussion Board who provided feedback to my endless swarms of monsters

Monster Sources: Rules Compendium, the Mystara Gazeteers, various Classic D&D adventures and monster compendiums

Special Thanks to:

Gary Gygax, who probably would have hated 4E, but who introduced me to D&D through his adventure, the Keep on the Borderlands. He lit million of flames of imagination and created a dream we all have shared. Thanks, Gary.

Zebulon Cook, who probably never imagined his little map would go so far or inspire so much and

Aaron Allston, who created the Grand Duchy of Karameikos Gazeteer, beginning the full development of Mystara and who has inspired me to over a dozen campaigns which began in Mystara and inspired many, many others.

Introduction

Welcome to the Mystara 4E Creature Compendium (M4E2). This is a massive compilation of Mystaran creatures converted to Fourth Edition D&D. Sources used included the Rules Compendium, the Gazeteer series, and various Classic D&D monster supplements. It sticks to creatures unique to Mystara or to Classic D&D or versions of monsters found in other editions of the game which are found in Mystara.

You will find 190 Heroic Tier, 76 Paragon Tier, and 26 Epic Tier monsters within this volume. This includes several famous Mystaran NPCs, including King Doriath of Alfheim, Duke Stefan Karameikos, Alfric Oderby of the Church of Karameikos, Bargle the Infamous, and of course, Baron Ludwig von Hendriks, the Black Eagle Baron.

Mystara has the Gemstone Dragons instead of the Metallic Dragons (except for Gold Dragons) and you will find them all detailed here at all four age steps: Amber, Crystal, Jade, Onyx, Ruby, and Sapphire. You will also find guidelines for using other canonical 4E dragons not normally found in Mystara.

Mystara also has many unique elemental and spirit creatures: Deep Glaurants, Helions, Hydrax, Kyrsts, Plasms, Spirits, and Undines, among others, and you will find them here.

I've also hit upon some of Mystara's unique humanoid races: Cheval, Pegataurs, Shadowelves, Thouls, and the mysterious time-travelling, technology using Oards.

And after all this, there's still lots of things that could be added, but which will have to wait for **Creature Compendium 2**. However, right now, we still have to get a **Player's Guide to Mystara** and a **DM's Guide to Mystara** done too...

Anyone got a few extra days a week they could loan me?

I hope you enjoy using this as much as I enjoyed writing it. If not, well, you got it for free.

Creatures in Alphabetical Order

Actaeon

Actaeon are humanoids with various amounts of Elk in them. They range from elk-like centaurs to humans with elk horns and unusually hairy legs. They act as defenders of the forest, often coordinating large fae forces and animals.

Actaeon Archer Level 12 Elite Skirmisher

Large fey humanoid XP 1400

Initiative +14 **Senses** Perception +15

HP 240; **Bloodied** 120

AC 26; **Fortitude** 22, **Reflex** 24, **Will** 22

Saves +2 **Action Points** 1 (*Actaeon may shift 2 as a free action in addition to the action they buy when they spend an action point*)

Speed 10

M Antlers (standard; at-will) | **Martial**

+15 vs. Fortitude; 1d10+5 and target is *prone*

r Longbow (standard; at-will) | **Martial, Weapon**

Ranged 20/40; +17 vs. AC; 2d6+5.

R Barrage of Arrows (standard; at-will) | **Martial, Weapon**

Make two **Longbow** attacks against the same or different targets

Mobile Skirmisher

+2d6 damage if he moves 5 or more squares in the same turn he attacks someone with a ranged or melee attack.

R Crippling Shot (standard; refresh 5-6) | **Martial, Weapon**

Ranged 20/40; +15 vs. Fortitude; 3d6+5 and target is *immobilized* (save ends)

R opportunity Shot (standard; refresh 5-6) | **Martial, Weapon**

Ranged 20/40; +15 vs. Reflex; 2d6+5 and the target is slid 4; an ally adjacent to the target may shift 1 as a free action into the square he formerly occupied.

C Actaeon's Breath (standard; daily) | **Illusion, Primal**

Close Blast 2; +15 vs. Will; targets look like woodland animals (an illusion) and are *dominated* to flee the area, taking one move per round (save ends)

Alignment Unaligned **Languages** Common, Elven

Skills Athletics +15, Nature +18, Perception +15, Stealth +22

Str 19 (+10) **Dex** 22 (+12) **Wis** 19 (+10)

Con 16 (+9) **Int** 14 (+8) **Cha** 12 (+7)

Equipment Longbow, Hide Armor

Skirmisher Actaeon tend to be centaur-like; a human torso, arms, and head (with elk horns) connected to an elk torso and legs. They are expert archers and lead snipers and guerilla forces of Fae and forest creatures.

Actaeon Priest Level 12 Elite Controller

Large fey humanoid XP 1400

Initiative +14 **Senses** Perception +15

HP 240; **Bloodied** 120

AC 26; **Fortitude** 22, **Reflex** 22, **Will** 24

Saves +2 **Action Points** 1 (*Actaeon may shift 2 as a free action in addition to the action they buy when they spend an action point*)

Speed 8

m **Antlers** (standard; at-will) | **Martial**

+16 vs. Fortitude; 1d10+5 and target is *prone*

M **Spear** (standard; at-will) | **Martial, Weapon**

Reach 2; +17 vs. AC; 1d10+5. One ally within 5 squares gets a +4 power bonus to hit the same target until the end of the Actaeon's next turn.

R **Natural Ally** (standard; refresh 5-6) | **Conjuration, Primal**

Ranged 10; This summons a phantom natural creature; it can be moved with your move actions and attack with your standard actions. It provides combat advantage against any foe it is adjacent to and attacks +17 vs. AC, 2d6+5 damage. It must be *sustained* with a minor action each round or it evaporates at the end of his next turn after he summons it. It gets a free attack the round you summon it.

R **Nature's Wrath** (standard; refresh 5-6) | **Primal, Thunder**

Burst 2 **within** 10 squares; +16 vs. Fortitude; 3d8+5 Thunder damage and target is dazed (save ends)

A **Wall of Plants** (standard; encounter) | **Primal, Plant, Zone**

Ranged 10; This creates a wall of hostile plant growth up to 8 squares in length; all squares must be adjacent in a line. It inflicts 2d6+6 on anyone trying to cross through it, counting as difficult terrain and inflicts 1d6+6 on any foe who starts out adjacent to it at the beginning of his term. It lasts until the end of your next turn, but can be *sustained* with a minor action.

C **Actaeon's Breath** (standard; daily) | **Illusion, Primal**

Close Blast 3; +15 vs. Will; targets look like woodland animals (an illusion) and are *dominated* to flee the area, taking one move per round (save ends)

Alignment Unaligned **Languages** Common, Elven

Skills Nature +19, Perception +12, Stealth +18

Str 19 (+10) **Dex** 14 (+8) **Wis** 22 (+12)

Con 16 (+9) **Int** 19 (+10) **Cha** 14 (+8)

Equipment Holy Symbol, Hide Armor, Spear

Actaeon Priests resemble Satyrs with Elk Horns; human face and torso and limbs; antlers on head, lower body resembles Elk legs. They wear more clothing than other Actaeons, usually decorated with holy symbols of beings like Ordana or Zirchev.

Actaeon Warrior Level 12 Elite Soldier (Leader)

Large fey humanoid XP 1400

Initiative +12 **Senses** Perception +10

HP 244; **Bloodied** 122

AC 28; **Fortitude** 26, **Reflex** 24, **Will** 24

Saves +2 **Action Points** 1 (*Acteon may shift 2 as a free action in addition to the action they buy when they spend an action point*)

Speed 7

m **Antlers** (standard; at-will) | **Martial**

+17 vs. Fortitude; 1d10+5 and target is *prone*

M **Spear** (standard; at-will) | **Martial, Weapon**

Reach 2; Before he attacks, one ally adjacent to either him or the target may shift one square as a free action. +19 vs. AC; 2d6+5.

M **Onslaught (standard; at-will)** | **Weapon**

Make a **Spear** and an **Antlers** attack against the same or different targets

M **Hammer and Anvil** (standard; refresh 5-6) | **Martial, Weapon**

Make a **Spear** attack; if it hits, an ally gains a free basic melee attack on the same target with +3 damage.

M **Lead the Attack** (standard action; once per encounter once bloodied) | **Primal, Weapon**

Reach 2; +19 vs. AC; 4d6+7 damage and until the end of the encounter, he and all his allies within 5 squares of him gain a +2 power bonus to hit the target.

C **Actaeon's Breath** (standard; daily) | **Illusion, Primal**

Close Blast 2; +17 vs. Will; targets look like woodland animals (an illusion) and are *dominated* to flee the area, taking one move per round (save ends)

Alignment Unaligned **Languages** Common, Elven

Skills Athletics +17, Nature +17, Stealth +20

Str 22 (+12) **Dex** 19 (+10) **Wis** 19 (+10)

Con 18 (+10) **Int** 12 (+7) **Cha** 16 (+9)

Equipment Spear, Hide Armor

Actaeon warriors have the head of an elk, a human torso and arms and the legs of an elk. They lead forces of Fae and woodland creatures into battle.

Adapter

Adapters are natural shapeshifters who travel the planes, studying everything around them but only sharing their knowledge with each other. They cannot take on the form of a specific person like a doppelganger, but can become humans, elves, tieflings, etc, etc.

Adaptor Warrior, Level 8 Soldier

Medium natural humanoid XP 350

Initiative +7 **Senses** Perception +5

HP 87; **Bloodied** 43

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

Resist 10 (Variable 2/encounter)*

Speed 6

m **Longsword** (standard; at-will) | **Weapon**

+15 vs. AC; 1d8+7

M **Adaptive Assault** (standard; at-will) | **Weapon**

+13 vs. Reflex; 1d8+5 and the Adaptor gains +2 AC power bonus vs the target until the end of his next turn.

M Feint (standard; refresh 4-6) | **Weapon**

+13 vs. Will; 1d8+5 and the target suffers -2 to hit the adaptor until the end of his next turn.

M Blade Dance (standard; encounter) | **Weapon**

The Adaptor may shift up to 2 squares, make a **Longsword** attack, shift 2 squares and make a second **Longsword** attack, then shift 2 squares. This ends his turn like a charge attack does.

* **Adaptor Resistance** (immediate reaction, 2/encounter)

Adaptors begin with no **Resist** at all, but when damaged by an attack with a damage tag (Fire, cold, etc) they can choose to gain **Resistance** 10 against that attack form for the rest of the encounter. They can swap over to a different **Resistance** if hit by a second form, but they lose the first. This second one then lasts until the end instead.

Change Shape (minor; at-will) | **Polymorph**

An Adaptor can alter its physical form to take on the appearance of any Medium humanoid species, but not specific individuals. (see Change Shape, MM page 280).

Alignment Unaligned **Languages** Common + 2 more (often Primordial, Supernal, or Abyssal)

Skills Arcana +14, Bluff +12, Dungeoneering +14, Nature +10

Str 17 (+7) **Dex** 13 (+5) **Wis** 12 (+5)

Con 15 (+6) **Int** 20 (+9) **Cha** 17 (+7)

Equipment: Cloth Armor, Longsword

Aerial Servant (Haoou)

Natives of the Plane of Air, Aerial Servants resemble man-shaped banks of rolling fog. They are malevolent creatures and enemies of humanity; nevertheless, they are bound to obey the summons of those who know the correct rituals, they they can only be commanded to services which do not inherently involve violence. (If ordered to deliver a sword to the city of Corunglain, they will fight to defend themselves if attacked, but the task is acceptable as it doesn't inherently require violence. Convincing one to deliver the sword to Orcus' pancreas is another question...) They are known as Haoou at home. They are enemies to Helion and Djinn but especially fear Earth-based creatures.

Aerial Servant, Level 16 Skirmisher

Medium Elemental (air) humanoid XP 1400

Initiative +15 **Senses** Perception +13

HP 156; **Bloodied** 78

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

Speed 12; Fly 24

m **Cyclone Punch** (standard; at-will)

+21 vs. AC; 2d8+7

M **Grab And Go** (standard; at-will)

+ 19 vs. Reflex; target is *restrained* and now automatically moves with the Aerial Servant; this *restrained* condition must be escaped as one escapes a *grab*. Once one target has been *restrained*, this cannot be used again so long as that target remains *restrained* and conscious.

M Crush (standard; at-will)

This attack can only be used on restrained targets. +19 vs. Fortitude; 3d8+7 damage.

Mobile Skirmisher

+2d8 damage on any melee attack when the Aerial Servant has moved 4 or more squares in one turn.

Alignment Evil **Languages** Common, Primordial

Skills Acrobatics +18, Athletics +20, Stealth +18

Str 24 (+15) **Dex** 21 (+13) **Wis** 21 (+13)

Con 20 (+13) **Int** 16 (+11) **Cha** 6 (+6)

Agarat

Agarat resemble Ghouls and typically associate with them. Instead of paralytic abilities, however, they possess a nasty death scream, though thankfully they can't use it too often. Like other undead, those slain by an Agarat will rise later as an Agarat. Though in the case of Agarat, they stand a fair chance of being eaten before they can rise.

Agarat, Level 5 Controller

Medium natural humanoid XP 200

Initiative +6 **Senses** Perception +2

HP 63; **Bloodied** 31

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

Immune disease; poison; sleep; breathing

Resist necrotic 10

Vulnerable radiant 5

Speed 6

m **Claws** (minor; at-will)

+10 vs. AC; 1d4+2

M **Bite** (standard; at-will)

+9 vs. Fortitude; 1d6+4 and target is now *restrained*; this must be escaped as per a *grab*.

C **Death Scream** (standard; at-will) | **Necrotic**

Close Burst 4; +7 vs. Fortitude; 1d6+4 Necrotic and target is -2 to hit until the end of his next turn.

C **Drain Life** (immediate reaction to hitting the target with his own **Death Scream**; encounter) | **Necrotic**

Close Burst 4; Target must be *restrained*; +9 vs. Fortitude; the target loses 2 healing surges and he may spend a healing surge (healing 16 HP). The target regains these healing surges after a short rest. (**NOTE:** He only has one healing surge, so if he drains multiple people, he does not get to spend multiple surges!!! If you upgraded him to Paragon or Epic, he would have 2 or 3 surges to spend respectively.)

Alignment Chaotic Evil **Languages** Common

Skills Stealth +11
Str 14 (+4) **Dex** 19 (+6) **Wis** 11 (+2)
Con 15 (+4) **Int** 10 (+2) **Cha** 12 (+3)

Ant, Giant

Who doesn't love giant ant monsters?

Warrior Ant, Level 4 Soldier

Medium natural beast (insect) XP 175

Initiative +5 **Senses** Perception +4

HP 56; **Bloodied** 28

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

Speed 9

m **Pincers** (standard; at-will)

+11 vs. AC; 1d6+4 and target is *restrained* until the end of his next turn.

Ant Cooperation

+2 to all defenses when adjacent to 2 or more Giant Ants

Obsessive

Warrior Ants never retreat from combat, although they may choose not to chase retreating foes. They resist all push and slide effects which move them away from any foe they are adjacent to, reducing them by 2.

Alignment Unaligned **Languages** --

Skills Athletics +11, Endurance + 10

Str 18 (+6) **Dex** 12 (+3) **Wis** 14 (+4)

Con 16 (+5) **Int** 6 (+0) **Cha** 4 (-1)

Warrior Ants are the defenders of a nest, fighting hard to suppress any invaders or to bring meat back to the nest to feed to the queen. They communicate silently by scent.

Archon, Mystaran

Mystaran Archons are champions of Law, rather than of the Elemental Planes. They seek to find sources of evil and then either push adventurers towards the problem or find adventurers to aid against them. They may voluntarily serve as mounts. They form mated pairs with 1d3 young, but their young are rarely encountered by adventurers.

Female Archon of Law, Level 18 Elite Brute

Huge Immortal Beast (Chimera) XP 4000

Initiative +11 **Senses** Perception +20

Resist Fire 15, **Poison** 15

HP 428; **Bloodied** 214

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

Saves +2 **Action Point** 1

Speed 6; Fly 12

m **Gore** (standard; at-will)

+21 vs. AC; 3d8+7

C **Fire Breath** (standard; at-will) | **Fire**

Close Blast 3; +19 vs. Reflex; 1d10+7 fire damage

M or C or both **Multiple Heads** (standard; at-will)

The Archon may use two **Fire Breaths**, two **Gores** or one **Gore** and one **Fire Breath** in a round.

C **Improved Fire Breath** (standard; refresh 5-6) | **Fire**

Close Blast 3; +19 vs. Reflex; 2d8 +7 fire damage and 10 ongoing fire damage (save ends)

C **Healing Word** (minor; 3/encounter) | **Divine, Healing**

Close Burst 10; single target can burn a healing surge, adding 4d6 extra healing.

A **Purifying Fire** (standard; encounter) | **Divine, Fire**

Area Burst 2 within 10 squares; +19 vs. Reflex. 3d10+6 fire damage and ongoing 10 fire damage (save ends). During that time, the Archon or any ally who starts a turn adjacent to someone suffering ongoing damage from this power regains 10 HP.

Celestial Charge (while mounted by a friendly rider of 10th level or higher; at-will) | **Mount, Radiant**

On charge attacks, a Female Archon of Law's rider deals an extra 2d6 radiant damage.

Teleport (move; at-will)

Archons of Law may teleport six squares as a move action.

Alignment Lawful Good **Languages** Common, Supernal, + 1 other language

Skills Insight +20; Perception + 20, Religion + 20

Str 25 (+16) **Dex** 14 (+11) **Wis** 22 (+15)

Con 24 (+16) **Int** 22 (+15) **Cha** 16 (+12)

Female Archons resemble a giant eagle with a draconic neck from which spring two bull heads and the head of a female human.

Male Archon of Law, Level 18 Elite Soldier

Huge Immortal Beast (Chimera) XP 4000

Initiative +13 **Senses** Perception +21

Resist Fire 15, **Poison** 15

HP 344; **Bloodied** 172

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

Saves +2 **Action Point** 1

Speed 6; Fly 12

m **Sword Strike** (standard; at-will) | **Weapon**

+25 vs. AC; 2d8+7 damage

M **Righteous Strike** (standard; at-will) | **Divine, Radiant, Weapon**

+25 vs. AC; 2d8+7 radiant damage and one ally within 5 squares gains +6 power bonus to hit with their next attack against the same target.

M **Onslaught** (standard; at-will) | **Weapon**

The Archon takes two **Sword Strike** attacks at the same or different targets

M Inspiring Strike (standard; refresh 5-6) | **Divine, Healing, Radiant**
+25 vs. AC; 3d8+7 radiant damage and the Archon or an ally within 5 squares may spend a healing surge.

Flaming Sword (standard; daily) | **Divine, Fire**

Until the end of his next turn, all melee attacks do fire damage in addition to normal damage and also 10 ongoing fire damage. **Sustain minor:** Extends the duration another turn.

C Healing Word (minor; 3/encounter)

Close Burst 10; single target can burn a healing surge, healing an additional 4d6 damage as well.

Celestial Charge (while mounted by a friendly rider of 10th level or higher; at-will) |

Mount, Radiant

On charge attacks, a Male Archon of Law's rider deals an extra 2d6 radiant damage.

Teleport (move; at-will)

Archons of Law may teleport six squares as a move action.

Alignment Lawful Good **Languages** Common, Supernal, + 1 other language

Skills Insight +21; Perception + 21, Religion + 20

Str 22 (+15) **Dex** 14 (+11) **Wis** 25 (+16)

Con 20 (+14) **Int** 22 (+15) **Cha** 20 (+14)

Equipment Sword or other weapons; if they have a magic item treasure packet it will likely be an enchanted weapon.

Male Archons have the bodies of giant eagles but with the head, arms and torso of a human. They typically fight with weapons.

Beetle (usually giant...)

Oil Beetle Level 2 Artillery

Medium natural beast XP 125

Initiative +4 **Senses** Perception +1

HP 30; **Bloodied** 15

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

Resist 10 Poison

Speed 6

m **Bite** (standard; at-will)

+9 vs. AC; 1d6+3 damage.

R **Oil Shot** (standard; at-will)

Ranged 15; +7 vs. Reflex; 2d6+3 Poison damage and -2 to hit until the end of your next turn.

C **Oil Spray** (standard; recharge 5-6) | **Poison**

Close Blast 3; +7 vs. Fortitude; 2d6+3 Poison damage and -2 to hit to the end of your next turn

Alignment Unaligned **Languages** —

Str 12 (+2) **Dex** 16 (+4) **Wis** 10 (+1)

Con 12 (+2) **Int** 1 (-4) **Cha** 8 (-0)

Oil Beetles fire a caustic oil at their enemies which reduces their ability to fight and causes painful blisters and boils on the skin.

Tiger Beetle Level 3 Skirmisher

Medium natural beast XP 150

Initiative +5 **Senses** Perception +1

HP 46; **Bloodied** 23

AC 17; **Fortitude** 16, **Reflex** 15, **Will** 13

Speed 9

m **Bite** (standard; at-will)

+8 vs. AC; 1d10+3 damage.

Mobile Predator

Add +1d6 to their damage if they moved 4 or more squares away from their starting point this turn.

Swift Predator

On a charge, Tiger Beetles may add +2 racial bonus to their movement without giving other creatures combat advantage.

Alignment Unaligned **Languages** —

Skills Athletics +9, Endurance +8

Str 16 (+4) **Dex** 14 (+3) **Wis** 10 (+1)

Con 14 (+3) **Int** 1 (-4) **Cha** 8 (-0)

Tiger Beetles are swift, mobile predators who use their superior speed to run down prey until the prey either collapses exhausted or they gradually whittle it down to collapse.

Beholders

Undead Beholder Level 22 Solo Artillery

Large aberrant construct (undead) XP 20,750

Initiative +19 **Senses** Perception +20; all-around vision, darkvision

Aura 6; **Eyes of the Beholder:** *at the start of each enemy's turn, if that foe is within the aura and in the eye tyrant's line of sight, the eye tyrant uses one random eye ray power against that creature.*

Immune disease; poison; sleep; breathing

Resist necrotic 20

Vulnerable radiant 10

HP 640; **Bloodied** 320

Regeneration 10

AC 34; **Fortitude** 30, **Reflex** 32, **Will** 34

Saving Throws +5 **Action Points** 2 (*While bloodied, Undead Beholders may immediately refresh and use Eye Ray Frenzy by burning an Action Point*)

Speed fly 4 (hover)

m **Bite** (minor; at-will)

+27 vs. AC; 2d6+8 damage and the target is –2 to all actions until the end of the Undead Beholder's next turn.

R Eye of Reflection (Central Eye) (immediate reaction; at-will) | **Arcane, Protection**
When hit by an Arcane or Divine attack, it makes a counterattack at the person who hit it if they are within **Ranged** 20; +26 vs. Will; 3d6+8 damage of the same type inflicted on the Undead Beholder

R Eye Rays (standard; at-will) | see text

The eye tyrant can use up to three different *eye ray* powers (chosen from the list below). Each power must target a different creature. Using eye rays does not provoke opportunity attacks.

1—Demon of Entropy: Entropic Ray (Necrotic): Ranged 10; +27 vs. Fortitude; 1d8 + 11 damage, and ongoing 15 necrotic damage (save ends).

2—Beholder's Eye: Telekinesis Ray: Ranged 10; +27 vs. Fortitude; the target slides 6 squares.

3—Eye of a Priest of Thanatos: Death Ray (Necrotic): Ranged 10; +27 vs. Fortitude; 1d8 +11 necrotic damage, and if the target is bloodied it is dazed (save ends). *First Failed Save:* The target is dazed and weakened (save ends). *Second Failed Save:* The target dies.

4—Vampire's Eye: Charm Ray (Charm): Ranged 10; +27 vs. Will; the target charges its nearest ally and makes a melee basic attack against it.

5—Dracolich's Eye: Fear Ray (Fear, Psychic): Ranged 10; +27 vs. Will; 1d8 + 11 psychic damage, and the target moves its speed away from the beholder by the safest route possible (save ends).

6—Ghoul's Eye: Paralysis Ray: Ranged 10; +27 vs. Reflex; the target is restrained (save ends).

7—Lich's Eye: Dispel Magic: Ranged 10 (trace route to the edge of the zone or conjuration to be affected); target must be a zone or conjuration; +27 vs. Will of Zone/Conjuration creator; the zone or conjuration ceases to exist.

8—Wight's Eye: Energy Drain (Necrotic): Ranged 10; +27 vs. Fortitude; 1d8+11 Necrotic damage and the target is weakened (save ends); the Undead Beholder regains HP equal to the amount of damage inflicted after the target's resistances are taken into account.

9—Mummy's Eye: Rotting Ray (Necrotic): Ranged 10; +27 vs. Fortitude; 1d8+11 Necrotic damage and the target contracts Mummy Rot (DMG 49). :

10—Eye of the Death Master: Animate Dead (encounter): Ranged 10; 6 Faithful Wight Warriors appear within the range and serve and protect the Undead Beholder for the rest of the fight.

R Eye Ray Frenzy (standard, usable only while bloodied; recharge 6) | see text

As *eye rays* above, except the undead beholder makes five eye ray attacks.

Alignment Evil **Languages** Deep Speech + 3 others of the creator's choice

Str 14 (+13) **Dex** 26 (+19) **Wis** 19 (+15)

Con 22 (+17) **Int** 24 (+18) **Cha** 30 (+21)

Faithful Wight Warriors Level 22 Minion

Medium elemental humanoid (undead) XP 1,275

Initiative +17 **Senses** Perception +14; darkvision

HP 1; a missed attack never damages a minion; see also *dead blood*

AC 34; **Fortitude** 34, **Reflex** 33, **Will** 30

Immune disease, poison;

Resist 10 necrotic; **Vulnerable** –2 all defenses against radiant damage

Speed 8, climb 4

m **Claws** (standard; at-will) | **Necrotic**

+25 vs. AC; 5 untyped damage and 8 Necrotic, and the target is –2 to all attacks until the end of his next turn. (this penalty does not stack with itself but may stack with other penalties from other kinds of sources. Anyone with Necrotic resistance ignores it.)

Faithful Warriors

The Faithful Wight Warrior reduces all forced movement by 3 and receives an immediate saving throw if a '*dominated*' condition is imposed on it as an immediate interrupt.

Alignment Chaotic Evil **Languages** Abyssal

Skills Stealth +22

Str 27 (+18) **Dex** 25 (+17) **Wis** 18 (+14)

Con 23 (+16) **Int** 19 (+14) **Cha** 13 (+11)

Undead Beholders are constructs, made from pieces of beholders and many other creatures. They are extremely powerful but also very rare, as it requires an epic level ritual to make them. (*Construct Undead Beholder* is a 26th level Arcana ritual, requiring you to collect all the appropriate eye types and several beholder corpses for incorporation, along with expending 45,000 GP worth of materials.)

Birds

Moan Bird, Level 2 Controller

Small Fey Beast (bird) XP 125

Initiative +4 **Senses** Perception +8

Resist Insubstantial (MM 282)

Immune Doesn't Need to Breathe or Air to Fly

HP 36; **Bloodied** 18

AC 16; **Fortitude** 12, **Reflex** 14, **Will** 13

Speed 3; Fly 8

m **Bite** (standard; at-will)

+7 vs. AC; 1d4

C **Moan** (standard; at-will) | **Fear, Psychic**

Close Burst 5; +6 vs. Will; 1d6+4 Psychic damage and push 3 (5 if you are Azcan)

Alignment Unaligned **Languages** ---

Skills Nature +8, Perception +8

Str 8 (+0) **Dex** 16 (+4) **Wis** 14 (+3)

Con 12 (+2) **Int** 6 (-1) **Cha** 10 (+1)

‘Everyone’ knows the moan of the Moan Bird means death. It arouses an instinctive fear that causes people to flee from its presence, especially among the Azcans, who grow up on stories of how it heralds death. It actually spends much of its time flying among the floating islands of the Hollow World, where air may be thin to non-existent. It only fights humans and humanoids and demi-humans if it has no other choice, preferring to eat vermin. It looks like a ghostly combination of a falcon and an owl.

Blacklore Devices

The pathetic Blacklore Elves of the Hollow World are able to survive despite being total losers because the Immortals pitied them, constructing ‘technological’ automatons and other devices (which look technological but are actually magic) to serve them.

Blacklore Automaton, Level 2 Soldier

Medium animate construct (Blacklore) XP 125

Initiative +5 **Senses** Perception +3

HP 41; **Bloodied** 20

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

Resist cold 10 **Fire** 5

Speed 6

m **Metal Fist** (standard; at-will)

+7 vs. AC; 1d10+3 damage

Alignment Unaligned **Languages** Blackmoorian Elvish, Quintenary*

Skills Craftwork +8, Heavy Lifting +9, Household Maintenance +8, Put Up With Idiots +13

Str 17 (+4) **Dex** 14 (+3) **Wis** 14 (+3)

Con 17 (+4) **Int** 14 (+3) **Cha** 6 (-1)

Equipment As given by their owner if any

These poor robots have the job of doing most of the real work in the Blacklore Valley of the Hollow World. They cook, they clean, they make goods, etc, etc. However, they were constructed to be completely subservient. Some are generic ‘YES MASTER’ robots; others have some degree of personality if not enough to free themselves of the yoke of their idiot masters.

*Blacklore devices are based on a 5 possible state system instead of just two: Four on positions (Air, Earth, Fire, Water) and one off (Entropy). This allows for much faster computing and much less space being needed for memory storage.

Cheval

Cheval are a special kind of centaur created by Zirchev to defend the wilds and to avenge horses who are being abused. They may take on a centaur, warhorse, or Riding Horse form as they desire. They still worship Zirchev and are most commonly found where his

worship is common. They are the especial enemy of lycanthropes and anyone who abuses horses.

Cheval PCs get +2 to Str and Wisdom, +2 to Athletics and Nature, *Disengage* as an encounter Power, a Movement of 8, and the Ability to change forms.

Cheval Archer Level 9 Artillery

Medium fey humanoid (Shapechanger) XP 400

Initiative +9 **Senses** Perception +4

HP 74; **Bloodied** 37

Regeneration 5 (if the Cheval takes damage from a silver weapon, its regeneration doesn't function on its next turn)

AC 21; **Fortitude** 19, **Reflex** 21, **Will** 16

Speed 8

m **Hoof** (standard; at-will) | **(Horse or Centaur Form)**

+14 vs. AC; 1d8+3 and push 1

r **Shortbow** (standard; at-will) | **Weapon (Centaur Form)**

Ranged 15/30; +16 vs. AC; 1d8+5

R **Twin Shot** (standard; at-will) **(Centaur Form)**

The Cheval may take 2 **Shortbow** attacks at the same or different targets.

M **Double-Kick** (move; refresh 5-6) **(Horse or Centaur Form)**

Take two **Hoof** attacks against the same target; the target is only pushed 1 square if both hit and is not pushed until after both attacks are resolved.

Disengage (move; refresh 5-6)

The Cheval may move up to its speed in squares, but the first square of movement does not provoke opportunity attacks.

Horse Forms (minor; at-will) | **Polymorph**

A Cheval can alter its physical form to appear as a riding horse, warhorse, or a unique centaur (see **Change Shape**, page 280 of the MM). It cannot use its lance abilities in either horse form. It gains the Mount powers of those forms when it adopts them.

Alignment Unaligned **Languages** Common, Fey, Horse (can talk to horses in any form)

Skills Athletics +14, Insight +10, Nature +12,

Str 17 (+7) **Dex** 20 (+9) **Wis** 13 (+5)

Con 14 (+6) **Int** 10 (+4) **Cha** 11 (+4)

Equipment Leather Jacket and Leather barding, Shortbow and Quiver of Arrows (20 normal, 10 silver for any Lycanthrope foes)

Cheval Archers fight from range when possible, but can mix it up with their hooves if they have to. They will shell foes to break up formations in order to open gaps for the lancers to exploit.

Cheval Lancer Level 9 Skirmisher

Medium fey humanoid (Shapechanger) XP 400

Initiative +7 **Senses** Perception +5

HP 94; **Bloodied** 47

Regeneration 5 (if the Cheval takes damage from a silver weapon, its regeneration doesn't function on its next turn)

AC 23; Fortitude 23, Reflex 21, Will 18

Speed 8

m **Hoof** (standard; at-will) | **(Horse or Centaur Form)**

+14 vs. AC; 1d8+5 and push 1.

m **Lance** (standard; at-will) | **Weapon (Centaur Form)**

Reach 2; +14 vs. AC; 2d6+5

r **Javelin Toss** (standard; at-will) | **Weapon (Centaur Form)**

Ranged 5/10; +12 vs. AC, 1d8+5

M **Double-Kick** (standard; refresh 5-6) **(Horse or Centaur Form)**

Take two **Hoof** attacks against the same target; the target is only pushed 1 square if both hit and is not pushed until after both attacks are resolved.

M **Ride-By Assault** (standard; refresh 5-6) **(Centaur Form)**

The Cheval may take up to a full 8 square move and then gets a Lance Attack. If the attack succeeds, it may keep moving if it did not use its full 8 squares without provoking opportunity attacks from its initial target.

Lance Charge (Centaur Form)

When the Cheval Lancer charges, on a successful attack he adds +1d8 damage and also renders his target *prone*.

Disengage (move; refresh 5-6)

The Cheval may move up to its speed in squares, but the first square of movement does not provoke opportunity attacks.

Horse Forms (minor; at-will) | **Polymorph**

A Cheval can alter its physical form to appear as a riding horse, warhorse, or a unique centaur (see **Change Shape**, page 280 of the MM). It cannot use its lance abilities in either horse form. It gains the Mount powers of those forms when it adopts them.

Alignment Unaligned **Languages** Common, Fey, Horse (can talk to horses in any form)

Skills Athletics +16, Insight +10, Nature +12,

Str 20 (+9) Dex 17 (+7) Wis 13 (+5)

Con 14 (+6) Int 10 (+4) Cha 11 (+4)

Equipment chain shirt + chain barding, Lance, brace of javelins (10)

Cheval Lancers train to take on human cavalry and infantry with lances, reserving their attacks for riders instead of mounts. They prefer to fight in a mobile fashion, shelling foes with Javelins, then charging in and darting out before retaliation can come.

Cheval Priest of Zirchev Level 9 Controllers

Medium fey humanoid (Shapechanger) XP 400

Initiative +7 Senses Perception +4

HP 94; Bloodied 47

Regeneration 5 (if the Cheval takes damage from a silver weapon, its regeneration doesn't function on its next turn)

AC 23; Fortitude 21, Reflex 21, Will 23

Speed 8

m **Hoof** (standard; at-will) | **(Horse or Centaur Form)**

+14 vs. AC; 1d8+5 and push 1

m **Maul** (standard; at-will) | **Weapon (Centaur Form)**

+14 vs. AC; 2d6+5 and one ally within 5 gains +2 power bonus to AC until the end of his next turn

R **Arrow of Zirchev** (standard; at-will) | **Divine, Radiant (Centaur Form)**

Ranged 10; +13 vs. Reflex; 1d8+5 radiant damage and the next ally to hit the target inflicts 1d6 extra radiant damage; if the Cheval hits the target several times before any allies do, the extra damage stacks until an ally hits.

R **Lasso of Zirchev** (standard; refresh 5-6) | **Divine, Radiant (Horse or Centaur Form)**

Ranged 5; +13 vs. Reflex; 3d8+5 radiant damage and target is *immobilized* (save ends)

M **Double-Kick** (standard; refresh 5-6) **(Horse or Centaur Form)**

Take two **Hoof** attacks against the same target; the target is only pushed 1 square if both hit and is not pushed until after both attacks are resolved.

Disengage (move; refresh 5-6)

The Cheval may move up to its speed in squares, but the first square of movement does not provoke opportunity attacks.

Horse Forms (minor; at-will) | **Polymorph**

A Cheval can alter its physical form to appear as a riding horse, warhorse, or a unique centaur (see **Change Shape**, page 280 of the MM). It cannot use its lance abilities in either horse form.

Ritual of Horse Summoning

Given 10 minutes to work, Cheval Priests of Zirchev can summon 1d3 Warhorses; this should generally happen off stage and be figured into the combat encounter.

Alignment Unaligned **Languages** Common, Fey, Horse (can talk to horses in any form)

Skills Athletics +14, Insight +14, Nature +14, Religion +14

Str 17 (+7) **Dex** 17 (+7) **Wis** 19 (+9)

Con 14 (+6) **Int** 14 (+6) **Cha** 15 (+6)

Equipment chain shirt + chain barding, Holy Symbol of Zirchev, Maul

Cheval Priests lead other Cheval in battle, designating primary targets with Zirchev's Prey, pinning the targets in place with Zirchev's lasso, then supporting attacks on them with Arrow of Zirchev and defending themselves with their maul if need be.

Choker

Chokers are spindly stone brown/grey humanoids with heads and torsos the size of a baby, but very elongated and freely moving legs and arms. They lurk in tight places, constructing mazes of tunnels only they can fit into, then strangle passers by; anyone going lone near their tunnels is a target. They aren't very brave, so if things go poorly, they flee into their tunnels. They are very *slow*, so they never go far from one of their tunnels if they can help it.

Choker Level 4 Lurker

Small natural humanoid XP 175

Initiative +5 **Senses** Perception +9; Darkvision

HP 45; **Bloodied** 22

AC 18; **Fortitude** 17, **Reflex** 16, **Will** 15

Speed 2; burrow 1

m **Grab** (standard; at-will) | **Weapon**

+7 vs. Reflex; 1d6+4 and *restrained*, as per normal Grab

M **Strangle** (standard; at-will vs. any *restrained* target) | **Weapon**

+8 vs. Fortitude; 2d8+4 and *dazed* until the end of its next turn

Stony Skin

When surrounded by stone, the Choker always counts as having total concealment for purposes of entering Stealth, so long as it isn't Restraining someone.

Flexible Body

Due to its flexibility and stretchiness, it counts as Tiny for moving through areas too small for larger creatures. It also adds +4 to any attempt to escape being Grabbed.

Alignment Evil **Languages** ---

Skills Acrobatics +10, Dungeoneering +9, Perception +9, Stealth +12

Str 18 (+6) **Dex** 16 (+5) **Wis** 14 (+4)

Con 15 (+4) **Int** 8 (+1) **Cha** 6 (+0)

Equipment ---

Crab, Giant

Lesser Giant Crab, Level 3 Brute

Large natural beast (Crab) XP 150

Initiative +3 **Senses** Perception +3

HP 57; **Bloodied** 28

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

Resist cold 5

Speed 4

m **Claw** (standard; at-will)

Reach 2; +6 vs. AC; 2d6+3 damage

M **Crab Weapon Snatch** (standard; at-will)

Reach 2; +4 vs. Reflex; the crab imposes the *restrained* condition on the target's weapon or implement. This effectively imposes the *restrained* condition on the target, unless it lets go of its weapon or implement. The target must use the normal escape methods for leaving a *grab* to escape with his weapon or else let go and let the crab have it. He can only *restrain* one weapon at a time.

Crab Scuttle (immediate reaction; refresh 5-6)

Upon being struck by a melee attack, the Giant Crab shifts 3 squares. If it has *restrained* a foe, the *restrained* foe can be slid 3 squares by the Giant Crab but must end its move still adjacent to it. The foe may choose to let go of his implement or weapon and not be slid, but the Crab takes it with him, then.

Alignment Unaligned **Languages** ---

Skills Athletics +9

Str 17 (+4) **Dex** 14 (+3) **Wis** 14 (+3)

Con 17 (+4) **Int** 4 (-2) **Cha** 4 (-2)

Giant Crabs, like most regular crabs, do not swim; they walk on the beach or on the bottom of rivers, lakes, the ocean, etc. Giant Crabs are omnivores, quite willing to eat humans, though they also consume huge amounts of algae and plant life near water. Some grow much larger.

Greater Giant Crab, Level 6 Brute

Large natural beast (Crab) XP 250

Initiative +6 **Senses** Perception +6

HP 89; **Bloodied** 44

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

Resist cold 5

Speed 5

m **Claw** (standard; at-will)

Reach 2; +9 vs. AC; 2d8+4 damage

M **Crab Weapon Snatch** (standard; at-will)

Reach 2; +7 vs. Reflex; the crab imposes the *restrained* condition on the target's weapon or implement. This effectively imposes the *restrained* condition on the target, unless it lets go of its weapon or implement. The target must use the normal escape methods for leaving a *grab* to escape with his weapon or else let go and let the crab have it. He can only *restrain* one weapon at a time.

Crab Scuttle (immediate reaction; refresh 5-6)

Upon being struck by a melee attack, the Giant Crab shifts 3 squares. If it has *restrained* a foe, the *restrained* foe can be slid 3 squares by the Giant Crab but must end its move still adjacent to it. The foe may choose to let go of his implement or weapon and not be slid, but the Crab takes it with him, then.

Alignment Unaligned **Languages** ---

Skills Athletics +12

Str 19 (+7) **Dex** 16 (+6) **Wis** 16 (+6)

Con 19 (+7) **Int** 4 (+0) **Cha** 4 (+0)

Death Leech

Death Leeches are shapeshifting undead, able to take on the form of any humanoid undead creature. In their true form, they are a giant flattish translucent amoeba with 8 long tendrils. If slain in a shifted form, they retain it until touched, then collapse into their true form and swiftly rot. They typically take on their true form when they fight. They come from the planes of Entropy and often serve creatures of Entropy.

Death Leech, Level 8 Soldier

Medium Aberrant Beast (undead) XP 350

Initiative +8 **Senses** Perception +6

HP 90; **Bloodied** 45

AC 24; **Fortitude** 23, **Reflex** 20, **Will** 20

Immune disease; poison; sleep; breathing

Resist necrotic 10

Vulnerable radiant 5

Speed 6 in humanoid form; 12 in true form

m **Tendril** (standard; at-will)

+15 vs. AC; 1d8 + 5 Necrotic and lose 1 healing surge

M **Paralyzing Touch** (standard; refresh 5-6)

+13 vs. Fortitude; 3d8+5 Necrotic and Immobilize (save ends)

Change Shape (minor; at-will) | **Polymorph**

A Death Leech can alter its physical form to take on the appearance of any Medium humanoid undead, including a unique individual (see Change Shape, MM page 280). It only moves 6 instead of 12 when in humanoid form.

Alignment Chaotic Evil **Languages** Common

Skills Stealth +11

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

Con 18 (+8) **Int** 14 (+6) **Cha** 14 (+6)

Deep Glaurant

Deep Glaurants are a race of four-armed, clawed, stony Entropic humanoids which live in the Shadowdeep under the Five Shires, clustering around sources of Blackflame. They form city-states in the deeps, fighting intruders and each other for command of their deep caverns and precious Blackflame. Some of them are very skilled engineers, and they enjoy creating traps for enemies to stumble into and they are very good at exploiting natural hazards against their foes. They have small wings from their shoulders, good enough for gliding but not for true flight. They often use their four sets of claws to scramble up a cliff face, then glide down to bomb dive foes to open an attack.

Deep Glaurants can see through the darkness created by any Deep Glaurant. Any Halfling with training in use of Blackflame can also see through this darkness, as it's made out of a very mild form of blackflame.

Deep Glaurant Warrior Level 8 Skirmisher

Large Elemental humanoid (Entropic, Blackflame) XP 350

Initiative +7 **Senses** Perception +8, Darkvision

HP 90; **Bloodied** 45

AC 22; **Fortitude** 21, **Reflex** 19, **Will** 18

Resist Blackflame 10

Speed 6; **Swim** 6; **Glide** 8*; **Climb** 4, **Burrow** 3

m **Claws** (standard; at-will) | **Weapon**

Reach 2; +13 vs. AC; 1d6+5

M **Four-Armed** (standard; at-will) | **Weapon**

The Deep Glaurant may take 2 **Claws** attacks at the same or different targets.

M **Dive Bomb** (standard; at-will if gliding)

The Glaurant takes a standard move, possibly attracting opportunity attacks, then attacks at +11 vs. Reflex, inflicting 2d6+5 and knocking its target *prone*. If it misses, however, it ends up *prone* in a random empty square adjacent to its target.

Evade Terrain (move; refresh 5-6)

With a little help from his wings in jumping, the Deep Glaurant half-flies, half-runs, taking a normal move which ignores any penalties for difficult terrain.

C Darkness (minor, refresh 5-6) | **Arcane, Blackflame, Zone**

Close Burst 3; This zone now plunges into darkness, offering total concealment, until the start of their next turn. **Sustain minor**: This makes the darkness last another turn, but their power cannot refresh so long as they sustain a use of it.

Alignment Evil **Languages** Common, Deep Speech

Skills Acrobatics +14, Dungeoneering + 11, Perception +11, Thievery +14 (just for setting and disarming traps and hazards)

Str 20 (+9) **Dex** 17 (+7) **Wis** 14 (+6)

Con 18 (+8) **Int** 14 (+6) **Cha** 8 (+3)

Equipment -- Trap-setting equipment

* A Glaurant must climb at least two squares off the ground in order to glide. Each round, the Glaurant drops one square towards the ground at the end of its move. It can deliberately glide downwards during its move if it chooses.

Deep Glaurant Warriors use their many movement options to strike and escape from foes, *slowly* harrassing them and trying to lure them into traps and hazards (which they bypass with their Thievery and Evade Terrain abilities).

Deep Glaurant Heavy Warrior Level 10 Brute

Large Elemental humanoid (Entropic, Blackflame) XP 500

Initiative +9 **Senses** Perception +7, Darkvision

HP 129; **Bloodied** 64

AC 22; **Fortitude** 22, **Reflex** 21, **Will** 19

Resist Blackflame 10

Speed 6; **Swim** 6; **Glide** 8*; **Climb** 4, **Burrow** 3

m Claws (standard; at-will) | **Weapon**

Reach 2; +13 vs. AC; 1d10+5

M Four-Armed (standard; at-will) | **Weapon**

The Deep Glaurant may take 2 **Claws** attacks at the same or different targets.

Rend (immediate interrupt; refresh 5-6)

If he hits the same target with both attacks from **Four-Armed**, he does +2d6 more damage.

M Glaurant Rush (standard; refresh 4-6)

The Glaurant takes a standard move, ignoring difficult terrain movement penalties but not opportunity attacks, then attacks: +11 vs. Reflex, 4d8+5 and push target 4 squares; he may follow the target, shifting to remain adjacent to it at the end of the push.

C Darkness (minor, refresh 5-6) | **Arcane, Blackflame, Zone**

Close Burst 3; This zone now plunges into darkness, offering total concealment, until the start of their next turn. **Sustain minor**: This makes the darkness last another turn, but their power cannot refresh so long as they sustain a use of it.

Alignment Evil **Languages** Common, Deep Speech

Skills Athletics +15, Dungeoneering + 12, Endurance +14, Thievery +11

Str 21 (+10) **Dex** 18 (+9) **Wis** 14 (+7)

Con 19 (+9) **Int** 14 (+7) **Cha** 8 (+4)

Equipment -- Trap-setting equipment

Deep Glaurant Heavy Warriors focus on closing on foes (usually by a Gorgon Rush), then hacking them into pieces. They often work with Skirmishers, who will draw a foe within range of their Glaurant Rush, but also exploit Darkness to sneak up close to foes. They also like difficult terrain, as it makes it harder for foes to flee them.

Deep Glaurant Blackflame Hurler Level 9 Artillery

Large Elemental humanoid (Entropic, Blackflame) XP 400

Initiative +9 **Senses** Perception +6, Darkvision

HP 78; **Bloodied** 39

AC 22; **Fortitude** 22, **Reflex** 21, **Will** 19

Resist Blackflame 10

Speed 6; Swim 6; Glide 8*; Climb 4, Burrow 3

m **Claws** (standard; at-will) | **Weapon**

Reach 2; +16 vs. AC; 1d8 +5 Blackflame and the target takes 5 Blackflame damage at the start of their next turn.

r **Sphere of Blackflame** (standard; at-will) | **Arcane, Blackflame**

Ranged 10/20; +16 vs. AC; 2d6+5 Blackflame damage

R **Blackflame Immolation** (standard; refresh 5-6)

Ranged 10/20; +14 vs. Fortitude; 3d10+5 Blackflame damage and 5 ongoing Blackflame damage (save ends)

A **Burst of Blackflame** (standard; refresh 5-6)

Burst 1 **within** 10 squares; +14 vs. Fortitude; 2d6+5 Blackflame damage and *slow* (save ends)

Darkness (minor, refresh 5-6) | **Arcane, Blackflame, Zone**

Close Burst 3; This zone now plunges into darkness, offering total concealment, until the start of their next turn. **Sustain minor**: This makes the darkness last another turn, but their power cannot refresh so long as they sustain a use of it.

Alignment Evil **Languages** Common, Deep Speech

Skills Athletics +12, Dungeoneering + 13, Endurance +13, Thievery +16 (For setting Traps and disabling them; Thievery +11 for any other use)

Str 16 (+7) **Dex** 20 (+9) **Wis** 14 (+6)

Con 18 (+8) **Int** 12 (+5) **Cha** 10 (+4)

Equipment -- Trap-setting equipment

Deep Glaurant Blackflame Hurlers have learned enough about Blackflame to blast people with it; they prefer to operate with some other Deep Glaurants who can cover them while they lay down blasts.

Deep Glaurant Champion Level 13 Soldier

Large Elemental humanoid (Entropic, Blackflame) XP 800

Initiative +10 **Senses** Perception +13, Darkvision

HP 132; **Bloodied** 66

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

Resist Blackflame 15

Speed 6; Swim 6; Glide 8*; Climb 4, Burrow 3

m **Claws** (standard; at-will) | **Weapon**

Reach 2; +20 vs. AC; 2d8+6 and 6 damage to another foe adjacent to the first

r **Hurl Rock** (standard; at-will) | **Weapon**

Ranged 5/10; +18 vs. AC; 1d10 + 8

M **Leaping Charge** (standard; refresh 5-6) | **Weapon**

The Deep Glaurant takes a standard move which is a wing-assisted leap, then attacks with +20 vs. AC; 4d8+6 and target is knocked *prone*.

M **Disarming Blow** (standard; refresh 5-6) | **Weapon**

+18 vs. Fortitude; 2d6+6 and the target's weapon is knocked out of his hands and flies 4 squares in a random direction.

A **Feign Retreat** (standard; refresh 5-6)

The Deep Glaurant moves up to 6 squares, which can trigger opportunity attacks but avoids any hazards or traps, then **Burst 1 within** 10 squares; +18 vs. Will; pull targets six squares. Victims will be subject to any hazards or traps along the way.

C **Darkness** (minor, refresh 5-6) | **Arcane, Blackflame, Zone**

Close Burst 3; This zone now plunges into darkness, offering total concealment, until the start of their next turn. **Sustain minor:** This makes the darkness last another turn, but their power cannot refresh so long as they sustain a use of it.

Alignment Evil **Languages** Common, Deep Speech

Skills Athletics +17, Dungeoneering + 15, Endurance +16, Perception +13, Thievery +15

Str 22 (+12) **Dex** 14 (+8) **Wis** 14 (+8)

Con 20 (+11) **Int** 18 (+10) **Cha** 18 (+10)

Equipment -- Trap-setting equipment

Deep Glaurant Champions typically lead marauding bands of Deep Glaurants. They are expert trap setters and explorers and very skilled at exploiting the terrain to their benefit.

Deep Glaurant Encounters:

Level 11: (2800 XP)

- 1 13th level Deep Glaurant Champion
- 1 10th level Deep Glaurant Heavy Warrior
- 2 9th level Deep Glaurant Blackflame Hurlers
- 2 8th level Deep Glaurant Warriors

Level 9: (2050 XP)

- 1 10th level Deep Glaurant Heavy Warrior
- 2 9th level Deep Glaurant Blackflame Hurlers

Devilfish

Devilfish are a race of evil priestly servitors of the Entropic Immortals. Every adult Devilfish, male or female, is pledged to the Entropics and draws power from them. Physically, they resemble unnaturally large manta rays. They tend to travel in large groups outside their home bases. They live underseas, especially in warmer waters.

Devilfish Believer Level 2 Minion

Large natural beast (manta ray) XP 125

Initiative +3 **Senses** Perception +2

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 15, **Reflex** 14, **Will** 13

Speed 8

m **Bite** (standard; at-will)

+6 vs. AC; 4 damage.

M **Tail Lash** (standard; at-will)

Reach 2; +4 vs. Reflex; 3 damage; the Devilfish may then shift one square.

Alignment Chaotic Evil **Languages** Devilray

Skills: Athletics +9, Religion +5

Str 16 (+4) **Dex** 14 (+3) **Wis** 12 (+2)

Con 14 (+3) **Int** 10 (+1) **Cha** 10 (+1)

The weakest Devilfish are the Believers, who have faith in the Entropic Immortals but not enough faith to actually wield clerical powers on their behalf. They follow along, assisting the priests. Most either die or become priests, though some will simply grow in fighting skill without achieving enough faith to call on divine power.

Devilfish Acolyte Level 3 Soldier

Large natural beast (manta ray) XP 150

Initiative +5 **Senses** Perception +4

HP 44; **Bloodied** 22

AC 19; **Fortitude** 15, **Reflex** 15, **Will** 16

Speed Swim 6

m **Bite** (standard; at-will)

+10 vs. AC; 1d10 + 3 damage.

M **Tail Lash** (standard; at-will)

Reach 2; +8 vs. Reflex; 1d6+3 damage; the Devilfish may then shift one square.

R **Eye of Entropy** (standard; at-will) | **Divine, Necrotic**

Ranged 5; +8 vs. Fortitude, 1d8 +3 Necrotic damage and one ally gets a +2 power bonus to hit the target until the end of his next turn.

M **Healing Strike** (standard; refresh 6) | **Divine, Healing, Necrotic**

+8 vs. Fortitude; 2d10+3 damage and one ally within 5 squares may spend a healing surge.

Alignment Chaotic Evil **Languages** Primordial, Devilray

Skills: Insight +9, Religion +6

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

Con 12 (+2) **Int** 10 (+1) **Cha** 14 (+3)

Devilfish Acolytes have achieved enough faith to command simple powers granted by the Entropics, but still serve more powerful Devilfish and only get to bully children and Believers. Most are ambitious to rise further in power; a handful will never get any stronger in faith but might get better at killing people with what they have.

Devilfish Priest Level 4 Artillery

Large natural beast (manta ray) XP 175

Initiative +4 **Senses** Perception +6

HP 43; **Bloodied** 21

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

Speed Swim 6

m **Bite** (standard; at-will)

+11 vs. AC; 1d6 + 4 damage.

M **Tail Lash** (standard; at-will)

Reach 2; +9 vs. Reflex; 1d4+3 damage; the Devilfish may then shift one square.

R **Eye of Entropy** (standard; at-will) | **Divine, Necrotic**

Ranged 10; +9 vs. Fortitude, 1d10 +4 necrotic damage and one ally gets a +2 power bonus to hit the target until the end of his next turn.

R **Curse of Entropy** (standard; refresh 5-6) | **Divine, Necrotic**

Ranged 15; +9 vs. Reflex; 2d10+4 necrotic damage and one ally gains combat advantage against the target (save ends)

Alignment Chaotic Evil **Languages** Primordial, Devilray, Common

Skills: Diplomacy +9, Insight +10, Religion +7

Str 15 (+4) **Dex** 15 (+4) **Wis** 17 (+5)

Con 13 (+3) **Int** 11 (+2) **Cha** 15 (+4)

Priest Devilfish command forces of Believers and Acolytes and deliver frequent long boring sermons to them. They function as morale officers as they know what encourages and discourages Devilfish. They learn to smite their foes from a good distance. And to run when that doesn't work. A lot of Devilfish never manage to rise beyond this point.

Devilfish Curate Level 5 Skirmisher

Large natural beast (manta ray) XP 200

Initiative +5 **Senses** Perception +4

HP 60; **Bloodied** 30

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

Speed Swim 9

m **Bite** (standard; at-will)

+10 vs. AC; 1d10 + 4 damage; the Devilfish may then shift one square.

M Entropic Tail Lash (standard; at-will) | **Divine, Necrotic**

Reach 2; +8 vs. Fortitude, 1d8 +4 necrotic damage and the target suffers -2 to hit until the end of his next turn; the Devilfish may then shift one square.

M Healing Strike (standard; refresh 5-6) | **Divine, Healing, Necrotic**

+8 vs. Fortitude; 2d10+4 necrotic damage and one ally within 5 squares may spend a healing surge; the Devilfish may then shift one square.

Mobile Skirmisher

The Devilfish Curate adds +1d6 to damage if it moves 4 or more squares away from its starting location that round before attacking

Alignment Chaotic Evil **Languages** Primordial, Devilray, Common

Skills: Arcana +6, Diplomacy +8, Insight +9, Religion +6

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

Con 12 (+2) **Int** 10 (+1) **Cha** 14 (+3)

Devilfish Curates are mobile fighters, enhancing their attacks with divine power. They command several Priests, and through them a mass of Acolytes and Believers. Even ambitious Devilfish often never pass this level because to rise further, they must attempt a risky visionquest which turns some Devilfish into Bishops, but leaves most drooling idiots or zombie servitors for the Bishops.

Devilfish Curate Zombie Level 6 Minion

Large natural beast (manta ray) XP 250

Initiative +5 **Senses** Perception +4; darkvision

Immune Disease, Poison

Resist Necrotic 10

HP 60; **Bloodied** 30

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

Speed Swim 9

m **Bite** (standard; at-will)

+10 vs. AC; 5 damage.

M Entropic Tail Lash (standard; at-will) | **Divine, Necrotic**

Reach 2; +8 vs. Fortitude, 4 necrotic damage and the target suffers -2 to hit until the end of his next turn; the Devilfish may then shift one square.

Alignment Chaotic Evil **Languages** Primordial, Devilray

Skills: Arcana +6, Diplomacy +8, Insight +9, Religion +6

Str 19 (+7) **Dex** 12 (+4) **Wis** 10 (+3)

Con 16 (+6) **Int** 8 (+2) **Cha** 6 (+1)

Those Devilfish who fail their visionquest to become Bishops instead end up as undead minions for high-ranking Devilfish. Such is the price of power.

Devilfish Patriarch Level 7 Brute

Large natural beast (manta ray) XP 300

Initiative +4 **Senses** Perception +6; darkvision

Immune disease; poison; sleep; breathing

Resist necrotic 10

Vulnerable radiant 5

Regeneration 5 (Fails on any round in which the Devilfish takes radiant damage)

HP 98; Bloodied 49

AC 19; Fortitude 20, Reflex 17, Will 19

Speed Swim 6

m **Vampire Bite** (standard; at-will) | **Necrotic**

+10 vs. AC; 2d6+5 necrotic damage and 5 ongoing necrotic damage

M **Entropic Tail Lash** (standard; at-will) | **Divine, Necrotic**

Reach 2; +8 vs. Fortitude, 2d6+5 necrotic damage and the target suffers -2 to hit until the end of the devilfish's next turn; the Devilfish may then shift one square.

M **Break the Spirit** (standard; refresh 5-6) | **Divine, Psychic**

Reach 2; +8 vs. Will; 4d8+5 psychic damage and the target suffers -2 to hit (save ends).

R **Command** (minor; refresh 5-6) | **Charm, Divine**

Ranged 10; +8 vs. Will; target is dazed until the end of the devilfish's next turn and the devilfish can either knock him *prone* or slide him up to 4 squares.

C **Healing Word** (minor; 2/encounter)

Close Burst 5. A single target in the area of effect chosen by the Devilfish may spending a healing surge, adding a 2d6 bonus to HP recovered.

Ritual Magic

Devilfish Patriarchs possess an array of rituals, generally nasty ones.

Alignment Chaotic Evil **Languages** Primordial, Devilray, Common

Skills: Arcana +9, Diplomacy +9, Insight +11, Religion +9

Str 19 (+7) Dex 12 (+4) Wis 16 (+6)

Con 18 (+7) Int 12 (+4) Cha 12 (+4)

Male Devilfish Curates who succeed in their visionquest become vampiric priests of Entropy, leading Devilfish forces in war. They ultimately obey the Devilfish Matriarchs, however.

Devilfish Matriarch Level 8 Controller (Leader)

Large natural beast (manta ray) XP 350

Initiative +5 Senses Perception +8; darkvision

Immune Disease, Poison

Resist Necrotic 10

Vulnerable Radiant 5

Regeneration 5 (Fails on any round in which the Devilfish takes Radiant damage)

HP 88; Bloodied 44

AC 22; Fortitude 20, Reflex 20, Will 21

Speed Swim 6

m **Vampire Bite** (standard; at-will) | **Necrotic**

+13 vs. AC; 1d8+5 Necrotic damage and 5 ongoing Necrotic damage

A **Wrath of the Dark Lords** (standard; at-will) | **Divine, Necrotic**

Area Burst 1 within 10 squares; +12 vs. Fortitude, 1d8+5 Necrotic damage and the target is *slowed* until the end of the devilfish's next turn.

A **Bringer of Night** (standard; refresh 5-6) | **Darkness, Divine, Necrotic, Zone**

Area Burst 3 within 10 squares; +12 vs. Fortitude, 1d6+6 Necrotic damage and targets are blinded (save ends); **Secondary:** Target area is covered in darkness until the end of the Devilfish's next turn. **Sustain minor:** The area lasts another turn. It inflicts no more damage but continues to be darkness.

C Healing Word (minor; 2/encounter)

Close Burst 5. A single target in the area of effect chosen by the Devilfish may spend a healing surge, adding a 2d6 bonus to HP recovered.

Ritual Magic

Devilfish Matriarchs possess an array of rituals, generally nasty ones.

Alignment Chaotic Evil **Languages** Primordial, Devilray, Common

Skills: Arcana +12, Diplomacy +12, Insight +13, Religion +12

Str 17 (+7) **Dex** 12 (+5) **Wis** 20 (+8)

Con 16 (+7) **Int** 17 (+7) **Cha** 16 (+7)

Devilfish Matriarchs lead Devilfish colonies and communities. Like the Patriarchs, they undergo a vision quest to achieve this status; failed questers end up as zombies, same as the men. Female Devilfish, however, come out more powerful than the men and act as leaders of society.

Dinosaurs

Long ago, giant reptiles ruled Mystara. Now they are mostly extinct, but in some places, they live on.

Allosaurus, Level 14 Skirmisher

Huge natural beast (Dinosaur) XP 1000

Initiative +15 **Senses** Perception +14

HP 141; **Bloodied** 70

AC 28; **Fortitude** 26, **Reflex** 27, **Will** 23

Speed 9

m **Bite** (standard; at-will)

Reach 3; +19 vs. AC; 2d8+6 damage.

C Allosaurus Roar (minor; refresh 5-6) | **Fear, Psychic**

Close Burst 3; +17 vs. Will; 3d10+6 psychic damage and push 3

Cut Down the Terrorized

Allosaurus add +2d6 when attacking a foe who has moved 3 or more spaces since the Allosaurus' last turn. (Forced movement counts.)

Alignment Unaligned **Languages** ---

Skills Stealth

Str 21 (+12) **Dex** 23 (+13) **Wis** 14 (+9)

Con 21 (+12) **Int** 4 (+5) **Cha** 4 (+5)

Allosaurus are large bipedal predators, about 30 feet long with long powerful hindlimbs and small three-fingered forelimbs with a long heavy tail for balance. It tends to sit at or near the top of the foodchain, preferring to prey upon large herbivorous dinosaurs, though

if a human volunteers to be eaten, it won't mind. It prefers to strike by surprise from ambush. It normally hunts alone, preferring to surprise and ambush prey. This generally requires copes of trees to hide among, since it's rather large to hide anywhere very open.

Ankylosaurus, Level 7 Soldier

Large natural beast (Dinosaur) XP 300

Initiative +4 **Senses** Perception +8

Immune Water-Breather

HP 83; **Bloodied** 41

AC 21; **Fortitude** 19, **Reflex** 16, **Will** 17

Speed 3

m **Tail** (standard; at-will)

Reach 2; +14 vs. AC; 2d6+5 damage

Stony Plate Deflection (immediate interrupt when hit; refresh 5-6)

The Ankylosaurus gains **Resist** 10 against that single blow, reducing the damage.

Alignment Unaligned **Languages** ---

Skills Nature +10

Str 19 (+7) **Dex** 12 (+4) **Wis** 14 (+5)

Con 19 (+7) **Int** 4 (+0) **Cha** 4 (+0)

Ankylosaurs are bulky quadrupeds with short powerful limbs with heavy bony armor on top protecting their torsos and heads. They have long, strong tails with a heavy knob on the end used for fighting. They are herbivores and thus usually only a threat to humans if provoked. They are relatives of Stegosaurs.

Archaeopteryx, Level 4 Skirmisher

Small natural beast (Dinosaur) XP 175

Initiative +8 **Senses** Perception +4

HP 55; **Bloodied** 27

AC 18 (22*); **Fortitude** 16, **Reflex** 18, **Will** 16

Speed 2; Fly 10

m **Joint-injuring Bite** (standard; at-will)

+9 vs. AC; 1d6+4* damage and *slowed* (save ends)

* **Mobile Skirmisher**

+1d6 damage if the Archaeopteryx moves 4 or more squares before attacking. (Not pre-added here) +4 AC vs. opportunity attacks.

Alignment Unaligned **Languages** ---

Skills Athletics +9; Acrobatics +11

Str 14 (+4) **Dex** 18 (+6) **Wis** 14 (+4)

Con 15 (+4) **Int** 4 (-1) **Cha** 4 (-1)

The Archaeopteryx is basically a flying reptile, though it is the ancestor of modern birds. It has colorful feathers and basically feeds on vermin; it flees combat with anything PC sized, unless given no other choice.

Adult Archelon, Level 6 Soldier

Huge natural beast (turtle) XP 250

Initiative +6 **Senses** Perception +5

HP 72; **Bloodied** 36

AC 22; **Fortitude** 18, **Reflex** 15, **Will** 16

Speed 2; swim 9

m **Bite** (standard; at-will)

+13 vs. AC; 1d10+4

M **Capsize** (move; at-will)

This can only be used against vehicles on the surface up to size Huge. The Archelon can take up to a full move action, but must end up in the squares under its target. +11 vs. Reflex; the vehicle now flips upside down and is pushed 2 squares, dumping its passengers. Those who make saves can cling to the vehicle.

Alignment Unaligned **Languages** --

Skills Athletics +12, Nature +10

Str 19 (+7) **Dex** 12 (+4) **Wis** 14 (+5)

Con 16 (+6) **Int** 6 (+1) **Cha** 6 (+1)

Archelons are giant sea turtles, hunted by the Azcans for their eggs and meat and tough, leathery shells. They are found all over the Hollow World in lakes and oceans, but in Azcan lands they notably live in Lake Chitlaloc. They stay in the water except to breed on sandy beaches. They usually don't deliberately attack humans but may accidentally sink small boats. Archelons are unlikely to have treasure unless they swallowed something.

Adult Baluchitherium, Level 8 Brute

Huge natural beast (rhino, dinosaur) XP 400

Initiative +4 **Senses** Perception +7

HP 108; **Bloodied** 54

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

Speed 6

m **Nose-Horn-Butt** (standard; at-will)

Reach 2; +11 vs. AC; 2d8+5

M **Trample** (standard; at-will)

This is a charge action. The Baluchitherium takes up to a full move then attacks +9 vs. Reflex; inflicting 3d6 +3 and rendering the target *prone*.

Alignment Unaligned **Languages** --

Skills Athletics +14, Nature +12

Str 20 (+9) **Dex** 10 (+4) **Wis** 16 (+7)

Con 18 (+8) **Int** 6 (+2) **Cha** 6 (+2)

Baluchitherium are primitive rhinos, hunted by the Azcans of the Hollow World in their jungles. They may well thrive in other primitive places, such as the Thanegioth Archipelago or the lands of the Neathar of the Hollow World as well.

Brontosaurus, Level 13 Elite Brute

Gargantuan natural beast (Dinosaur) XP 1600

Initiative +8 **Senses** Perception +10

HP 298; **Bloodied** 149

AC 27; **Fortitude** 27, **Reflex** 21, **Will** 24

Saves +2 **Action Point** 1

Speed 8

m **Bite** (standard; at-will)

Reach 4; +16 vs. AC; 3d6+6 damage

M **Tail Attack** (standard; at-will)

Reach 4; +14 vs. Reflex; 2d8+6 and *prone* (no save needed) and *slow* (save ends)

M **All-Out Assault** (standard; at-will)

The Brontosaurus makes a **Bite** and a **Tail Attack** attack.

C **Bullwhip Crack** (standard; refresh 5-6) | **Thunder**

The Brontosaurus cracks its tail like a whip. A 200 decibel whip.

Close Burst 4; +14 vs. Reflex; 3d10+6 thunder damage and *deafened* (save ends)

Alignment Unaligned **Languages** ---

Skills Nature +14

Str 22 (+12) **Dex** 14 (+8) **Wis** 16 (+9)

Con 19 (+10) **Int** 4 (+3) **Cha** 4 (+3)

Modern science refers to the ‘Brontosaurus’ as ‘Apatosaurus’. Once thought to have lived half submerged in water, it’s now known that the Brontosaurus lived on land, ambling about on massive stocky legs, its tail raised off the ground while in motion. Despite having hugely long necks, the Brontosaurus could not raise its head very high above its body. Brontosaurus are among the largest land animals in history, over 75 feet long and with a mass of at least 25 short tons. Brontosaurus have a single huge claw on each forelimb and three claws on their hindlimbs. Juvenile Brontosaurus are semi-bipedal, able to run on their hindlegs with their forelegs in the air; older ones had to keep all four on the ground to support their weight.

Dimetrodon, Level 7 Skirmisher

Large natural beast (Dinosaur) XP 1600

Initiative +8 **Senses** Perception +10

HP 83; **Bloodied** 41

AC 21; **Fortitude** 19, **Reflex** 18, **Will** 17

Resist cold 5 Fire 5

Speed 6

m **Canine Bite** (standard; at-will)

Reach 2; +12 vs. AC; 1d8+5 damage and 5 ongoing damage

M **Grinding Bite** (minor; at-will if Canine Bite hits)

On a successful **Canine Bite**, the Dimetrodon then grinds its foe with its broad teeth.

+10 vs. Fortitude; 2d6+5 damage

M **Ankle Bite** (standard; refresh 5-6)

+12 vs. AC; 3d8+5 and *slow* (save ends)

Alignment Unaligned **Languages** ---

Skills Endurance +12, Nature +14

Str 19 (+7) **Dex** 16 (+6) **Wis** 14 (+5)

Con 19 (+7) **Int** 4 (+0) **Cha** 4 (+0)

Dimetrodons are not true dinosaurs, but are grouped with them in popular myth. They are actually predatory synapsids (reptiles who had many mammalian traits). Technically, it is a pelycosaur (pelycosaur had no scales, and they predated the dinosaurs. Their eggs had membranes which made them better adapted for laying and surviving on land instead of in water, like those of most modern egg-laying land animals.) They possessed spines which stuck up from their spine into the air, connected by skin, forming a huge frill or sail. This sail enabled it to regulate its temperature with strong efficiency, sunbathing to gain heat or staying in shadow to quickly bleed it off. This allowed it to operate for longer periods of time year-round. It was an apex predator, one of the largest of its day (11 feet long. Keep in mind this is during the Permian Period, long before the true dinosaurs.) They possessed a long tail and two kinds of teeth—broad teeth for shearing and sharp canines for piercing.

Ichthyosaurus, Level 10 Skirmisher

Large natural beast (Dinosaur) XP 1600

Initiative +12 **Senses** Perception +12; *low-light vision*

HP 106; **Bloodied** 53

AC 24; **Fortitude** 22, **Reflex** 23, **Will** 20

Resist cold 10

Speed Swim 12

m **Bite** (standard; at-will)

Reach 2; +15 vs. AC; 2d6+5 damage

Nimble Swimmer (move; refresh 5-6)

The Ichthyosaurus shifts up to 6 squares.

Mobile Skirmisher

If the Ichthyosaurus ends a move 4 or more squares from its starting point, it adds +1d6 to damage inflicted until the beginning of its next turn.

Alignment Unaligned **Languages** ---

Skills Athletics +14, Acrobatics +15

Str 18 (+9) **Dex** 21 (+10) **Wis** 14 (+7)

Con 18 (+9) **Int** 4 (+2) **Cha** 4 (+2)

Ichthyosaurus was a skillful predator of the dinosaur era, living in the water and eating things too small to save themselves. Real Ichthyosaurus ate fish and squid. Fantasy ones supplement their diet with adventurers. Unlike most dinosaurs, they gave birth to live young in the water, never needing to go to the land. Ichthyosaurus had large, powerful eyes protected by bony shields. It had a shark like body with a flesh dorsal fin and a large caudal fin. Its ears were rigid and bony, carrying vibrations to a protected inner ear.

Lake Klintest Monster, Level 13 Brute

Huge natural beast (Dinosaur) XP 800

Initiative +9 **Senses** Perception +7

HP 162; **Bloodied** 81

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

Resist cold 15

Speed --; Swim 8

m **Bite** (standard; at-will)

Reach 3; +16 vs. AC; 3d6+6 damage

M **Crippling Bite** (standard; refresh 5-6)

Reach 3; +14 vs. Fortitude; 3d10+6 damage and *immobilized* (save ends)

M **Capsize** (move; at-will)

This can only be used against vehicles on the surface up to size Huge. The Lake Klintest Monster can take up to a full move action, but must end up in the squares under its target. +14 vs. Reflex; the vehicle now flips upside down and is pushed 3 squares, dumping its passengers. Those who make saves can cling to the vehicle.

Alignment Unaligned **Languages** --

Skills Athletics +17

Str 22 (+12) **Dex** 19 (+10) **Wis** 16 (+9)

Con 22 (+12) **Int** 6 (+4) **Cha** 16 (+9)

The Lake Klintest Monster is actually several pleiosaurs who dwell in Lake Klintest in Rockhome. It has a long snakey neck and a long broad tail with a large torso with stout flippers. It feeds on fish, and only fights adventurers if they attack it first. Still, it is a meat-eater and will snack on anyone who tries to kill it. It denies all similarities to Nessie.

Nothosaurus, Level 7 Skirmisher

Large natural beast (Dinosaur) XP 300

Initiative +8 **Senses** Perception +10

Immune Water-Breather

HP 80; **Bloodied** 40

AC 23; **Fortitude** 19, **Reflex** 18, **Will** 17

Speed --; Swim 9

m **Bite** (standard; at-will)

+12 vs. AC; 2d6+5 damage

Mobile Skirmisher

If the Nothosaurus moves 4 or more squares in one turn, it adds +1d6 to damage inflicted until the beginning of its next turn.

M **Capsize** (move; at-will)

This can only be used against vehicles on the surface up to size Large. The Nothosaurus can take up to a full move action, but must end up in the squares under its target. +11 vs. Reflex; the vehicle now flips upside down and is pushed 2 squares, dumping its passengers. Those who make saves can cling to the vehicle.

Alignment Unaligned **Languages** ---

Skills Athletics +12, Nature +10, Perception +10
Str 19 (+7) **Dex** 16 (+6) **Wis** 14 (+5)
Con 16 (+6) **Int** 6 (+1) **Cha** 10 (+3)

Relatives of Pleisaurus and Ichysaurus, these dinosaurs lurk in the waters of 'lost world' areas looking for fish to eat. However, they also enjoy tasty humanoid, human, and demi-human swimmers and may even sink small boats to get some food. They especially infest the waterways of the Azcan lands, and are sometimes attacked by the Azcan military if they cause trouble.

Pachycephalosaur, Level 10 Brute

Huge natural beast (Dinosaur) XP 500

Initiative +10 **Senses** Perception +15

HP 131; **Bloodied** 65

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

Speed 8

m **Head Ram** (standard; at-will)

Reach 3; +11 vs. Fortitude; 2d6+5 and *slow* (save ends)

M **Impressive Head Ramming** (standard; refresh 5-6)

Reach 3; +11 vs. Fortitude; 3d10+6 and *stunned* (save ends). This power can be used with a **charge** action but does not otherwise count as a basic attack.

RAMMING SPEED

Pachycephalosaur adds +2d6 to his damage if he moves at least 5 squares when **charging**.

Alignment Unaligned **Languages** ---

Skills Athletics +15

Str 21 (+10) **Dex** 18 (+9) **Wis** 18 (+9)

Con 21 (+10) **Int** 4 (+2) **Cha** 4 (+2)

Pachycephalosaur was a 'crouched biped'; like many bipedal dinosaurs, it tended to lean forward with a long tail as a counter weight enabling it to remain bipedal. Unlike most bipeds, it had weak teeth and claws (and stumpy short forearms), but an extremely bony, armored head. Certain past scholars such as Mad Ivan of Boldavia attempted to claim Pachycephalosaur used his head like a flail. This may well explain why Mad Ivan's fourth death left him with his neck turned ninety degrees to parallel his shoulders instead of being perpendicular to them. Superior scholarship has shown, however, that Pachycephalosaur would use his head bones to gore foes by bending down low and ramming their flanks at high speed. This was used to fight predators or in mating dominance rituals to scare off competitors for female Pachycephalosaur. Their pathetic teeth meant they probably ate leaves and small vermin. Of course, the DM can broaden its diet to adventurers if he sees fit.

Phobosuchus, Level 10 Lurker

Huge natural beast (Dinosaur) XP 500

Initiative +14 **Senses** Perception +9

HP 84; **Bloodied** 42

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

Speed 4; Swim 8

m **Bite** (standard; at-will)

Reach 3; +13 vs. Reflex; 1d8+5 damage and *restrained*. Treat as a normal **grab**.

M **Munch** (standard; at-will)

Only used against a *restrained, immobilized, or stunned* target. **Reach** 3; +13 vs. Fortitude; 3d6+5 damage

M **Charge Assault** (standard; refresh 5-6)

The Phobosuchus moves up to its full speed, then attacks: **Reach** 3; +13 vs. Reflex; 3d8+5 damage and *restrained*. This counts as a **charge** action.

Phobosuchus RUSH

A Phobosuchus which begins the round in the water may use its swim movement even if it moves onto land; one which begins on land uses its land speed even if it then enters the water.

I'm Not a Log, SUCKER

+2d6 against foes he has combat advantage on.

Alignment Unaligned **Languages** ---

Skills Stealth + 15

Str 18 (+9) **Dex** 21 (+10) **Wis** 18 (+9)

Con 18 (+9) **Int** 4 (-1) **Cha** 4 (-1)

Phobosuchus is basically the monster king of the crocodiles; they float in the water, impersonating logs, then SURPRISE EATING TIME. Like most crocodiles and alligators, they are capable of short, intense bursts of high speed. They quickly *slow* down on land, however.

Pisanosaurus, Level 4 Soldier

Small natural beast (Dinosaur) XP 175

Initiative +8 **Senses** Perception +5

HP 53; **Bloodied** 26

AC 20; **Fortitude** 14, **Reflex** 17, **Will** 16

Speed 6

m **Bite** (standard; at-will)

+11 vs. AC; 3d4 +2 damage

Pack Defense

+2 to all defenses when adjacent to 2 or more Pisanosaurus.

Alignment Unaligned **Languages** ---

Skills Nature

Str 13 (+3) **Dex** 18 (+6) **Wis** 16 (+5)

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

Short bipedal dinosaurs about three feet tall, they are herbivores. But the sight of a pack of them will likely cause the PCs to scream 'velociraptor' and run away screaming. Or

go postal on them. Don't remind them that real velociraptors were smaller than some dogs.

Pleiosaurus

See 'Lake Klintest Monster'

Pterosaur, Small, Level 1 Minion

Small natural beast (Dinosaur) XP 25

Initiative +3 **Senses** Perception +6

HP 1; missed attacks never hurt minions

AC 15; **Fortitude** 10, **Reflex** 15, **Will** 13

Speed 2; Fly 9

m **Bite** (standard; at-will)

+5 vs. AC; 4 damage

Alignment Unaligned **Languages** ---

Skills Acrobatics +8

Str 7 (-2) **Dex** 16 (+3) **Wis** 13 (+1)

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

Small Pterosaurs are about the size of a bird; they are basically winged flying lizards with some beak teeth.

Pterosaur, Medium, Level 5 Skirmisher

Medium natural beast (Dinosaur) XP 200

Initiative +8 **Senses** Perception +9

HP 63; **Bloodied** 31

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

Speed 2; Fly 12

m **Bite** (standard; at-will)

+10 vs. AC; 1d10+4

Mobile Fighter

+2 to all defenses if the Pterosaur moves 4 or more squares that turn.

Alignment Unaligned **Languages** ---

Skills Acrobatics +11

Str 12 (+3) **Dex** 18 (+6) **Wis** 15 (+4)

Con 15 (+4) **Int** 4 (-1) **Cha** 4 (-1)

Medium Pterosaurs prey on small creatures; conversely, they can also be trained as mounts for such.

Pterosaur, Large, Level 10 Skirmisher

Large natural beast (Dinosaur) XP 500

Initiative +12 **Senses** Perception +15

HP 106; **Bloodied** 53

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

Speed 2; **Fly** 9

m **Bite** (standard; at-will)

Reach 2; +15 vs. AC; 2d6+5

M **Diving Assault** (standard; refresh 5-6)

The Pterosaur takes up to a full move, making a **Bite** attack at +2d6 damage at some point during the move. This counts as a **charge**.

Mobile Fighter

+2 to all defenses if the Pterosaur moves 4 or more squares that turn.

Alignment Unaligned **Languages** ---

Skills Acrobatics +15

Str 15 (+7) **Dex** 21 (+10) **Wis** 21 (+10)

Con 18 (+9) **Int** 4 (-1) **Cha** 4 (-1)

Large Pterosaurs prey on up to Medium size creatures; conversely, they can also be trained as mounts for such.

Giant Pteranodon, Level 15 Skirmisher

Huge natural beast (Dinosaur) XP 1,200

Initiative +15 **Senses** Perception +17

HP 149; **Bloodied** 74

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

Speed 2; **Fly** 12

m **Bite** (standard; at-will)

Reach 3; +15 vs. AC; 2d8+6

M **Grasping Bite** (standard; at-will)

Reach 3; +15 vs. AC; 1d10+6 and **Restrained**. This is escaped as per **grab**. The target is pulled adjacent to the Pteranodon and moves with it automatically.

M **Diving Assault** (standard; refresh 5-6)

The Pteranodon takes up to a full move, making a **Bite** or **Grasping Bite** attack at +2d6 damage at some point during the move. This counts as a charge.

Mobile Fighter

+2 to all defenses if the Giant Pteranodon moves 4 or more squares that turn.

Alignment Unaligned **Languages** ---

Skills Acrobatics +18

Str 18 (+11) **Dex** 23 (+13) **Wis** 21 (+12)

Con 21 (+12) **Int** 4 (-1) **Cha** 4 (-1)

Giant Pteranodon prey on up to Large size creatures; conversely, they can also be trained as mounts for such. They have developed inside the Hollow World and are not normally found in dinosaur refuges on the surface of Mystara. It likes to catch live prey to bring to its hatchlings. They lair in cliff-faces, mountain tops and other places hard for other predators to reach.

Stegosaurus, Level 12 Soldier

Huge natural beast (Dinosaur) XP 700

Initiative +10 **Senses Perception** +15

HP 126; **Bloodied** 63

AC 28; **Fortitude** 24, **Reflex** 20, **Will** 22

Resist cold 5 **Fire** 5

Speed 9

m **Tail** (standard; at-will)

Reach 3; +19 vs. AC; 2d6+6 damage

R **Threat Display** (standard; at-will) | **Fear**

Ranged 20; +17 vs. Will; target is *dominated* to take a full move away from the Stegosaurus every turn until the effect wears off. (save ends)

M **Vicious Tail Lash** (standard; refresh 5-6)

Reach 3; +19 vs. AC; 3d8+5 and 10 ongoing damage

Alignment Unaligned **Languages** ---

Skills Nature +15

Str 22 (+12) **Dex** 14 (+8) **Wis** 19 (+10)

Con 22 (+12) **Int** 4 (-1) **Cha** 4 (-1)

Stegosaurus is an armored dinosaur with two parallel rows of bony back wedges rising into the air along its curved spine. It had a rather unusual posture with its highly arched back, quadrupedal movement, a long head held low to the ground on a thick but extended neck, and its stiff tail held high in the air. Its tail was also spiked but with long thinner spikes for fighting. Its spine plates served for defense, threat displays, but also thermal regulation like the sail of Dimetrodon. It is an aggressive herbivore, responding to threats by fighting back. Viciously. Perhaps because of having one of the very smallest known Dinosaur brains.

Tanystropheus, Level 8 Lurker

Large natural beast (Dinosaur) XP 350

Initiative +13 **Senses Perception** +11

Immune Water-Breather

HP 68; **Bloodied** 34

AC 22; **Fortitude** 19, **Reflex** 20, **Will** 17

Speed 3; Swim 9; *swampwalk*

m **Bite** (standard; at-will)

Reach 2; +13 vs. AC; 2d6+5 damage

Amphibious Assault

When attacking someone on land from the water, Tanystropheus gains combat advantage.

Sneak Attack

Tanystropheus add +2d6 when attacking someone they have combat advantage against.

M **Capsize** (move; at-will)

This can only be used against vehicles on the surface up to size Large. The

Tanystropheus can take up to a full move action, but must end up in the squares under its

target. +11 vs. Reflex; the vehicle now flips upside down and is pushed 2 squares, dumping its passengers. Those who make saves can cling to the vehicle.

Swamplurk

In swampy conditions, Tanystropheus can initiate stealth so long as all possible observers are on land and he is in the water.

Alignment Unaligned **Languages** ---

Skills Athletics +13, Nature +11, Perception +11

Str 18 (+8) **Dex** 20 (+9) **Wis** 14 (+6)

Con 14 (+6) **Int** 6 (+2) **Cha** 10 (+4)

Tanystropheus live in lakes, rivers and especially swamps, where they hunt fish and small mammals. They are not adverse to snapping up humans, elves, etc. either. They like to launch surprise attacks from the water on creatures by the bank. They have an extremely long neck and a reptilian body adapted for swimming. They are found in lost world environments such as the Hollow World around the Azcan lands and other places dinosaurs still dwell.

Trachodon, Level 13 Skirmisher

Huge natural beast (Dinosaur) XP 800

Initiative +14 **Senses** Perception +10

HP 83; **Bloodied** 41

AC 21; **Fortitude** 19, **Reflex** 18, **Will** 17

Speed 12

m **Duckbill Bite** (standard; at-will)

Reach 3; +18 vs. AC; 2d8+6

M **Foreclaws Strike** (standard; at-will vs. Large or larger creatures)

This attack can only be used against adjacent creatures who are size Large or larger; +16 vs. Reflex; 3d8+6

Mobile Skirmisher

The Trachodon adds +3d6 damage if it has moved at least 6 squares from where it started the turn.

M **Tail Smack** (standard; refresh 5-6)

Reach 3; +18 vs. AC; 4d8+6 damage and *prone*

M **Trample** (standard; refresh 5-6)

This can only be used on creatures of size Medium or less. The Trachodon takes a full move, moving through the square of its target at any point in the move without provoking attacks of opportunity from the target, though those nearby may get them if appropriate.

When it moves through its target's square, it attacks: +16 vs. Fortitude; 3d8+6, *prone*

(no save needed), and *stunned* (save ends)

Alignment Unaligned **Languages** ---

Skills Athletics +15, Nature +15

Str 19 (+10) **Dex** 22 (+12) **Wis** 18 (+10)

Con 19 (+10) **Int** 4 (+0) **Cha** 4 (+0)

Trachodons provide a perfect example of how paleontology is a work in progress. They were first proposed to exist in the 1850s, but by the mid-twentieth century, belief in its

existence had ebbed as it became apparent that bits from entirely different creatures had been combined into one, and the surviving fossil bits originally used to hypothesize its existence were reclassified. By this point, however, its existence had seeped into popular culture and was not so easily eradicated. This frees the DM to give his Trachodons laser eyes if he sees fit. This version of Trachodons are semi-bipedal, fighting in a hunched over bipedal stance but moving swiftly on four legs with their long tails in the air when they want to run. They have heads rather like a duck, though the back areas of their 'bill' contain many many grinding teeth. Like all good fantasy dinosaurs, they like to kill adventurers, even though they are actually herbivores. Ecologically minded DMs may choose to have them be peaceful herbivores who only fight if provoked. But how interesting is that? Being hadrosaurs, Trachodons are extremely fast, for outrunning predators, like T. Rexes, who counted them among its food items.

Triceratops, Level 15 Soldier

Huge natural beast (Dinosaur) XP 1,200

Initiative +10 **Senses** Perception +12

HP 143; **Bloodied** 71

AC 31; **Fortitude** 28, **Reflex** 23, **Will** 27

Speed 8

m **Snout Horn** (standard; at-will)

Reach 3; +22 vs. AC; 2d8+6 damage

M **Triple-Horn Attack** (standard; refresh 5-6)

Reach 3; +22 vs. AC; 3d10+6 damage and 10 ongoing damage

M **Triceratops RUSH** (standard; refresh 5-6)

The Triceratops makes up to a full move, then attacks: +20 vs. Fortitude; 4d8+6 damage.

This counts as a **charge**.

Alignment Unaligned **Languages** --

Str 23 (+13) **Dex** 12 (+8) **Wis** 20 (+12)

Con 23 (+13) **Int** 4 (+4) **Cha** 4 (+4)

This huge armored herbivore has a great bony frill to defend its neck. Twin bony spikes protrude from the frill forwards for defense, along with a horn from its nose. It has much the temperament of an elephant and is easily provoked to violence. Despite certain garbled bardly tales, it cannot actually fire energy blasts from its nose.

Tylosaurus, Level 13 Brute

Gargantuan natural beast (Dinosaur) XP 800

Initiative +10 **Senses** Perception +15

HP 162; **Bloodied** 81

AC 25; **Fortitude** 25, **Reflex** 23, **Will** 23

Resist cold 10

Speed Swim 18

m **Bite** (standard; at-will)

Reach 4; +16 vs. AC; 3d6+6

M **Head Ram** (standard; at-will)

Reach 4; +14 vs. Fortitude; 1d10+6 and Stunned (save ends)

M Face Bite (standard; refresh 5-6)

Reach 4; +14 vs. Reflex; 3d10+6 and Blinded (save ends)

M Capsize (move; at-will)

This can only be used against vehicles on the surface up to size Gargantuan. The Tylosaurus can take up to a full move action, but must end up in the squares under its target. +14 vs. Reflex; the vehicle now flips upside down and is pushed 5 squares, dumping its passengers. Those who make saves can cling to the vehicle.

Alignment Unaligned **Languages** ---

Skills Athletics +17

Str 22 (+12) **Dex** 18 (+10) **Wis** 18 (+10)

Con 22 (+12) **Int** 4 (+3) **Cha** 4 (+3)

Tylosaurus was a truly humongous (49 or more feet long) apex predator of the Late Cretaceous, a contemporary of dinosaurs, but itself a mosasaur (predatory marine lizard, most closely related to modern snakes and monitor lizards). It had an elongated, tubular snout from which its name derived, used to ram and stun prey. It is usually found in shallow, nearshore waters, though sufficiently rich waters will lure it further out.

Tyrannosaurus Rex, Level 16 Solo Brute

Gargantuan natural beast (Dinosaur) XP 7000

Initiative +10 **Senses** Perception +12

HP 776; **Bloodied** 388

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

Saves +5 **Action Points** 2 (The Tyrannosaurus Rex may immediately refresh and use **Grappling Bite** by spending an Action Point, in addition to its normal uses.)

Speed 9

m Bite (standard; at-will)

Reach 4; +19 vs. AC; 3d8+7 damage

m Tail Lash (minor; 1/round)

Reach 6; +16 vs. Reflex; 2d8+7 damage and *prone*

M Rend with Stunty Forearms (minor; 1/round)

This can only be used on the victim of a successful **Grappling Bite** attack. **Reach** 4; 3d8+7 and 5 ongoing damage

M Stunty Forearm Claw Attack (minor; 1/round)

This attack can only be used on creatures who are at least Huge in size; +19 vs. AC; 2d8+7 damage

M Grappling Bite (minor; refresh 5-6)

Reach 4; +17 vs. Reflex; 4d10+7 and target is *restrained* and pulled up adjacent to the T. Rex; it is now in his mouth. It must escape as per a normal **grab** and moves with the T. Rex automatically if he moves.

C Tyrant Lizard ROAR (minor; refresh 5-6)

Close Burst 5; +17 vs. Will; 2d8+7 psychic damage and push 5 (see **If It Moves, Eat It**)

Crazed Killing Frenzy (immediate reaction; encounter)

When first bloodied, the Tyrannosaurus Rex goes berserker. It suffers -2 to all defenses but adds +3d6 to all melee damage.

If It Moves, Eat It

+3 racial bonus to hit with melee attacks anyone who has moved than 2 squares since the end of his last turn

Alignment Unaligned **Languages** ROAAAAAAAAARRRRRRRRRRR!!!!!!!

Skill Intimidate +22

Str 24 (+15) **Dex** 21 (+13) **Wis** 21 (+13)

Con 24 (+15) **Int** 4 (+4) **Cha** 21 (+13)

The Apex Predator of Apex Predators, the Tyrannosaurus is a humongous crouching biped, extremely deadly and arguably King of the Dinosaurs. Eventually wiped out from lung cancer from too much smoking, as proven in **The Far Side**.

Fantasy Velociraptor, Level 6 Skirmisher

Medium natural beast (Dinosaur) XP 250

Initiative +11 **Senses** Perception +10

HP 72; **Bloodied** 36

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

Speed 8

m **Bite** (standard; at-will)

+11 vs. AC; 1d10+4 damage.

A #*\$#)##(!!!! **It's VELOCIRAPTORS** (minor; refresh 5-6) | **Fear, Psychic**

Burst 2 within 10 squares; +9 vs. Will; 1d6+4 psychic damage and push 3.

Scare the Prey

If a Velociraptor is adjacent to someone, all its allies gains combat advantage against that unfortunate being.

Pack Hunter

Velociraptors add +2d6 to damage if two or more allies are adjacent to their target.

Natural Thieves

*A Velociraptor's claws count as Thieves' Tools, adding +2 to Thievery skill uses where appropriate. They also get a +2 racial bonus to the Thievery skill and to Stealth.

Alignment Unaligned **Languages** ---

Skills Athletics +11, Endurance +11, Stealth +14, Thievery +16*

Str 16 (+6) **Dex** 19 (+7) **Wis** 14 (+5)

Con 16 (+6) **Int** 19 (+7) **Cha** 4 (+0)

Fantasy Velociraptors were created by the noted Mad Archwizards Mikhail Kriton of Karameikos and Stefan Spellburgh of Aalban. These terrors make it their purpose in life to eat anything alive, but their preferred food is adventurers, precocious children, good-looking women and wise old men. They have an instinctive knack for breaking into places, born knowing how to pick locks, disable magical wards, and climb into chimneys, high windows, etc. Their obsessive pursuit of prey is also perhaps their greatest weakness, as they'll break into ambushes and hideous death traps in pursuit of tasty things. They travel in packs, and may follow something larger hoping to finish off either it or its prey when the fight is over.

Fantasy Velociraptor Swarm, Level 16 Skirmisher

Huge natural beast (Dinosaur) XP 5600

Aura 3; Anyone who begins their turn within the aura is subject to an immediate **Bite** attack.

Initiative +11 **Senses** Perception +10

HP 157; **Bloodied** 78

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

Speed 8

m **Bite** (standard; at-will)

Reach 3; +21 vs. AC; 2d8+7 damage.

M **Swarm** (standard; at-will)

Reach 2; +19 vs. Reflex; 1d10+7 damage and the target is pulled inside the swarm and *restrained*. He is subject to the swarm's aura while inside it. The Victim may escape his *restrained* condition as per normal rules for escaping a **grab**; the inside of a swarm counts as difficult terrain for movement.

M **Devour** (minor; at-will 1/round)

Only against *restrained, unconscious, or stunned* targets; +21 vs. AC; 3d8+7 damage

#*\$#)##(!!!! It's VELOCIRAPTORS (minor; refresh 5-6) | **Fear, Psychic**

Burst 3 within 10 squares; +19 vs. Will; 1d10+7 Psychic damage and push 3.

Scare the Prey

If a Velociraptor Swarm is adjacent to someone, everyone else gains combat advantage against that unfortunate being.

Pack Hunter

Velociraptor Swarms add +3d6 to damage if two or more allies are adjacent to their target.

Natural Thieves

*A Velociraptor's claws count as Thieves' Tools, adding +2 to Thievery skill uses where appropriate. They also get a +2 racial bonus to the Thievery skill and to Stealth.

Alignment Unaligned **Languages** ---

Skills Athletics +18, Endurance +18, Stealth +22, Thievery +24*

Str 21 (+13) **Dex** 24 (+15) **Wis** 19 (+12)

Con 21 (+13) **Int** 24 (+15) **Cha** 4 (+0)

Sometimes, hungry velociraptors swarm in a great tide of densely packed and hungry flesh. A pack of hungry fantasy velociraptors can pull down all but the largest dinosaurs. Especially if several swarms work together.

Djinn

Djinn are friendly air spirits from the Elemental Plane of Air; they form a loose feudal society which is in fierce opposition to that of the Efreet. Every Djinn practices Ritual Magic to some greater or lesser extent, though some specialize. They are often conjured in order to tap that expertise.

Djinn Warrior, Level 19 Skirmisher

Large elemental humanoid (air) XP 2400

Initiative +18 **Senses** Perception +10
Resist cold 15
HP 178; **Bloodied** 89
AC 33; **Fortitude** 31, **Reflex** 32, **Will** 31

Speed 9, Fly 12

m **Fist** (standard; at-will)

+24 vs. AC; 3d6+8 damage

C **Whirlwind** (standard; refresh 5-6)

Close Burst 3; +22 vs. Fortitude; 2d6+7 damage and push 6

C **Illusory Fog** (standard; refresh 5-6) | Psychic

Close Burst 3; +22 vs. Fortitude; 2d6+7 Psychic damage to enemies, who grant combat advantage until the end of his next turn; allies gain total concealment until the end of his next turn.

Mobile Skirmisher

If the Djinn moves 4 or more squares in one turn, it adds +2d6 to its Fist damage

Invisibility (minor; encounter) | **Illusion**

The Djinn turns invisible until it attacks or until the end of its next turn. **Sustain minor:** The invisibility lasts another turn.

Mist Form (standard; encounter) | **Polymorph**

The Djinn becomes insubstantial and still flies at speed 12, but cannot make attacks. The Djinn can remain in mist form for up to 1 hour or end the effect as a minor action.

Alignment Good **Languages** Common, Primordial

Skills Arcana +19, Insight +15

Str 22 (+15) **Dex** 25 (+16) **Wis** 12 (+10)

Con 18 (+13) **Int** 20 (+14) **Cha** 16 (+12)

Equipment Rituals Book

Djinn Warriors are the most common sort of Djinn, forming the armies of Djinn-kind...such as they are. They have a basic knowledge of ritual magics, but are not so good at it as specialists. Djinn prefer hit and run warfare tactics, especially the Djinn Warriors.

Djinn Windmaster, Level 20 Artillery

Large elemental humanoid (air) XP 2800

Initiative +18 **Senses** Perception +10

Resist cold 15

HP 142; **Bloodied** 71

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

Speed 9, Fly 12

m **Fist** (standard; at-will)

+23 vs. AC; 2d6+7 damage

R **Howling Winds Strike** (standard; at-will)

+25 vs. AC; 3d6+8 cold damage

M **Icicle-Forming Strike** (refresh 5-6)

+23 vs. Fortitude; 2d10 +7 cold damage and **slow** (save ends). *After First Save:* If first save was failed, you are **immobilized** (save ends)

C Whirlwind (standard; refresh 5-6)

Close Burst 3; +23 vs. Fortitude; 2d6+7 damage and push 6

C Windstorm (standard; refresh 5-6)

Burst 2 within 10 squares; +23 vs. Reflex; 2d6+7 cold damage and 10 ongoing cold damage

Invisibility (minor; encounter) | **Illusion**

The Djinn turns invisible until it attacks or until the end of its next turn. **Sustain minor:** The invisibility lasts another turn.

Mist Form (standard; encounter) | **Polymorph**

The Djinn becomes insubstantial and still flies at speed 12, but cannot make attacks. The Djinn can remain in mist form for up to 1 hour or end the effect as a minor action.

Alignment Good **Languages** Common, Primordial

Skills Arcana +19, Insight +20, Nature +20

Str 20 (+15) **Dex** 25 (+17) **Wis** 20 (+15)

Con 16 (+13) **Int** 20 (+15) **Cha** 16 (+13)

Equipment Rituals Book

Windmasters are skilled ritualists and masters in control of elemental air, which they use to batter their foes from a distance.

Djinn Swordmaster, Level 21 Soldier

Large elemental humanoid (air) XP 3200

Initiative +18 **Senses** Perception +10

Resist cold 20

HP 200; **Bloodied** 100

AC 37; **Fortitude** 35, **Reflex** 33, **Will** 32

Speed 9, Fly 12

m **Scimitar** (standard; at-will)

+28 vs. AC; 3d6+8 damage

C Whirlwind (standard; refresh 5-6)

Close Burst 3; +26 vs. Fortitude; 2d6+7 damage and push 6

M Feather in the Wind (standard; refresh 5-6)

+28 vs. AC; 3d8+8 damage and push the target 3 squares. He may then shift 3 squares to remain adjacent to him.

Tail Wind (move; encounter)

The Djinn Swordmaster and all allies within 5 squares of him may shift up to 3 squares.

Sustain minor: Add +1 to the movement of all allies within 5 squares for this turn.

Countervailing Winds

The Djinn Swordmaster reduces all movement imposed on him by 2 (pushes, pulls, and slides).

Invisibility (minor; encounter) | **Illusion**

The Djinn turns invisible until it attacks or until the end of its next turn. **Sustain minor:** The invisibility lasts another turn.

Mist Form (standard; encounter) | **Polymorph**

The Djinn becomes insubstantial and still flies at speed 12, but cannot make attacks. The Djinn can remain in mist form for up to 1 hour or end the effect as a minor action.

Alignment Good **Languages** Common, Primordial

Skills Arcana +18, Diplomacy +20, Insight +18, Intimidate +20

Str 26 (+18) **Dex** 22 (+16) **Wis** 16 (+13)

Con 24 (+17) **Int** 16 (+13) **Cha** 20 (+15)

Equipment Rituals Book, Scimitar

Djinn Swordmasters often act as bodyguards for important Djinn or those under their protection. They also lead small forces of Djinn (large forces are led by Djinn nobles). They are sometimes summoned by rituals for those looking for a very potent bodyguard. The most skilled usually bear enchanted weapons.

Djinn Nobleman, Level 24 Controller

Large elemental humanoid (air) XP 6050

Initiative +17 **Senses** Perception +18

Immune cold

HP 200; **Bloodied** 100

AC 38; **Fortitude** 36, **Reflex** 36, **Will** 36

Speed 9, Fly 12

m **Scimitar** (standard; at-will)

+28 vs. AC; 3d6+8 damage

C **Whirlwind** (standard; refresh 5-6)

Close Burst 3; +28 vs. Fortitude; 2d6+8 damage and push 6

A **Chilling Fog** (standard; refresh 5-6) | **Cold, Illusion**

Burst 3 within 20 squares; +28 vs. Will; 2d6+8 cold damage and *slow* (save ends); until the end of his next turn, the area of effect blocks line of sight and provides total concealment to all allies.

A **Cloud Kill** (standard; encounter) | **Arcane, Poison**

Burst 3 within 20 squares; +28 vs. Fortitude; 2d6+8 Poison damage and 15 ongoing Poison damage (save ends)

C **Storm Master** (standard; encounter) | **Arcane, Lightning, Thunder, Zone**

Close Burst 4; +28 vs. Reflex; 4d8+12 lightning and thunder damage; **Sustain minor:**

The storm lasts another turn, inflicting 2d6+8 lightning and thunder damage on any enemy who starts their turn inside it.

Invisibility (minor; refresh 5-6) | **Illusion**

The Djinn turns invisible until it attacks or until the end of its next turn. **Sustain minor:** The invisibility lasts another turn.

Mist Form (standard; encounter) | **Polymorph**

The Djinn becomes insubstantial and still flies at speed 12, but cannot make attacks. The Djinn can remain in mist form for up to 1 hour or end the effect as a minor action.

Alignment Good **Languages** Common, Primordial

Skills Arcana +26, Diplomacy +24, Heal +23, Insight +23, Nature +23

Str 22 (+18) **Dex** 20 (+17) **Wis** 22 (+18)

Con 25 (+19) **Int** 28 (+21) **Cha** 25 (+19)

Equipment Rituals Book, Scimitar

It is said that Djinni Nobles can grant wishes; this is actually a reference to their vast arcane powers and their mastery of many rituals. They rule over communities of Djinni and lead them in war and peace. They normally are only found in places of Elemental Air.

Dog

Blink Dog, Level 4 Skirmisher

Small natural beast (canine) XP 175

Initiative +6 **Senses** Perception +9; Scent Perception: +12*

HP 55; **Bloodied** 27

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

Speed 6

m **Bite** (standard; at-will)

+9 vs. AC; 1d10 + 4 damage.

M **Blink Attack** (standard; at-will)

The Blink Dog teleports up to 3 squares, then takes a Bite attack, then teleports up to 3 squares.

Blink (move; at-will) | Teleportation

The Blink Dog teleports up to 6 squares; it can only teleport a total of 6 squares in a round (if it teleports more than once).

Pack Tactics

Blink Dogs gain combat advantage if at least two other Blink Dogs are adjacent to their target.

Press the Attack

Blink Dogs add +1d6 damage when they have combat advantage

Dog Nose

* Blink Dogs add 3 to Perception when dealing with something with a distinct scent.

Alignment Good **Languages** Dog Barking

Skills: Athletics +10, Endurance +9, Nature +9 (only topics relevant to a dog), Perception +9

Str 17 (+5) **Dex** 15 (+4) **Wis** 15 (+4)

Con 15 (+4) **Int** 9 (+1) **Cha** 11 (+2)

Blink dogs are carnivorous pack animals (1d6 adult males, 1d6 adult females, 2d4 children total. Usually only the males will be encountered out hunting) which typically hunt wild herbivores, living in forest, hills, and plains. They are more benevolent than most predators and may well come to the aid of friendly adventurers, especially against displacer beasts, who they hate. However, they also sometimes come into conflict with settlers as they require large hunting grounds, and will attack anyone who seems to permanently encroach on them. (Adult Blink Dogs require half a square mile of plains, 2 square mile of forests or 4 square miles of hills per pack member for hunting grounds over the course of a year. Kids require half that.) A typical pack (4 males, 4 females, 4

kids would thus require 5 square miles of plains, 10 square miles of forest or 40 square miles of hills. A typical Mystara 8 mile map hex is 56 square miles.)

Ethengarian Dog Level 3 Skirmisher

Small natural beast (canine) XP 150

Initiative +5 **Senses** Perception +8; Scent Perception: +11*

HP 46; **Bloodied** 23

AC 17; **Fortitude** 16, **Reflex** 15, **Will** 15

Speed 8

m **Bite** (standard; at-will)

+8 vs. AC; 1d10 + 3 damage.

M **Charge** (standard; at-will)

Takes a standard move, then attacks with +6 vs. Reflex; 1d6+3 and *prone*

Pack Tactics

Ethengar dogs gain combat advantage if at least one other Ethengar Dog is adjacent to their target.

Trained

Ethengar Dogs follow simple commands from their masters and may know some fancier tricks. Some are trained to help herd animals. They also return any game they kill to their masters.

Dog Nose

* Ethengar Dogs add 3 to Perception when dealing with something with a distinct scent.

Alignment Unaligned **Languages** Ethengar (trained commands understood)

Skills: Athletics +9, Endurance +8, Nature +8 (only topics relevant to a dog), Perception +8

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

Con 14 (+3) **Int** 6 (-1) **Cha** 10 (+1)

Equipment ---

The Ethengars train hunting dogs to assist them in hunting and for guarding their herds and camps. They learn to recognize enough Ethengarian to follow simple commands from their masters and are unusually bright as dogs go.

Dragon-Kin

There are many relatives of Dragons, known as the Dragon-kin

Flapsail, Level 8 Skirmisher

Large natural beast (Dragon-kin) XP 350

Initiative +9 **Senses** Perception +7

HP 92; **Bloodied** 46

AC 22 (26)*; **Fortitude** 22, **Reflex** 20, **Will** 20

Resist Fire 10

Speed 6; Fly 12

m **Claw** (standard; at-will)

Reach 2; +13 vs. AC; 1d6+5 damage

m **Bite** (standard; at-will)

Reach 2; +13 vs. AC; 2d6+5 damage

M **Claw/Claw/Bite** (standard; at-will if the Flapsail has moved at least six squares since its last attack)

The Flapsail takes 2 **Claw** attacks and a **Bite** attack.

C **Breath Weapon** (standard; recharge 5-6) | **Fire**

Close blast 4; +11 vs. Reflex; 3d8+5 fire damage

* **Skilled Disengager**

+4 AC vs. opportunity attacks or other attacks triggered by movement.

Alignment Unaligned **Languages** Responds to commands in Schattenelfen

Skills Acrobatics + 12

Str 20 (+9) **Dex** 17 (+7) **Wis** 16 (+7)

Con 20 (+9) **Int** 6 (+2) **Cha** 16 (+7)

Their precise origins are unknown; they were simply found living in the Hollow World by the Schattenelfen on their arrival there. They are smart enough to be trained and domestic enough to be safe to ride; the Schattenelfen train them to be mounts.

Dragon, True

Most of the traditional D&D Metallic Dragons do not exist in Mystara; their place is taken by the Gemstone Dragons, who parallel Golds and the five major Chromatic Dragon types. Most Gemstone Dragons are Lawful Good, Good, or Unaligned; only the Amber dragons are evil.

GMs are, of course, free to put every kind of official Dragon in Mystara. Notes which only apply to Dragons not officially found in Mystara have been prefixed with **Non-Mystara Canon**: as a designator. These can be ignored if you want to stick to standard Mystara.

Dragon Territories: Dragons require one standard Mystaran 8-mile hex of wilderness (less of settled lands if they can consistently beat up the locals) per age category in order to eat adequately. Dragons, of course, prefer to claim at least twice that in order to eat WELL. Indeed, they will usually claim as much land as they can up to a maximum of two and a half miles times their Overland Flight speed. (IE, as much land as they reach from their lair in half a day, leaving the other half to come home. This way they can always sleep in their lair.) This means Ancient Dragons usually try to claim a 45 mile radius (5 hexes out from a central hex) if possible. In practice, there are often too many dragons, humans, adventurers, giants, etc etc to make it possible to claim so much. Dragons who have cut deals with bipeds or live covertly in their cities may claim only a relatively small amount of terrain around their lair because they get fed by other means.

Alignment Variations: Mystaran White and Blue Dragons are Unaligned, if not nice. Mystaran Golds are Lawful Good

The Draconic Immortals: Rather than having Bahumat and Tiamat, Mystara has three lesser and one greater Draconic Immortal. Diamond rules Lawful Dragons (Crystal, Sapphire, Ruby, and Gold. **Non-Mystara Canon:** Adamantine, Bronze, Silver), Opal the Neutrals (White, Onyx, Jade, and Blue. **Non-Mystara Canon:** Brass, Copper, Orium, Steel), and Pearl the Chaotics (Black, Green, Red, and Amber. **Non-Mystara Canon:** Cobalt, Iron, Mercury), while the Great One rules all Dragons and settles issues between his fractious subordinates; eventually one of them usually kills him and takes his place or he ascends to join the Old Ones. Or they kill him and make everyone THINK he's joined the Old Ones. Mithral Dragons usually claim they worship the Great One directly and this somehow makes them superior. They mostly lair out in the planes where they cannot be beaten up easily for this presumption.

Non-Mystara Canon: Unlike canonical 4E Dragons, Mystaran Blues live in deserts, which means they may well clash with Brass Dragons instead of the Mystaran Sapphires who 4E canonical Blues would meet on the coastlines. In Ylarum, Brass and Bronze Dragons live who have converted to the local faith of Al-Kalim, collecting illustrated Nahmehs in their lairs. Ylari Brass Believers usually join a nomad tribe and support it against their enemies, applying the usual desert nomad ethics to have excuses to kill outsiders. Ylari Bronze Believers tend to be fanatics who want to spread the faith by force and who want Ylarum to be more tightly, centrally governed. This often means supporting the Kin faction. Copper dragons in Ylarum, on the other hand, rarely take True Believers seriously but become adept at faking it to exploit the beliefs of locals. Coppers often cut some kind of deal with local rulers in the hills of northern and southern Ylarum to help protect their towns in return for a shielded lair. Blue Dragons in Ylarum rarely become True Believers but may well force any nomads who try to operate in their lands to pay tribute or die for violating said territory. Given they will try to monopolize oases, this either leads to long-term tribute relationships or really messy fights that stack the bodies for the sands to bury. Red Dragons sometimes associate with Magian Fire Worshipers or are worshipped by them from a distance, but pretty much treat all Ylari as dinner unless they are servants. A handful of Sapphires live in Ylarum along the coast. They are usually True Believers, but they believe in the Preceptor's idea of peaceful spreading of the faith and tolerance for religions. That this gives them excuses to beat up Kin-faction supporting Bronzes and take their lairs is simply a bonus.

The Isles of Dread and similar places are home to Mercury dragons, if they exist in your game. The Tangaro homeland is likely to have them too.

Amber Dragons

Amber Dragons are the most powerful Gemstone Dragons and also the most evil. Only Red dragons can match Amber Dragons for their outright devotion to being a bastard.

Indeed, since Amber Dragons are actually more powerful than Red Dragons by a thin margin, they can be EVEN NASTIER. Amber Dragons become nastier and nastier as they age, moving from unaligned in youth to evil to chaotic evil to SUPER EVIL. This basically reflects their vengeful streak growing both bigger and pettier. A young Amber Dragon believes in an eye for an eye. An Ancient Amber Dragon believes that your accidentally bumping into him is full and sufficient reason for him to methodically destroy your homeland and everyone who ever gave you a crust of bread. Possibly every tree that ever provided you with oxygen too. However, Amber Dragons also get more methodical and careful about vengeance as they age, going from 'immediate frenzied assault on an insult' to 'twenty year campaign to destroy you inch by inch'.

They are a rich amber in color and sometimes are called 'Brown Dragons' by those who are quite sure no Amber Dragon will ever actually hear them or who like *slow*, painful death. Or are Immortal and can eat them for breakfast. For reasons unknown, Amber Dragons combine many of the powers of Jade and Ruby dragons with a few tricks of their own. Stories of crossbreeding are also a good way to see exactly how well you die.

Amber dragons live EVERYWHERE, but they especially live in the lairs of other dragons who annoyed them, so they methodically cut that dragon off from all help and eventually killed and ate him. In which case they keep his bones on display in their lair in a place of honor.

Amber Dragons are famous for the fact that they hate you so much that the first time you kill them, they will rise from the dead and try to kill you again. This is well known in part because Amber Dragons are oddly flimsy for a dragon of their size and mass, possibly because their bodies are filthy plague pits. Reborn Amber Dragons are dominated by their hate more than their spite and overflow with the energy of hate (which causes psychic damage instead of poisonous disease). (*See Below*)

Amber Dragons especially hate Red and Gold Dragons (who can reasonably claim to be as potent as they are), but also hate Green, Jade, and Ruby Dragons, who are most resistant to their powers. They are most likely to kill those dragons and steal their lairs if possible, though also most likely to get messed up by biting off more than they can chew by taking on dragons who laugh off a lot of their damage...though they conversely resist those Dragons' attacks well too.

Design Note: Amber Dragons have half the normal HP of a Solo because when reduced to 0, they explode and return to full hit points and have to be killed a second time. Those who don't like their dragons to explode and reform from sheer spite can double their HP and have them recharge their breath weapons when bloodied and start doing psychic breath damage and gain the extra melee damage at that point.

Young Amber Dragon Level 9 Solo Controller

Large natural magical beast (dragon) XP 1,000

Initiative +7 **Senses** Perception +12; darkvision

HP 190; **Bloodied** 95; see also *bloodied breath*

AC 23; Fortitude 21, Reflex 23, Will 21

Resist 15 poison, 15 psychic

Saving Throws +5 **Action Points 2** (*Amber Dragons do +2 to hit and +4 damage with any action gained by spending an action point, if they use it to attack someone who has inflicted damage on them in this fight*)

Speed 8, fly 10 (hover), overland flight 15

m **Bite** (standard; at-will) | **Disease, Poison**

Reach 2; +14 vs. AC; 2d8+4 damage, and 2d6 poison damage

m **Claw** (standard; at-will) | **Disease, Illusion**

Reach 2; +14 vs. AC; 1d8+5 damage and the target has hallucinations of illness, causing him to be -2 to all attacks until the end of his next turn.

M **Double Attack** (standard; at-will) | **Disease, Illusion**

The dragon makes two **claw** attacks.

C **Stab Yourself** (immediate reaction, when an enemy moves adjacent to the Amber dragon; at-will)

The dragon fogs the foe's mind so he accidentally hurts himself trying to hurt it: **Close Burst 4**; Only affects the person who just moved adjacent to him; +12 vs. Will; 2d6+5 damage, and the target is pushed 1 square.

R **Induce Gout** (minor 1/round; at-will) | **Disease, Gaze**

Range 10; +13 vs. Will; the target is *slow* until the end of the dragon's next turn.

C **Breath Weapon** (standard; recharge 5-6) | **Disease, Poison**

Close blast 5; +11 vs. Fortitude; 2d6+5 poison damage, and the target takes ongoing 5 poison damage and is *slowed* (save ends both). *Aftereffect*: +31 vs. Fortitude; the target is now infected with *Blinding Sickness* (DMG 49)

C **Spite-Fuelled Rebirth** (free, when reduced to zero hit points; encounter) | **Psychic**

The dragon explodes in a huge cloud of disease. This is identical to his normal Breath Weapon, except that it is a **Close Burst 5**. The cloud then turns a translucent yellow-brown, and then reforms with full hit points, but is now translucent and a lighter shade of amber. The dragon's **breath weapon** now does psychic damage instead of poison damage. The dragon's **melee attacks** now do an extra 5 ongoing psychic damage (save ends).

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +11 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Unaligned **Languages** Common, Draconic

Skills Arcana +15, Athletics +13, Diplomacy +13, Insight +12, Intimidate +13

Str 18 (+8) **Dex** 16 (+7) **Wis** 16 (+7)

Con 15 (+6) **Int** 23 (+10) **Cha** 18 (+8)

Adult Amber Dragon Level 17 Solo Controller

Large natural magical beast (dragon) XP 3,500

Initiative +12 **Senses** Perception +17; darkvision

HP 326; **Bloodied** 163; see also *bloodied breath*

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

Resist 20 poison, 20 psychic

Saving Throws +5 **Action Points** 2 (*Amber Dragons do +2 to hit and +4 damage with any action gained by spending an action point, if they use it to attack someone who has inflicted damage on them in this fight*)

Speed 8, fly 12 (hover), overland flight 15

m **Bite** (standard; at-will) | **Disease, Poison**

Reach 2; +22 vs. AC; 2d8+7 damage, and 3d8 poison damage

m **Claw** (standard; at-will) | **Disease, Illusion**

Reach 2; +22 vs. AC; 1d10+7 damage and the target has hallucinations of illness, causing him to be -2 to all attacks until the end of his next turn.

M **Double Attack** (standard; at-will) | **Disease, Illusion**

The dragon makes two **claw** attacks.

C **Stab Yourself** (immediate reaction, when an enemy moves adjacent to the Amber dragon; at-will)

The dragon fogs the foe's mind so he accidentally hurts himself trying to hurt it: **Close Burst 4**; Only affects the person who just moved adjacent to him; +21 vs. Will; 2d8+7 damage, and the target is pushed 1 square.

R **Induce Gout** (minor 1/round; at-will) | **Disease, Gaze**

Ranged 10; +21 vs. Will; the target is *slow* (save ends).

C **Breath Weapon** (standard; recharge 5-6) | **Disease, Poison**

Close blast 5; +19 vs. Fortitude; 2d8+7 poison damage, and the target takes ongoing 5 poison damage (save ends). *Aftereffect*: +16 vs. Fortitude; the target is now infected with **Cackle Fever** (DMG 50)

C **Spite-Fuelled Rebirth** (free, when reduced to zero hit points; encounter) | **Psychic**

The dragon explodes in a huge cloud of disease. This is identical to his normal Breath Weapon, except that it is a **Close Burst 5**. The cloud then turns a translucent yellow-brown, and then reforms with full hit points, but is now translucent and a lighter shade of amber. The dragon's **breath weapon** now does psychic damage instead of poison damage. The dragon's **melee attacks** now do an extra 10 ongoing psychic damage (save ends).

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +19 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Evil **Languages** Common, Draconic

Skills Arcana +21, Athletics +20, Diplomacy +19, Insight +17, Intimidate +19

Str 25 (+15) **Dex** 18 (+12) **Wis** 18 (+12)

Con 19 (+12) **Int** 26 (+16) **Cha** 22 (+14)

Elder Amber Dragon Level 24 Solo Controller

Huge natural magical beast (dragon) XP 12,000

Initiative +18 **Senses** Perception +23; darkvision

Sickly Thoughts aura 2; each enemy that enters the aura or starts its turn in the aura must choose either to take 15 psychic damage or be *weakened* until the start of its next turn.

HP 888; **Bloodied** 222; see also *bloodied breath*

AC 38; **Fortitude** 36, **Reflex** 38, **Will** 36

Resist 25 **poison**, 25 **psychic**

Saving Throws +5 **Action Points** 2 (*Amber Dragons do +2 to hit and +4 damage with any action gained by spending an action point, if they use it to attack someone who has inflicted damage on them in this fight*)

Speed 10, fly 12 (hover), overland flight 15

m **Bite** (standard; at-will) | **Disease, Poison**

Reach 3; +29 vs. AC; 2d10+8 damage, and 3d10 poison damage

m **Claw** (standard; at-will) | **Disease, Illusion**

Reach 3; +29 vs. AC; 2d6+8 and the target has hallucinations of illness, causing him to be -3 to all attacks until the end of his next turn.

M **Double Attack** (standard; at-will) | **Disease, Illusion**

The dragon makes two **claw** attacks.

C **Stab Yourself** (immediate reaction, when an enemy moves adjacent to the Amber dragon; at-will)

The dragon fogs the foe's mind so he accidentally hurts himself trying to hurt it: **Close**

Burst 4; Only affects the person who just moved adjacent to him; +28 vs. Will; 3d6+8 damage, and the target is pushed 2 squares.

R **Induce Gout** (minor 1/round; at-will) | **Disease, Gaze**

Ranged 10; +28 vs. Will; the target can only shift a single square with a move action and can't move any further (those immune to *slow* are immune to this) (save ends).

R **Mind Maze** (standard; recharge 5-6) | **Psychic**

The Amber Dragon gazes into his foe's eyes and traps him in a maze inside his mind; until he escapes it, he cannot move in the real world.

Ranged 20; +29 vs. Will; 4d8 + 8 psychic damage, and *immobilize* (save ends).

C **Breath Weapon** (standard; recharge 5-6) | **Disease, Poison**

Close blast 5; +26 vs. Fortitude; 3d8+8 poison damage, and the target takes ongoing 10 poison damage(save ends). *Aftereffect*: +23 vs. Fortitude; the target is now infected with *Mindfire* (DMG 51)

C **Spite-Fuelled Rebirth** (free, when reduced to zero hit points; encounter) | **Psychic**

The dragon explodes in a huge cloud of disease. This is identical to his normal Breath Weapon, except that it is a **Close Burst 5**. The cloud then turns a translucent yellow-brown, and then reforms with full hit points, but is now translucent and a lighter shade of amber. The dragon's **breath weapon** now does psychic damage instead of poison damage. The dragon's **melee attacks** now do an extra 10 ongoing psychic damage (save ends).

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 10; targets enemies; +26 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Chaotic Evil **Languages** Common, Draconic

Skills Arcana +27, Athletics +25, Diplomacy +25, Insight +23, Intimidate +25

Str 27 (+20) **Dex** 22 (+18) **Wis** 23 (+18)

Con 22 (+18) **Int** 30 (+22) **Cha** 26 (+20)

Ancient Amber Dragon Level 30 Solo Controller

Gargantuan natural magical beast (dragon) XP 55,000

Initiative +22 **Senses** Perception +28; darkvision

Sickly Thoughts aura 5; each enemy that enters the aura or starts its turn in the aura must choose either to take 15 psychic damage or be *weakened* until the start of its next turn.

HP 544; **Bloodied** 272; see also *bloodied breath*

AC 46; **Fortitude** 42, **Reflex** 46, **Will** 42

Resist 30 **poison**, 30 **psychic**

Saving Throws +5 **Action Points** 2 (*Amber Dragons do +2 to hit and +4 damage with any action gained by spending an action point, if they use it to attack someone who has inflicted damage on them in this fight*)

Speed 10, fly 12 (hover), overland flight 15

m **Bite** (standard; at-will) | **Disease, Poison**

Reach 4; +35 vs. AC; 3d10+9 damage, and 4d10 poison damage

m **Claw** (standard; at-will) | **Disease, Illusion**

Reach 4; +35 vs. AC; 2d8+10 and the target has hallucinations of illness, causing him to be -4 to all attacks until the end of his next turn.

M **Triple Attack** (standard; at-will) | **Disease, Illusion**

The dragon makes three **claw** attacks.

C **Stab Yourself** (immediate reaction, when an enemy moves adjacent to the Amber dragon; at-will)

The dragon fogs the foe's mind so he accidentally hurts himself trying to hurt it: **Close Burst** 4; Only affects the person who just moved adjacent to him; +34 vs. Will; 3d8+10 damage, and the target is pushed 3 squares.

R **Induce Gout** (minor 1/round; at-will) | **Disease, Gaze**

Ranged 10; +34 vs. Will; the target is *immobilized* (save ends).

R **Mind Maze** (standard; recharge 5-6) | **Psychic**

The Amber Dragon gazes into his foe's eyes and traps him in a maze inside his mind; until he escapes it, he cannot move in the real world.

Ranged 20; +34 vs. Will; 4d10 + 9 psychic damage, and *immobilize* (save ends).

C **Breath Weapon** (standard; recharge 5-6) | **Disease, Poison**

Close blast 5; +32 vs. Fortitude; 4d8+9 poison damage, and the target takes ongoing 15 poison damage (save ends). *Aftereffect:* +31 vs. Fortitude; the target is now infected with *Slimy Doom* (DMG 51)

C **Spite-Fuelled Rebirth** (free, when reduced to zero hit points; encounter) | **Psychic**

The dragon explodes in a huge cloud of disease. This is identical to his normal Breath Weapon, except that it is a **Close Burst** 5. The cloud then turns a translucent yellow-brown, and then reforms with full hit points, but is now translucent and a lighter shade of amber. The dragon's **breath weapon** now does psychic damage instead of poison damage. The dragon's **melee attacks** now do an extra 15 ongoing psychic damage (save ends).

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 10; targets enemies; +32 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Alignment SUPER EVIL* **Languages** Common, Draconic

Skills Arcana +33, Athletics +29, Diplomacy +29, History +33, Insight +28, Intimidate +29

Str 28 (+24) **Dex** 24 (+22) **Wis** 26 (+23)

Con 24 (+22) **Int** 36 (+28) **Cha** 28 (+24)

***Super Evil** is Chaotic Evil turned up to 11. It is the alignment of someone who would risk their life to ensure your marriage failed because you got ahead of them in line at the supermarket with a full basket that took 20 minutes to process. It is the alignment of Lex Luthor spending four weeks figuring out how to create a disease from scratch that will cause your kitten to *slowly* die over the course of months because you made fun of his baldness. It is the combination of vast power and utter, nasty pettiness combined with massive overreaction. Amber Dragons make Alphaks look like a man on Valium.

Ancient Amber Dragons are not mindless rushers to destruction. Rather, they will, *slowly*, patiently, bring about the destruction of you and everything you have ever loved over a period of years, if you irritate them. Or if one of their spies hears you say 'Brown Dragon' or 'I like sandwiches', etc. They can and will fight, but this is generally the final straw in which your friends are dead, your lover has turned on you and stabbed you in the back, you have just discovered the man who killed your parents when you were little was YOU due to an Artifact of Time and a few simple illusions and that the entire Thyatian Empire has declared war on you because they think you killed and ate Emperor Thincol, and then the Amber Dragon steps out, explains how you stepped on one of his violets 20 years ago, and then unleashes his full power on you.

Or at least, that's how HE thinks this is going to go. But the best laid plans of Immortals and Dragons rarely survive contact with PCs...

Crystal Dragons

Crystal Dragons are quite aware they are not very smart and that their primary talent is a knack for hitting things very hard. So they work with what they have. Crystal Dragons will put their talents to work helping any good cause they find worthy and needing of their help, but stick to fairly straightforward ones, like 'kill the orc slavers' or 'rescue the princess'. Many of them will team up with a Gold, Sapphire, or Ruby Dragon to act as the muscle, while the other dragon provides the brains. A large number take a humanoid companion for the same purpose. Those who have a humanoid companion will likely either learn some way to shapeshift to a human form or else try to acquire an item to facilitate operations inside human society.

From a distance, Crystal and White Dragons can be mistaken for each other, though they will never make this mistake. Crystals and White Dragons tend to hate each other and compete fiercely in cold climates, though like all Dragons, Crystals can live anywhere. **Non-Mystara Canon:** Silver Dragons tend to find Crystal Dragons to be the annoying little brother who dresses in your clothing and follows you everywhere, fucking everything up but he's family so you can't kill him and steal his hoard. Smart Silvers exploit this. Dumb ones end up being killed trying to save Crystal Dragon 'friends'. Cobalt Dragons like their land cold but don't venture out into the most ice frozen places where the Whites and Crystals dwell (the ice cap and the tundra). Rather, they tend to

live in the taiga, the cold forests close to 'arctic' regions. When the groups do conflict, Cobalts tend to be tougher and slap both sides around, taking what they want and turning their humanoid followers loose on them.

Young Crystal Dragon Level 3 Solo Brute

Large natural magical beast (dragon) XP 750

Initiative +1 **Senses** Perception +7; darkvision

HP 232; **Bloodied** 116; see also *bloodied breath*

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

Resist 15 force, 5 cold

Saving Throws +5 **Action Points** 2 (*Crystal Dragons add +4 to hit with any action bought with an action point if they have an ally within 5 squares of them with a higher intelligence than theirs*)

Speed 6 (*ice walk*), fly 6 (hover), overland flight 10

m **Bite** (standard; at-will) | **Force**

Reach 2; +6 vs. AC; 1d8 + 4 plus 1d6 force damage (plus an extra 1d6 force damage on a successful opportunity attack).

m **Claw** (standard; at-will)

Reach 2; +6 vs. AC; 1d8 + 4 damage.

M **Dragon's Fury** (standard; at-will)

The dragon makes two **claw** attacks. If the dragon hits a single target with both claws, it makes a **bite** attack against the same target.

C **Breath Weapon** (standard; recharge 5-6) | **Force**

Close blast 5; +4 vs. Reflex; 3d6 + 4 force damage, and the target is *slowed* and *weakened* (save ends both).

C **Bloodied Breath** (free, when first bloodied; encounter) | **Force**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **melee attacks** now increase their damage by +1d6 force damage.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +4 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Good **Languages** Draconic

Skills Athletics +15

Str 18 (+5) **Dex** 10 (+1) **Wis** 12 (+2)

Con 18 (+5) **Int** 10 (+1) **Cha** 8 (+0)

Adult Crystal Dragon Level 9 Solo Brute

Large natural magical beast (dragon) XP 2,000

Initiative +5 **Senses** Perception +11; darkvision

HP 488; **Bloodied** 244; see also *bloodied breath*

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

Resist 20 force, 10 cold

Saving Throws +5 **Action Points** 2 (*Crystal Dragons add +4 to hit with any action bought with an action point if they have an ally within 5 squares of them with a higher intelligence than theirs*)

Speed 7 (*ice walk*), fly 7 (hover), overland flight 10

m **Bite** (standard; at-will) | **Force**

Reach 2; +12 vs. AC; 1d8 + 5 plus 1d10 force damage (plus an extra 1d10 force damage on a successful opportunity attack).

m **Claw** (standard; at-will)

Reach 2; +12 vs. AC; 1d8 + 5 damage.

M **Dragon's Fury** (standard; at-will)

The dragon makes two **claw** attacks. If the dragon hits a single target with both claws, it makes a **bite** attack against the same target.

C **Breath Weapon** (standard; recharge 5-6) | **Force**

Close blast 5; +10 vs. Reflex; 4d6 + 6 force damage, and the target is *slowed* and *weakened* (save ends both).

C **Bloodied Breath** (free, when first bloodied; encounter) | **Force**

The dragon's breath weapon recharges, and the dragon uses it immediately. **Melee Attacks** by the Crystal Dragon now do an additional +1d10 Force damage for the rest of the encounter.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +10 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Good **Languages** Draconic

Skills Athletics +19

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

Con 22 (+10) **Int** 12 (+5) **Cha** 10 (+4)

Elder Crystal Dragon Level 17 Solo Brute

Huge natural magical beast (dragon) XP 8,000

Initiative +11 **Senses** Perception +16; darkvision

HP 824; **Bloodied** 412; see also *bloodied breath*

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

Resist 25 force, 10 cold

Saving Throws +5 **Action Points** 2 (*Crystal Dragons add +4 to hit with any action bought with an action point if they have an ally within 5 squares of them with a higher intelligence than theirs*)

Speed 8 (ice walk), fly 8 (hover), overland flight 12

m **Bite** (standard; at-will) | **Force**

Reach 3; +22 vs. AC; 1d10 + 6 plus 2d12 force damage (plus an extra 2d12 force damage on a successful opportunity attack).

m **Claw** (standard; at-will)

Reach 3; +22 vs. AC; 1d10 + 6 damage.

M **Dragon's Fury** (standard; at-will)

The dragon makes two **claw** attacks. If the dragon hits a single target with both claws, it makes a **bite** attack against the same target.

R **Force Cage** (standard; recharge 5-6) | **Force**

Ranged 10; +20 vs. Fortitude; the target is trapped in a cage made of force, takes 2d12 + 8 force damage, and is *restrained* and *stunned* (save ends both).

C **Breath Weapon** (standard; recharge 5-6) | **Force**

Close blast 5; +20 vs. Reflex; 6d6 + 8 force damage, and the target is *slowed* and *weakened* (save ends both).

C Bloodied Breath (free, when first bloodied; encounter) | **Force**

The dragon's breath weapon recharges, and the dragon uses it immediately. **Melee Attacks** by the Crystal Dragon now do an additional +2d12 Force damage for the rest of the encounter.

C Frightful Presence (standard; encounter) | **Fear**

Close burst 10; targets enemies; +20 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Good **Languages** Common, Draconic

Skills Athletics +24

Str 22 (+14) **Dex** 16 (+11) **Wis** 17 (+11)

Con 26 (+16) **Int** 14 (+10) **Cha** 14 (+10)

Ancient Crystal Dragon Level 24 Solo Brute

Gargantuan natural magical beast (dragon) XP 30,250

Initiative +15 **Senses** Perception +21; darkvision

Force Storm (Force) aura 5; The Dragon is enveloped in a storm of force shards which tear and rend anyone inside it. A creature that enters or begins its turn in the aura takes 30 force damage. The ground, coated with fallen force shards, is treated as difficult terrain, and creatures flying in the aura (other than the dragon) move at half speed. Creatures in the aura have concealment against ranged attacks.

HP 1,116; **Bloodied** 558; see also *bloodied breath*

AC 36; **Fortitude** 41, **Reflex** 35, **Will** 36

Resist 30 force, 15 cold

Saving Throws +5 **Action Points** 2 (*Crystal Dragons add +4 to hit with any action bought with an action point if they have an ally within 5 squares of them with a higher intelligence than theirs*)

Speed 9 (ice walk), fly 9 (hover), overland flight 12

m **Bite** (standard; at-will) | **Force**

Reach 4; +29 vs. AC; 2d12 + 7 plus 3d12 force damage (plus an extra 3d12 force damage on a successful opportunity attack).

m **Claw** (standard; at-will)

Reach 4; +29 vs. AC; 2d12 + 7 damage.

M **Dragon's Fury** (standard; at-will)

The dragon makes two **claw** attacks. If the dragon hits a single target with both claws, it makes a **bite** attack against the same target.

R **Force Cage** (standard; recharge 5-6) | **Force**

Ranged 10; +27 vs. Fortitude; the target is trapped in a cage of force, takes 4d12 + 9 cold damage, and is *restrained* and *stunned* (save ends both).

C **Breath Weapon** (standard; recharge 5-6) | **Force**

Close blast 5; +27 vs. Reflex; 8d6 + 9 force damage, the target is *slowed* and *weakened* (save ends both), and the Crystal dragon makes a secondary attack against the target.

Secondary Attack: +27 Fortitude; the target's force resistance is negated until the end of the encounter.

C Bloodied Breath (free, when first bloodied; encounter) | **Force**

The dragon's breath weapon recharges, and the dragon uses it immediately. **Melee Attacks** by the Crystal Dragon now do an additional +3d12 Force damage for the rest of the encounter.

C Frightful Presence (standard; encounter) | **Fear**

Close burst 10; targets enemies; +27 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Good **Languages** Common, Draconic

Skills Athletics +29

Str 25 (+19) **Dex** 17 (+15) **Wis** 18 (+16)

Con 29 (+21) **Int** 15 (+14) **Cha** 15 (+14)

Jade Dragons

Jade Dragons are attuned to and live in symbiosis with disease. They see this as a close tie to nature; diseases, after all, are part of nature. Their job is to tend nature's garden by killing off the old, the sick, and the weak. They try when possible to avoid killing the young, the healthy, and the strong. Indeed, they're so used to disease, they prefer to eat disease riddled meat. Their lairs are often quite nasty, since they're basically plague pits. Some villages or even towns will enter a relationship with a Jade Dragon; they provide him with the old, sick, and weak, and he protects the town from menaces (and possibly from retaliation). Jades often work with druids as part of the job of protecting nature. Some even form permanent partnerships with a druid who will ride them into battle.

From a distance, Jade and Green Dragons can be mistaken for each other, though they will never make this mistake. Jade and Green Dragons tend to hate each other and compete fiercely in forested zones, though like all Dragons, Jades can live anywhere. **Non-Mystara Canon:** Iron Dragons are nasty bastards, who tend to like the forested terrain that Jade Dragons live in. Worse, they like to strike from ambush. However, unlike Jades, who prefer mobile warfare, Iron Dragons tend to lurk in their super-trapped deathmaze caves and ambush you there, so Jades can usually hold their own, especially since both kinds are usually evenly matched at a given age.

Young Jade Dragon Level 5 Solo Skirmisher

Large natural magical beast (dragon) XP 1,000

Initiative +7 **Senses** Perception +10; darkvision

HP 260; **Bloodied** 130; see also *bloodied breath*

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

Resist 15 **poison**

Saving Throws +5 **Action Points** 2 (*A Jade Dragon who buys a move action with an action point may treat the entire move as shifting.*)

Speed 8, fly 10 (hover), overland flight 15; see also *flyby attack*

m **Bite** (standard; at-will) | **Disease, Poison**

Reach 2; +10 vs. AC; 1d8 + 5 damage, and ongoing 5 poison damage(save ends).

m **Claw** (standard; at-will)

Reach 2; +10 vs. AC; 1d6 + 5 damage.

M Double Attack (standard; at-will)

The dragon makes two **claw** attacks.

M Flyby Attack (standard; recharge 5-6)

The dragon flies up to 10 squares and makes a **bite** attack at any point during the move without provoking an opportunity attack from the target.

M Infectious Presence (immediate reaction, if an adjacent enemy does not move on its turn; at-will) | **Disease, Poison**

+8 vs. Reflex; 1d8 + 5 poison damage, and the target is knocked *prone*.

R Induce Gout (minor 1/round; at-will) | **Disease, Gaze**

Range 10; +8 vs. Will; the target is *slow* until the end of the dragon's next turn.

C Breath Weapon (standard; recharge 5-6) | **Disease, Poison**

Close blast 5; +8 vs. Fortitude; 1d10 + 3 poison damage, and the target takes ongoing 5 poison damage and is *slowed* (save ends both). *Aftereffect*: The target is *slowed* (save ends).

C Bloodied Breath (free, when first bloodied; encounter) | **Disease, Poison**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **melee attacks** now do an extra 5 ongoing poison damage (add to any already extant damage it inflicts normally).

C Frightful Presence (standard; encounter) | **Fear**

Close burst 5; targets enemies; +8 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Unaligned **Languages** Common, Draconic

Skills Bluff +15, Diplomacy +10, Insight +15, Intimidate +10

Str 15 (+4) **Dex** 20 (+7) **Wis** 16 (+5)

Con 17 (+5) **Int** 15 (+4) **Cha** 17 (+5)

Adult Jade Dragon Level 12 Solo Controller

Large natural magical beast (dragon) XP 3,500

Initiative +12 **Senses** Perception +14; darkvision

Lashing Tail aura 1; all creatures other than the dragon treat the area within the aura as difficult terrain. The dragon loses this aura while airborne.

HP 496; **Bloodied** 248; see also *bloodied breath*

AC 26; **Fortitude** 24, **Reflex** 25, **Will** 24

Resist 20 **poison**

Saving Throws +5 **Action Points** 2 (*A Jade Dragon who buys a move action with an action point may treat the entire move as shifting.*)

Speed 8, fly 12 (hover), overland flight 15; see also *flyby attack*

m Bite (standard; at-will) | **Disease, Poison**

Reach 2; +17 vs. AC; 1d10 + 6 damage, and ongoing 5 poison damage(save ends).

m Claw (standard; at-will)

Reach 2; +17 vs. AC; 1d8 + 6 damage.

M Double Attack (standard; at-will)

The dragon makes two **claw** attacks.

M Flyby Attack (standard; recharge 5-6)

The dragon flies up to 12 squares and makes a **bite** attack at any point during the move without provoking an opportunity attack from the target.

M **Infectious Presence** (immediate reaction, if an adjacent enemy does not move on its turn; at-will) | **Disease, Poison**

+16 vs. Fortitude; the target is now infected with Cackle Fever (DMG 50)

R **Induce Gout** (minor 1/round; at-will) | **Disease, Gaze**

Ranged 10; +15 vs. Will; the target is *slow* (save ends).

C **Breath Weapon** (standard; recharge 5-6) | **Disease, Poison**

Close blast 5; +15 vs. Fortitude; 1d10 + 5 poison damage, and the target takes ongoing 5 poison damage(save ends). *Aftereffect*: +16 vs. Fortitude; the target is now infected with Cackle Fever (DMG 50)

C **Bloodied Breath** (free, when first bloodied; encounter) | **Disease, Poison**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **melee attacks** now do an extra 5 ongoing poison damage (add to any already extant damage it inflicts normally).

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +15 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Unaligned **Languages** Common, Draconic

Skills Bluff +21, Diplomacy +16, Insight +19, Intimidate +16

Str 16 (+9) **Dex** 22 (+12) **Wis** 17 (+9)

Con 20 (+11) **Int** 16 (+9) **Cha** 20 (+11)

Elder Jade Dragon Level 19 Solo Controller

Huge natural magical beast (dragon) XP 12,000

Initiative +17 **Senses** Perception +17; darkvision

Lashing Tail aura 1; all creatures other than the dragon treat the area within the aura as difficult terrain. The dragon loses this aura while airborne.

HP 728; **Bloodied** 364; see also *bloodied breath*

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

Resist 25 **poison**

Saving Throws +5 **Action Points** 2 (*A Jade Dragon who buys a move action with an action point may treat the entire move as shifting.*)

Speed 10, fly 14 (hover), overland flight 18; see also *flyby attack*

m **Bite** (standard; at-will) | **Disease, Poison**

Reach 3; +24 vs. AC; 1d10 + 8 damage, and ongoing 10 poison damage(save ends).

m **Claw** (standard; at-will)

Reach 3; +24 vs. AC; 1d8 + 8 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

M **Flyby Attack** (standard; recharge 5-6)

The dragon flies up to 14 squares and makes a **bite** attack at any point during the move without provoking an opportunity attack from the target.

M **Infectious Presence** (immediate reaction, if an adjacent enemy does not move on its turn; at-will)

+23 vs. Fortitude; the target is now infected with Mindfire (DMG 51)

R **Induce Gout** (minor 1/round; at-will) | **Disease, Gaze**
Ranged 10; +22 vs. Will; the target can only shift a single square with a move action and can't move any further (those immune to *slow* are immune to this) (save ends).

C **Breath Weapon** (standard; recharge 5-6) | **Disease, Poison**
Close blast 5; +22 vs. Fortitude; 2d10 + 6 poison damage, and the target takes ongoing 10 poison damage(save ends). *Aftereffect*: +23 vs. Fortitude; the target is now infected with Mindfire (DMG 51)

C **Bloodied Breath** (free, when first bloodied; encounter) | **Disease, Poison**
The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **melee attacks** now do an extra 10 ongoing poison damage (add to any already extant damage it inflicts normally).

C **Frightful Presence** (standard; encounter) | **Fear**
Close burst 10; targets enemies; +22 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Unaligned **Languages** Common, Draconic
Skills Bluff +25, Diplomacy +20, Insight +22, Intimidate +20
Str 18 (+13) **Dex** 26 (+17) **Wis** 17 (+12)
Con 22 (+15) **Int** 17 (+12) **Cha** 22 (+15)

Ancient Jade Dragon Level 27 Solo Controller

Gargantuan natural magical beast (dragon) XP 55,000

Initiative +23 **Senses** Perception +22; darkvision

Lashing Tail aura 2; all creatures other than the dragon treat the area within the aura as difficult terrain. The dragon loses this aura while airborne.

HP 1,000; **Bloodied** 500; see also *bloodied breath*

AC 41; **Fortitude** 39, **Reflex** 41, **Will** 39

Resist 30 **poison**

Saving Throws +5 **Action Points** 2 (*A Jade Dragon who buys a move action with an action point may treat the entire move as shifting.*)

Speed 10, fly 14 (hover), overland flight 18; see also *flyby attack*

m **Bite** (standard; at-will) | **Disease, Poison**

Reach 4; +32 vs. AC; 1d12 + 10 damage plus ongoing 15 poison damage(save ends).

m **Claw** (standard; at-will)

Reach 4; +32 vs. AC; 1d10 + 10 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

M **Flyby Attack** (standard; recharge 5-6)

The dragon flies up to 14 squares and makes a **bite** attack at any point during the move without provoking an opportunity attack from the target.

M **Infectious Presence** (immediate reaction, if an adjacent enemy does not move on its turn; at-will) | **Disease, Poison**

+31 vs. Fortitude; the target is now infected with Slimy Doom (DMG 51)

R **Induce Gout** (minor 1/round; at-will) | **Disease, Gaze**

Ranged 10; +30 vs. Will; the target is *immobilized* (save ends).

R **Will-Sapping Illness** (standard; recharge 5-6) | **Charm, Disease, Poison**

Ranged 20; only affects a target taking ongoing poison damage; +30 vs. Will; the target takes a –2 penalty to attack rolls, ability checks, and skill checks (save ends). *First Failed Save*: The target is also **dazed** (save ends). *Second Failed Save*: The target cannot act to harm the dragon and no longer makes saving throws against this power's effects; at this point, only the death of the dragon or a Remove Affliction ritual can end the power's effects.

C **Breath Weapon** (standard; recharge 5-6) | **Disease, Poison**

Close blast 5; +30 vs. Fortitude; 3d10 + 8 poison damage, and the target takes ongoing 15 poison damage (save ends). *Aftereffect*: +31 vs. Fortitude; the target is now infected with Slimy Doom (DMG 51)

C **Bloodied Breath** (free, when first bloodied; encounter) | **Disease, Poison**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **melee attacks** now do an extra 10 ongoing poison damage (add to any already extant damage it inflicts normally).

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 10; targets enemies; +30 vs. Will; the target is **stunned** until the end of the dragon's next turn. *Aftereffect*: The target takes a –2 penalty to attack rolls (save ends).

Alignment Unaligned **Languages** Common, Draconic

Skills Bluff +31, Diplomacy +26, Insight +27, Intimidate +26

Str 24 (+20) **Dex** 30 (+23) **Wis** 18 (+17)

Con 26 (+21) **Int** 18 (+17) **Cha** 26 (+21)

Onyx Dragons

At a distance, Onyx Dragons resemble Black Dragons and tend to live in similar places; once within about 30 feet, it's easy to tell the difference. Onyx and Black Dragons tend to hate each other and compete fiercely in swamps and jungles and marshes and mires and other wetlands, though like all Dragons, Onyx can live anywhere. Unlike Black Dragons, Onyx Dragons have a strong affection for graveyards and may well be found in any terrain type in a graveyard. Indeed, in Alphatia, many communities contract with an Onyx Dragon to ensure their graves are undisturbed and that the dead don't rise constantly. Sapphires sometimes lair at the edge of the wetlands and clash with both groups—Sapphires are militant crusaders for LAW AND JUSTICE. Black Dragons are nasty backstabbers. And Onyx Dragons wish everyone would shut up and give them some space. **Non-Mystara Canon**: Bronze dragons live along the coastlines and on islands. Often they will build lairs at the edge of a wetlands where it touches the sea. This then leads to conflict between the Bronzes and the Onyx Dragons over who is in charge and gets to claim what hunting grounds, especially when populations grow. While they both have the same alignment, Mystaran Bronze Dragons see themselves as CHAMPIONS OF LAW and tend to try to push around the broody loner Onyx Dragons. This sometimes leads to wars which are rather guerilla in nature—sneaky ambushers (Onyx Dragons) vs. HULK SMASH (Bronze Dragons). The Bronze tend to win, being usually much tougher at a given age than the Onyx, giving the Onyx more reason to be broody and morbid. The influence of Sapphires and Blacks competing for the same space can make things even more messy.

Their ties to death make them rather morbid and gloomy rather than being so evil and malevolent as their black cousins. If they lived in the real world, they would spend their time listening to the Cure and posting depressing poems to their live journals. As it stands, they have to settle for philosophizing on the shortness of life despite living hundreds of years and the difficulties of motivating yourself when you know you'll soon die and wondering how humans can stand it when they die virtually the moment they're born, really. Onyx dragons rarely take a rider, but will often invite human / humanoid creative types to visit in order to entertain each other. Those who can tolerate extremely morbid and depressing poetry can eventually build a strong friendship with an Onyx dragon.

Young Onyx Dragon Level 4 Solo Lurker

Large natural magical beast (aquatic, dragon) XP 875

Initiative +11 **Senses** Perception +9; darkvision

HP 184; **Bloodied** 92; see also *bloodied breath*

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

Resist Necrotic 15

Saving Throws +5 **Action Points** 2 (*When an Onyx Dragon spends an action point on a move action, he may use or maintain Stealth to gain surprise or combat advantage regardless of actual normal conditions for being stealthy*)

Speed 7, fly 7 (clumsy), overland flight 10, swim 7

m **Bite** (standard; at-will) | **Necrotic**

Reach 2; +10 vs. AC; 1d6 + 3 damage, and ongoing 5 necrotic damage (save ends).

m **Claw** (standard; at-will)

Reach 2; +8 vs. AC; 1d4 + 3 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

M **Overextended Foe** (immediate reaction, when a foe misses the dragon; at-will)

The dragon exploits his foe's mistake: **Close Burst 5**; only targets the foe who triggered the action; +7 vs. Reflex; the dragon treats the target as having -2 to all defenses until the end of his next turn.

C **Breath Weapon** (standard; recharge 5-6) | **Necrotic**

Close blast 5; +7 vs. Reflex; 1d12 + 3 necrotic damage, and the target loses a healing surge and takes ongoing 5 necrotic damage (save ends).

C **Bloodied Breath** (free, when first bloodied; encounter) | **Necrotic**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **attacks** except **Frightful Presence**, all strike with +2 to hit for the rest of the encounter.

C **Cloud of Darkness** (standard; sustain minor; recharge 4-6) | **Zone**

Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is *blinded*.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +5 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Unaligned **Languages** Common, Draconic
Skills Nature +9, Stealth +17
Str 16 (+5) **Dex** 20 (+7) **Wis** 15 (+4)
Con 16 (+5) **Int** 12 (+3) **Cha** 10 (+2)

Adult Onyx Dragon Level 11 Solo Lurker

Large natural magical beast (aquatic, dragon) XP 3,000

Initiative +15 **Senses** Perception +13; darkvision

HP 352; **Bloodied** 176; see also *bloodied breath*

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

Resist Necrotic 20

Saving Throws +5 **Action Points** 2 (*When an Onyx Dragon spends an action point on a move action, he may use or maintain Stealth to gain surprise or combat advantage regardless of actual normal conditions for being stealthy*)

Speed 8, fly 8 (hover), overland flight 10, swim 8

m **Bite** (standard; at-will) | **Necrotic**

Reach 2; +16 vs. AC; 1d8 + 4 damage, and ongoing 5 necrotic damage (save ends).

m **Claw** (standard; at-will)

Reach 2; +16 vs. AC; 1d6 + 4 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

M **Overextended Foe** (immediate reaction, when a melee attack misses the dragon; at-will)

The dragon exploits his foe's mistake: **Close Burst 10**; only targets the foe who triggered the action; +14 vs. Reflex; the dragon treats the target as having -3 to all defenses until the end of his next turn.

C **Breath Weapon** (standard; recharge 5-6) | **Necrotic**

Close blast 5; +13 vs. Reflex; 2d8 + 3 necrotic damage, and the target loses a healing surge and takes ongoing 5 necrotic damage (save ends).

C **Bloodied Breath** (free, when first bloodied; encounter) | **Necrotic**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **attacks** except **Frightful Presence**, all strike with +3 to hit for the rest of the encounter.

C **Cloud of Darkness** (standard; sustain minor; recharge 4-6) | **Zone**

Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon.

Any creature entirely within the area (except the dragon) is *blinded*.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +13 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Unaligned **Languages** Common, Draconic

Skills Nature +13, Stealth +21

Str 18 (+9) **Dex** 22 (+11) **Wis** 16 (+8)

Con 16 (+8) **Int** 14 (+7) **Cha** 12 (+6)

Elder Onyx Dragon Level 18 Solo Lurker

Huge natural magical beast (aquatic, dragon) XP

Initiative +21 **Senses** Perception +17; darkvision

HP 536; **Bloodied** 268; see also *bloodied breath*

AC 32; **Fortitude** 30, **Reflex** 32, **Will** 27

Resist Necrotic 25

Saving Throws +5 **Action Points** 2 (*When an Onyx Dragon spends an action point on a move action, he may use or maintain Stealth to gain surprise or combat advantage regardless of actual normal conditions for being stealthy*)

Speed 9, fly 9 (hover), overland flight 12, swim 9

m **Bite** (standard; at-will) | **Necrotic**

Reach 3; +24 vs. AC; 1d10 + 6 damage, and ongoing 10 necrotic damage (save ends).
m **Claw** (standard; at-will)

Reach 3; +24 vs. AC; 1d8 + 6 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

M **Overextended Foe** (immediate reaction, when a melee attack misses the dragon; at-will)

The dragon exploits his foe's mistake: **Close Burst 15**; only targets the foe who triggered the action; +21 vs. Reflex; the dragon treats the target as having -4 to all defenses until the end of his next turn.

C **Breath Weapon** (standard; recharge 5-6) | **Necrotic**

Close blast 5; +22 vs. Reflex; 3d8 + 5 acid damage, and the target loses a healing surge and takes ongoing 10 necrotic damage (save ends).

C **Bloodied Breath** (free, when first bloodied; encounter) | **Necrotic**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **attacks** except **Frightful Presence**, all strike with +4 to hit for the rest of the encounter.

C **Cloud of Darkness** (standard; sustain minor; recharge 4-6) | **Zone**

Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is *blinded*.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 10; targets enemies; +22 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

C **Soul-Eating, Sight-Silencing Darkness** (standard; encounter) | **Necrotic**

Close blast 5; +22 vs. Reflex; 1d10 + 5 necrotic damage, and the target is *blinded* until the end of the dragon's next turn. *Miss*: Half damage, and the target is not *blinded*.

Alignment Unaligned **Languages** Common, Draconic

Skills Nature +17, Stealth +27

Str 22 (+15) **Dex** 26 (+17) **Wis** 16 (+12)

Con 20 (+14) **Int** 16 (+12) **Cha** 14 (+11)

Ancient Onyx Dragon Level 26 Solo Lurker

Gargantuan natural magical beast (aquatic, dragon) XP 45,000

Initiative +27 **Senses** Perception +22; darkvision

HP 736; **Bloodied** 368; see also *bloodied breath*

AC 30; **Fortitude** 38, **Reflex** 40, **Will** 34

Resist 30 necrotic

Saving Throws +5 **Action Points** 2 (*When an Onyx Dragon spends an action point on a move action, he may use or maintain Stealth to gain surprise or combat advantage regardless of actual normal conditions for being stealthy*)

Speed 10, fly 10 (hover), overland flight 15, swim 10

m **Bite** (standard; at-will) | **Necrotic**

Reach 4; +32 vs. AC; 2d8 + 8 damage, and ongoing 15 necrotic damage (save ends).

m **Claw** (standard; at-will)

Reach 4; +32 vs. AC; 1d10 + 8 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

M **Overextended Foe** (immediate reaction, when a melee attack misses the dragon; at-will)

The dragon exploits his foe's mistake: **Close Burst 20**; only targets the foe who triggered the action; +29 vs. Reflex; the dragon treats the target as having -5 to all defenses until the end of his next turn.

C **Necrotic Shadows** (standard; sustain minor; recharge 4-6) | **Necrotic, Zone**

Close burst 2; this power creates a zone of necrotic darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is *blinded*, and any creature that enters or starts its turn in the zone takes 15 necrotic damage.

C **Breath Weapon** (standard; recharge 5-6) | **Necrotic**

Close blast 5; +28 vs. Reflex; 4d8 + 6 necrotic damage, and the target loses a healing surge, and takes ongoing 15 necrotic damage (save ends).

C **Bloodied Breath** (free, when first bloodied; encounter) | **Necrotic**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **attacks**, except **Frightful Presence**, all strike with +5 to hit for the rest of the encounter.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 10; targets enemies; +28 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

C **Soul-Eating, Sight-Silencing Darkness** (standard; encounter) | **Necrotic**

Close blast 5; +28 vs. Reflex; 2d10 + 6 necrotic damage, and the target is *blinded* until the end of the dragon's next turn. *Miss*: Half damage, and the target is not *blinded*.

Alignment Unaligned **Languages** Common, Draconic

Skills Nature +22, Stealth +33

Str 26 (+21) **Dex** 30 (+23) **Wis** 18 (+17)

Con 22 (+19) **Int** 18 (+17) **Cha** 16 (+16)

Ruby Dragons

Ruby Dragons are brilliant intellectuals with a passion for knowledge and learning. Their minds are so keen that they breathe pure mental force, shattering the very minds of their enemies. Though really, they'd rather chop logic and debate or persuade you into going their way. If they had a choice. They are devoted to order and protocol, wanting to do

everything the right way. Though they also love to tinker with the rules to find a better way.

At a distance, Ruby Dragons resemble Red Dragons and tend to live in similar places; once within about 30 feet, it's easy to tell the difference. Onyx and Red Dragons tend to hate each other and compete fiercely in hills and mountains, though like all Dragons, Ruby can live anywhere. They regard Red Dragons as hopelessly boorish and unintellectual. (Red Dragons view Ruby Dragons as a bunch of out-of-touch-with-reality intellectual snobs.) They like to debate with humans and humanoids, but often take losing a debate with ANYONE poorly. Unlike Red Dragons, they also like to lair in ruins where they can find old books and other interesting things to study. A Ruby dragon's lair in a ruins may well rather resemble an archaeological dig.

Non-Mystara Canon: Reds, Coppers, and Ruby Dragons tend to compete for the same hills and mountains. Coppers, however, tend to be a little weaker than the other two and thus get pushed to the fringes, where they hoard their gold and complain endlessly while trying to avoid being noticed too much. Coppers sometimes end up tipping the balance of Red vs. Ruby struggles to their own benefit. Rubies also compete for control of ruins with Orium Dragons. Young Orium are slightly tougher, but Rubies soon outpace them and usually win this struggle, though the tendency of Oriums to acquire hordes of followers can balance this out.

Young Ruby Dragon Level 7 Solo Soldier

Large natural magical beast (dragon) XP 1,500

Initiative +8 **Senses** Perception +9; darkvision

HP 332; **Bloodied** 166; see also *bloodied breath*

AC 21; **Fortitude** 22, **Reflex** 19, **Will** 18

Resist 15 psychic

Saving Throws +5 **Action Points** 2 (*When a Ruby Dragon spends an action point, he gains combat advantage against everyone currently flanking him until the end of his next turn*)

Speed 6, fly 8 (hover), overland flight 12

m **Bite** (standard; at-will) | **Psychic**

Reach 2; +14 vs. AC; 2d6 + 6 plus 2d6 psychic damage.

m **Claw** (standard; at-will)

Reach 2; +14 vs. AC; 2d6 + 6 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

C **Stab Yourself** (immediate reaction, when an enemy moves to a position where it flanks the ruby dragon; at-will)

The dragon fogs the foe's mind so he accidentally hurts himself trying to hurt it: **Close Burst** 4; Only affects the person who just flanked him; +12 vs. Will; 1d10 + 6 damage, and the target is pushed 1 square.

C **Breath Weapon** (standard; recharge 5-6) | **Psychic**

Close blast 5; +12 vs. Reflex; 1d12 + 4 psychic damage. *Miss:* Half damage.

C **Bloodied Breath** (free, when first bloodied; encounter) | **Psychic**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **melee attacks** now inflict vulnerable (psychic 5) (save ends).

C **Frightful Presence** (standard; encounter) | **Psychic**

Close burst 5; targets enemies; +12 vs. Will; the target is **stunned** until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Lawful Good **Languages** Common, Draconic, possibly others

Skills Arcana +11, Diplomacy +10, History +11, Insight +9

Str 22 (+9) **Dex** 17 (+6) **Wis** 12 (+4)

Con 19 (+7) **Int** 16 (+6) **Cha** 14 (+5)

Adult Ruby Dragon Level 15 Solo Soldier

Large natural magical beast (dragon) XP 6,000

Initiative +13 **Senses** Perception +14; darkvision

HP 600; **Bloodied** 300; see also *bloodied breath*

AC 31; **Fortitude** 30, **Reflex** 27, **Will** 26

Resist 20 psychic

Saving Throws +5

Action Points 2 (*When a Ruby Dragon spends an action point, he gains combat advantage against everyone currently flankng him until the end of his next turn*)

Speed 6, fly 8 (hover), overland flight 12

m **Bite** (standard; at-will) | **Psychic**

Reach 2; +22 vs. AC; 2d8 + 7 plus 3d6 psychic damage.

m **Claw** (standard; at-will)

Reach 2; +22 vs. AC; 2d8 + 7 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

C **Stab Yourself** (immediate reaction, when an enemy moves to a position where it flanks the ruby dragon; at-will)

The dragon fogs the foe's mind so he accidentally hurts himself trying to hurt it: **Close Burst 4**; Only affects the person who just flanked him; +20 vs. Will; 2d10 + 7 damage, and the target is pushed 1 square.

C **Breath Weapon** (standard; recharge 5-6) | **Psychic**

Close blast 5; +20 vs. Reflex; 2d12 + 6 psychic damage. *Miss*: Half damage.

C **Bloodied Breath** (free, when first bloodied; encounter) | **Psychic**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **melee attacks** now inflict vulnerable (psychic 10) (save ends).

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +20 vs. Will; the target is **stunned** until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Lawful Good **Languages** Common, Draconic, possibly others

Skills Arcana +16, Diplomacy +15, History +16, Insight +14

Str 25 (+14) **Dex** 19 (+11) **Wis** 14 (+9)

Con 22 (+13) **Int** 20 (+11) **Cha** 16 (+10)

Elder Ruby Dragon Level 22 Solo Soldier

Huge natural magical beast (dragon) XP 20,750

Initiative +19 **Senses** Perception +18; darkvision

HP 840; **Bloodied** 420; see also *bloodied breath*

AC 38; **Fortitude** 36, **Reflex** 34, **Will** 30

Resist 25 psychic

Saving Throws +5

Action Points 2 (*When a Ruby Dragon spends an action point, he gains combat advantage against everyone currently flanking him until the end of his next turn*)

Speed 8, fly 10 (hover), overland flight 15

m **Bite** (standard; at-will) | **Psychic**

Reach 3; +29 vs. AC; 2d10 + 9 plus 4d6 psychic damage.

m **Claw** (standard; at-will)

Reach 3; +29 vs. AC; 2d10 + 9 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

C **Stab Yourself** (immediate reaction, when an enemy moves to a position where it flanks the ruby dragon; at-will)

The dragon fogs the foe's mind so he accidentally hurts himself trying to hurt it: **Close Burst** 4; Only affects the person who just flanked him; +27 vs. Will; 3d10 + 9 damage, and the target is pushed 2 squares.

R **Mind Maze** (standard; recharge 5-6) | **Psychic**

The Ruby Dragon gazes into his foe's eyes and traps him in a maze inside his mind; until he escapes it, he cannot move in the real world.

Ranged 20; +27 vs. Will; 3d10 + 8 psychic damage, and *immobilize* (save ends).

C **Breath Weapon** (standard; recharge 5-6) | **Psychic**

Close blast 5; +27 vs. Reflex; 3d12 + 8 psychic damage. *Miss*: Half damage.

C **Bloodied Breath** (free, when first bloodied; encounter) | **Psychic**

The dragon's breath weapon recharges automatically, and the dragon uses it immediately.

The dragon's **melee attacks** now inflict vulnerable (psychic 15) (save ends).

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 10; targets enemies; +25 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Lawful Good **Languages** Common, Draconic, Primordial, probably others

Skills Arcana +23, Diplomacy +19, History +23, Insight +18

Str 28 (+20) **Dex** 22 (+17) **Wis** 15 (+13)

Con 26 (+19) **Int** 24 (+18) **Cha** 17 (+14)

Ancient Ruby Dragon Level 30 Solo Soldier

Gargantuan natural magical beast (dragon) XP 95,000

Initiative +24 **Senses** Perception +24; darkvision

Inferno (Psychic) aura 5; creatures that enter or start their turns in the aura take 20 psychic damage. Creatures in the aura have concealment against ranged attacks.

HP 1,112; **Bloodied** 556; see also *bloodied breath*

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

Resist 40 psychic

Saving Throws +5 **Action Points** 2 (*When a Ruby Dragon spends an action point, he gains combat advantage against everyone currently flankng him until the end of his next turn*)

Speed 12, fly 12 (hover), overland flight 15

m **Bite** (standard; at-will) | **Psychic**

Reach 4; +37 vs. AC; 2d12 + 12 plus 6d6 psychic damage.

m **Claw** (standard; at-will)

Reach 4; +37 vs. AC; 2d12 + 12 damage.

M **Double Attack** (standard; at-will)

The dragon makes two **claw** attacks.

C **Stab Yourself** (immediate reaction, when an enemy moves to a position where it flanks the ruby dragon; at-will)

The dragon fogs the foe's mind so he accidentally hurts himself trying to hurt it: **Close**

Burst 4; Only affects the person who just flanked him; +35 vs. Will; 4d10 + 12 damage, and the target is pushed 3 squares.

R **Mind Maze** (standard; recharge 5-6) | **Psychic**

The Ruby Dragon gazes into his foe's eyes and traps him in a maze inside his mind; until he escapes it, he cannot move in the real world.

Ranged 20; +35 vs. Will; 4d10 + 10 psychic damage, and *immobilize* (save ends).

C **Breath Weapon** (standard; recharge 5-6) | **Psychic**

Close blast 5; +35 vs. Reflex; 4d12 + 10 psychic damage, and the Ruby dragon makes a secondary attack against the same target. *Secondary Attack:* +33 vs. Fortitude; the target's psychic resistance is negated until the end of the encounter. *Miss:* Half damage, and no secondary attack.

C **Bloodied Breath** (free, when first bloodied; encounter) | **Psychic**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **melee attacks** now inflict vulnerable (psychic 20) (save ends).

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 10; targets enemies; +35 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Alignment Lawful Good **Languages** Common, Draconic, Primordial, Supernal

Skills Arcana +28, Diplomacy +26, History +28, Insight +24

Str 34 (+27) **Dex** 25 (+22) **Wis** 19 (+19)

Con 30 (+25) **Int** 28 (+23) **Cha** 22 (+21)

Sapphire Dragons

Sapphire Dragons are LOUD. They want to turn it up to 11. They speak loudly and act grandly, treating every occasion as a reason to go OVER THE TOP. They are staunch champions of law and justice, and they're always ready to crusade to aid a good cause.

Just don't count on anything resembling subtleness.

Sapphires are happy to carry fellow crusaders into battles but rarely develop long-term partnerships with humans and humanoids.

At a distance, Sapphire Dragons resemble Blue Dragons; once within about 30 feet, it's easy to tell the difference. Sapphire and Blue Dragons tend to hate each other, but are typically found in different terrain, as Mystaran Blue Dragons prefer to live in the desert, while Sapphire dragons live on seacoasts, at sea, and on islands, though like all Dragons, Sapphires can live anywhere. They regard Blue Dragons as being far too obsessed with territorial boundaries, while Sapphires like to roam free. (Blue Dragons view Sapphire Dragons as being like the travelling morality crusaders who sweep into town and harrass people for a while with no understanding or caring for local circumstances, then fly off, having made a huge mess they will never clean up.) Both sides also try to claim to be the 'masters of the storm'. And, well, who can put up with all that shouting?

Sapphires sometimes lair at the edge of the wetlands inhabited by Black Dragons and Onyx Dragons and clash with both groups—Sapphires are militant crusaders for LAW AND JUSTICE. Black Dragons are nasty backstabbers. And Onyx Dragons wish everyone would shut up and give them some space. **Non-Mystara Canon:** Bronze dragons live along the coastlines and on islands. Often they will build lairs at the edge of a wetlands where it touches the sea. This then leads to conflict between the Bronzes, Blacks, Sapphires, and the Onyx Dragons over who is in charge and gets to claim what hunting grounds, especially when populations grow. This can get very messy.

Young Sapphire Dragon Level 6 Solo Artillery

Large natural magical beast (dragon) XP 1,250

Initiative +5 **Senses** Perception +10; darkvision

HP 240; **Bloodied** 120; see also *bloodied breath*

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

Resist 15 Thunder

Saving Throws +5 **Action Points** 2 (*If a Sapphire Dragon uses an action point to generate an attack action against someone, he gains +2 to hit that target for the rest of the encounter.*)

Speed 8, fly 10 (hover), overland flight 15

m **Gore** (standard; at-will) | **Thunder**

Reach 2; +11 vs. AC; 1d6 + 5 plus 1d6 thunder damage.

m **Claw** (standard; at-will)

Reach 2; +9 vs. AC; 1d4 + 5 damage.

M **Draconic Fury** (standard; at-will)

The dragon makes a **gore** attack and two **claw** attacks.

C **Deadly Echo** (standard; at-will) | **Thunder**

Close Blast 2; +11 vs. Reflex; 1d6 + 4 thunder damage. *Miss:* Half damage.

R **Breath Weapon** (standard; recharge 5-6) | **Thunder**

The dragon targets up to three creatures with its thunder breath; the first target must be within 10 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +11 vs. Reflex; 1d12 + 5 thunder damage.

Miss: Half damage. This attack does not provoke opportunity attacks.

R **Bloodied Breath** (free, when first bloodied; encounter) | **Thunder**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **ranged and melee attacks** inflict 1d3 thunder damage on all foes adjacent to the target on a hit for the rest of the encounter. This only effects enemies.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +11 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Good **Languages** Common, Draconic

Skills Athletics +18, Insight +10, Nature +10

Str 20 (+8) **Dex** 15 (+5) **Wis** 14 (+5)

Con 18 (+7) **Int** 12 (+4) **Cha** 13 (+4)

Adult Sapphire Dragon Level 13 Solo Artillery

Large natural magical beast (dragon) XP 4,000

Initiative +9 **Senses** Perception +13; darkvision

HP 412; **Bloodied** 206; see also *bloodied breath*

AC 25; **Fortitude** 28, **Reflex** 25, **Will** 24

Resist 20 thunder

Saving Throws +5

Action Points 2 (*If a Sapphire Dragon uses an action point to generate an attack action against someone, he gains +2 to hit that target for the rest of the encounter.*)

Speed 8, fly 10 (hover), overland flight 15

m **Gore** (standard; at-will) | **Thunder**

Reach 2; +18 vs. AC; 1d8 + 6 plus 1d6 thunder damage, and the target is pushed 1 square and knocked *prone*.

m **Claw** (standard; at-will)

Reach 2; +16 vs. AC; 1d6 + 6 damage.

M **Draconic Fury** (standard; at-will)

The dragon makes a **gore** attack and two **claw** attacks.

C **Deadly Echo** (standard; at-will) | **Thunder**

Close Blast 3; +18 vs. Reflex; 2d6 + 4 thunder damage. *Miss*: Half damage.

R **Breath Weapon** (standard; recharge 5-6) | **Thunder**

The dragon targets up to three creatures with its thunder breath; the first target must be within 10 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +18 vs. Reflex; 2d12 + 10 thunder damage. *Miss*: Half damage. This attack does not provoke opportunity attacks.

R **Bloodied Breath** (free when first bloodied; encounter) | **Thunder**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **ranged and melee attacks** inflict 1d6 thunder damage on all foes adjacent to the target on a hit for the rest of the encounter. This only effects enemies.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 5; targets enemies; +18 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Good **Languages** Common, Draconic

Skills Athletics +22, Insight +13, Nature +13

Str 23 (+12) **Dex** 16 (+9) **Wis** 14 (+8)

Con 19 (+10) **Int** 13 (+7) **Cha** 14 (+8)

Elder Sapphire Dragon Level 20 Solo Artillery

Huge natural magical beast (dragon) XP 14,000

Initiative +13 **Senses** Perception +18; darkvision

HP 600; **Bloodied** 300; see also *bloodied breath*

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

Resist 25 thunder

Saving Throws +5 **Action Points** 2 (*If a Sapphire Dragon uses an action point to generate an attack action against someone, he gains +2 to hit that target for the rest of the encounter.*)

Speed 10, fly 12 (hover), overland flight 15

m **Gore** (standard; at-will) | **Thunder**

Reach 3; +25 vs. AC; 2d6 + 8 plus 2d6 thunder damage, and the target is pushed 2 squares and knocked *prone*.

m **Claw** (standard; at-will)

Reach 3; +23 vs. AC; 1d8 + 8 damage.

M **Draconic Fury** (standard; at-will)

The dragon makes a **gore** attack and two **claw** attacks.

C **Deadly Echo** (standard; at-will) | **Thunder**

Close Burst 3; +25 vs. Reflex; 3d6 + 7 thunder damage. *Miss*: Half damage.

R **Breath Weapon** (standard; recharge 5-6) | **Thunder**

The dragon targets up to three creatures with its thunder breath; the first target must be within 20 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +25 vs. Reflex; 3d12 + 17 thunder damage.

Miss: Half damage. This attack does not provoke opportunity attacks.

R **Bloodied Breath** (free, when first bloodied; encounter) | **Thunder**

The dragon's breath weapon recharges automatically, and the dragon uses it immediately.

The dragon's **anged and melee attacks** inflict 2d6 thunder damage on all foes adjacent to the target on a hit for the rest of the encounter. This only effects enemies.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 10; targets enemies; +25 vs. Will; the target is *stunned* until the end of the sapphire dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

C **Thunderclap** (standard; at-will) | **Thunder**

Close burst 3; +25 vs. Fortitude; 1d10 + 7 thunder damage, and the target is *dazed* and *deafened* until the end of the sapphire dragon's next turn. *Critical Hit*: As above, except that the target is *dazed* and *deafened* (save ends both).

Alignment Good **Languages** Common, Draconic

Skills Athletics +28, Insight +18, Nature +18

Str 27 (+18) **Dex** 16 (+13) **Wis** 17 (+13)

Con 24 (+17) **Int** 15 (+12) **Cha** 16 (+13)

Ancient Sapphire Dragon Level 28 Solo Artillery

Gargantuan natural magical beast (dragon) XP 65,000

Initiative +18 **Senses** Perception +23; darkvision

HP 800; **Bloodied** 400; see also *bloodied breath*

AC 40; **Fortitude** 45, **Reflex** 39, **Will** 39

Resist 30 thunder

Saving Throws +5 **Action Points** 2 (*If a Sapphire Dragon uses an action point to generate an attack action against someone, he gains +2 to hit that target for the rest of the encounter.*)

Speed 10, fly 12 (hover), overland flight 15

m **Gore** (standard; at-will) | **Thunder**

Reach 4; +34 vs. AC; 2d8 + 10 plus 2d6 thunder damage, and the target is pushed 3 squares and knocked *prone*.

m **Claw** (standard; at-will)

Reach 4; +32 vs. AC; 2d6 + 10 damage.

M **Draconic Fury** (standard; at-will)

The dragon makes a **gore** attack and two **claw** attacks.

M **Wingclap** (move; recharge 5-6) | **Thunder**

The dragon flies up to 12 squares and attacks with its wings at the end of its move: **reach** 4; +34 vs. Fortitude; 3d10 + 8 thunder damage. This attack does not provoke opportunity attacks.

C **Thunder Typhoon** (standard; at-will) | **Thunder**

Close Blast 4; +34 vs. Reflex; 5d6 + 8 thunder damage. *Miss*: Half damage.

C **Thunderclap** (standard; at-will) | **Thunder**

Close burst 3; +34 vs. Fortitude; 2d10 + 8 thunder damage, and the target is *dazed* and *deafened* until the end of the sapphire dragon's next turn. *Critical Hit*: As above, except that the target is *dazed* and *deafened* (save ends both).

R **Breath Weapon** (standard; recharge 5-6) | **Thunder**

The dragon targets up to three creatures with its thunder breath; the first target must be within 20 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +34 vs. Reflex; 3d12 + 22 thunder damage. *Miss*: Half damage.

R **Bloodied Breath** (free, when first bloodied; encounter) | **Thunder**

The dragon's breath weapon recharges, and the dragon uses it immediately. The dragon's **ranged and melee attacks** inflict 3d6 thunder damage in a **close burst** 2 around the target on a hit for the rest of the encounter. This only effects enemies.

C **Frightful Presence** (standard; encounter) | **Fear**

Close burst 10; targets enemies; +34 vs. Will; the target is *stunned* until the end of the dragon's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Alignment Good **Languages** Common, Draconic

Skills Athletics +34, Insight +23, Nature +23

Str 31 (+24) **Dex** 19 (+18) **Wis** 18 (+18)

Con 26 (+22) **Int** 17 (+17) **Cha** 17 (+17)

Dwarves, Mystaran

The creations of Kagyar, the heart of the Mystaran Dwarves is the nation of Rockhome and its 8 clans.

Buhrodar Paladin, Level 4 Soldier

Medium Natural humanoid XP 175

Initiative +5 **Senses** Perception +6; low-light

HP 56; **Bloodied** 28

AC 20; **Fortitude** 17, **Reflex** 14, **Will** 17

Saves +5 vs. Poison

Speed 5

m **Warhammer** (standard; at-will) | **Martial, Weapon**

+11 vs. AC; 1d10 + 4 damage.

M **Holy Strike** (standard; at-will) | **Divine, Radiant, Weapon**

+11 vs. AC; 1d10 + 4 radiant damage and the target takes 4 radiant damage if they attack anyone else but the paladin before the end of their next turn. This is a **mark** and can be overwritten by other **marks** as usual.

Divine Strength (minor; refresh 6) | **Divine**

The Buhrodar Paladin adds +4 to his damage on his next successful attack.

Lay on Hands (minor; encounter) | **Divine, Healing**

By touch, he can enable himself or an ally to spend a healing surge. (He only has one himself).

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf *prone*, the dwarf can roll a saving throw to avoid falling *prone*.

Alignment Good **Languages** Common, Dwarf

Skills: Diplomacy +9, Dungeoneering +8, Endurance +12, History +8, Religion +8

Str 18 (+6) **Dex** 12 (+3) **Wis** 18 (+6)

Con 16 (+5) **Int** 13 (+3) **Cha** 15 (+4)

Equipment Holy Symbol of Kagyar, Plate Armor, Heavy Shield, Warhammer

The Buhrodar clan have an interest in both military and religious affairs; thus the role of Paladin suits them quite well. The Buhrodar are theocrats at heart, but basically benevolent ones. At least now when they're not holding the supreme power they seem to want...

Dwarven Cleric of Kagyar, Level 6 Soldier (Leader)

Medium Natural humanoid XP 175

Initiative +7 **Senses** Perception +8; low-light

HP 74; **Bloodied** 37

AC 20; **Fortitude** 17, **Reflex** 15, **Will** 20

Saves +5 vs. Poison

Speed 5

m **Warhammer** (standard; at-will) | **Martial, Weapon**

+13 vs. AC; 1d10 + 3 damage

M **Priest's Shield** (standard; at-will) | **Divine, Weapon**

+13 vs. AC; 1d10+3 damage and the Cleric and one adjacent ally gains +1 power bonus to AC to the end of his next turn.

M Fires of Kagyar's Forge (standard; at-will) | **Divine, Healing, Radiant, Weapon**
+11 vs. Fortitude; 1d6+4 radiant damage and one ally within 10 squares gets 5 temporary HP or may make an immediate saving throw.

R Kagyar's Blessing (immediate interrupt; refresh 5-6) | **Divine**

Ranged 10; when the Cleric or an ally fails a saving throw, they receive an immediate reroll, taking the second result. If the condition was imposed by something with the Arcane or poison keywords, they add +5 to the save.

C Healing Word (minor; 2/encounter) | **Divine, Healing**

Close Burst 5; the target may spend a healing surge and also heals 2d6 bonus HP (Used on himself, it heals 18+2d6 HP)

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf *prone*, the dwarf can roll a saving throw to avoid falling *prone*

Ritual Magic

Priests of Kagyar learn a variety of rites to help their community. *Cure Disease, Gentle Repose, Hand of Fate, Speak with Dead*, and *Traveller's Feast* are quite common.

Alignment Good **Languages** Common, Dwarf

Skills: Arcana +9, Dungeoneering +10, Endurance +9, Heal +13, History +9, Religion +9

Str 17 (+6) **Dex** 14 (+5) **Wis** 21 (+8)

Con 18 (+7) **Int** 13 (+4) **Cha** 15 (+5)

Equipment Plate Armor, Warhammer, Heavy Shield, Holy Symbol of Kagyar

Priests of Kagyar serve the entire dwarven community and are found in every clan; the Buhrodar clan is especially noted for producing clerics, however.

Everast Diplomat, Level 4 Controller

Medium Natural humanoid XP 175

Initiative +3 **Senses** Perception +6; low-light

HP 57; **Bloodied** 28

AC 18; **Fortitude** 16, **Reflex** 15, **Will** 17

Saves +5 vs. Poison

Speed 5

m Battleaxe (standard; at-will) | **Martial, Weapon**

+9 vs. AC; 1d10 + 2 damage.

R Taunt (standard; at-will) | **Psychic**

Ranged 10; +8 vs. Will; 1d6+4 Psychic damage and Pull 2

C Witty, Distracting Banter (standard; encounter) | **Psychic**

Close Burst 4; +8 vs. Will; 1d6+4 Psychic damage and all targets are -2 to AC (save ends)

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf *prone*, the dwarf can roll a saving throw to avoid falling *prone*

Alignment Good **Languages** Common, Dwarf, Elf, Halfling

Skills: Bluff +11, Diplomacy +11, Dungeoneering +8, Endurance +7, History +10, Insight +11, Streetwise +11
Str 14 (+4) **Dex** 9 (+1) **Wis** 18 (+6)
Con 17 (+5) **Int** 15 (+4) **Cha** 18 (+6)
Equipment Chainmail and Light Shield in battle; Cloth Armor during work; Battleaxe, Paperwork and Writing Utensils

The Everast Clan are diplomats and administrators, the long-time rulers of Rockhome and quite aware everyone else wants a piece of their pie. Everast Diplomats staff embassies around the world, avoiding battle if possible, but using their social skills to help support their allies.

Hurwarf Cave Delver, Level 4 Skirmisher

Medium Natural humanoid XP 175

Initiative +5 **Senses** Perception +11; low-light

HP 57; **Bloodied** 28

AC 18; **Fortitude** 17, **Reflex** 14, **Will** 16

Saves +5 vs. Poison

Speed 5

m **Battleaxe** (standard; at-will) | **Martial, Weapon**

The Hurwarf may shift one before the attack; +9 vs. AC; 1d10 + 4 damage.

r **Handaxe** (standard; at-will) | **Martial, Weapon**

The Hurwarf may shift one before the attack; **Ranged** 10; +9 vs. AC, 1d6+4 damage

M **Twin Strike** (standard; at-will if the Hurwarf has combat advantage) | **Martial, Weapon**

This can only be used against a target the Hurwarf has combat advantage against. The Hurwarf attacks once at +9 vs AC; 1d10 damage and once at +9 vs. AC; 1d6 damage against the same or different targets adjacent. He may then shift one if he chooses.

R **Swift Throw** (standard; at-will) | **Martial, Weapon**

The Hurwarf makes 2 **Handaxe** attacks.

M **Evasive Strike** (standard; encounter) | **Martial, Weapon**

The Hurwarf may shift up to 5 squares before or after the attack; +9 vs. AC; 3d8+4 damage

Defender of Dwarvenkind (immediate reaction; encounter) | **Healing, Martial**

When a Dwarven ally within line of sight is bloodied, the Hurwarf gains 14 temporary hit points.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf *prone*, the dwarf can roll a saving throw to avoid falling *prone*

Alignment Unaligned **Languages** Dwarf. All other languages are INFERIOR.

Skills: Athletics + 11, Dungeoneering +13, Endurance +12, Heal +11

Str 18 (+6) **Dex** 12 (+3) **Wis** 18 (+6)

Con 17 (+5) **Int** 13 (+3) **Cha** 14 (+4)

Equipment Chainmail, Battleaxe, 10 Handaxe Bandolier, Climbing Gear, Exploration Kit, Medical Kit

A fair number of Hurwarf like to explore the Shadowdeep of Mystara and to explore caverns in general. After all, if the Dwarves are to prosper below ground, away from other nasty races, they're going to need more space. Hurwarf cave delvers are eagerly sought after by all-dwarf explorer and adventurer groups who plan to stay away from other races at least for now.

Skarrad Artificer, Level 4 Controller (Leader)

Medium Natural humanoid XP 175

Initiative +5 **Senses** Perception +11; low-light

HP 56; **Bloodied** 28

AC 18; **Fortitude** 17, **Reflex** 16, **Will** 15

Saves +5 vs. Poison

Resist Acid 10

Speed 5

m **Rune Hammer** (standard; at-will) | **Arcane, Weapon**

+9 vs. AC; 1d6 + 4 damage and one ally within 5 squares gets 6 temp HP.

M **Supportive Strike** (standard; at-will) | **Arcane, Weapon**

+7 vs. Reflex; 1d6 +4 damage and target has -2 to AC until the end of his next turn

A Wall of Vapors (standard; encounter) | **Acid, Arcane, Zone**

The Artificer hurls bottles of reagents which mix and form a barrier of acidic vapors 5 adjacent squares long and 2 high within 10 squares. Anyone who enters these squares or starts their turn inside them takes 2d6+4 acid damage; anyone adjacent is attacked +7 vs. Fortitude; 1d6+4 acid damage. The zone lasts until the end of his next turn. **Sustain minor:** The zone lasts another turn.

Curative Formulas (minor; 2/day) | **Arcane, Healing**

Close Burst 5; the targetted ally or he himself may spend a healing surge, regaining 1d6 extra HP as well. (He recovers 14 +1d6)

Repair Object (minor; encounter)) | **Arcane, Healing**

With a touch, he heals 14 points of damage to an object.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf *prone*, the dwarf can roll a saving throw to avoid falling *prone*

Ritual Magic

Skarrad Artificers learn rituals which allow impressive feats of engineering and magic item creation. *Arcane Lock*, *Enchant Item* and *Transfer Enchantment* are common.

Alignment Good **Languages** Common, Dwarf

Skills: Arcana +11, Dungeoneering +11, Heal + 9, History +11, Thievery +9

Str 15 (+4) **Dex** 14 (+4) **Wis** 15 (+4)

Con 18 (+6) **Int** 18 (+6) **Cha** 12 (+3)

Equipment Leather, Rune Hammer, Repair Equipment, Writing Utensils and paper for plans

Dwarves like to have magical items but don't trust most Arcane power users. Some Dwarves, however, become Artificers and learn how to make temporary and permanent magic items. The Skarrad Clan tends to produce the best Artificers and Engineers.

Syrklist Merchant, Level 4 Lurker

Medium Natural humanoid XP 175

Initiative +8 **Senses** Perception +11; low-light

HP 45; **Bloodied** 22

AC 18 (*22); **Fortitude** 14, **Reflex** 16, **Will** 16

Saves +5 vs. Poison

Speed 5

m or r **Dagger** (standard; at-will) | **Martial, Weapon**
(**Ranged** 10 if thrown); +10 vs. AC; 1d4+2 damage

m **Shortsword** (standard; at-will) | **Martial, Weapon**
+9 vs. AC; 1d6 + 2 damage.

M **Sly Flourish** (standard; at-will) | **Martial, Weapon**
+9 vs. AC; 1d6 + 6 damage.

Artful Dodger

*+4 to AC vs. opportunity attacks

Quick Draw (minor; at-will) | **Martial, Weapon**

+7 vs. Will; The Merchant pulls a concealed dagger out of his clothing, surprising a foe. This may only be used once on any given foe; he now has combat advantage if he then takes a Dagger attack on that foe, ranged or melee.

Backstab

+2d6 damage when he has combat advantage

Master of Deceit (minor; encounter)

He may reroll a failed Bluff check, but must take the second result.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf *prone*, the dwarf can roll a saving throw to avoid falling *prone*

Alignment Unaligned **Languages** Common, Dwarf + 2 others

Skills: Bluff +11, Diplomacy +11, Dungeoneering +8, Endurance +6, Insight +11, Streetwise +11

Str 12 (+3) **Dex** 14 (+4) **Wis** 18 (+6)

Con 15 (+4) **Int** 15 (+4) **Cha** 18 (+6)

Equipment Leather, Shortsword, Merchant Outfit, Trade Goods and Record Books, Contracts, 10 concealed daggers

Syrklist merchants don't fight unless they must, but let's face it, business often gets messy, whether it's bandits, cheating trade partners or sudden illegal tax collection attacks. If they must fight, they typically use quick draw, stab someone to death if possible, then use Bluff to try to get combat advantage for another try. They then throw the dagger and switch foes so they can use Quick Draw again.

Thoric Redhand, Dwarven Cleric and Minister of Histories, Level 8 Soldier

Medium Natural humanoid XP 350

Initiative +8 **Senses** Perception +10; low-light

HP 92; **Bloodied** 46

AC 24; **Fortitude** 21, **Reflex** 19, **Will** 22

Saves +5 vs. Poison

Speed 5

m **Battleaxe** (standard; at-will) | **Martial, Weapon**

+15 vs. AC; 2d6+5 damage; +1d6 on a Crit

M **Kagyar's Shield** (standard; at-will) | **Divine, Weapon**

+15 vs. AC; 2d6+5 damage and he and 1 adjacent ally gain a +1 bonus to AC until the end of his next turn; +1d6 on a Crit

R **Kagyar's Assistance** (standard; at-will) | **Divine, Implement, Radiant**

Ranged 5; +13 vs. Reflex; 1d8+6 radiant damage and one ally gains 6 temp HP or makes a saving throw at +2

Kagyar's Condemnation (standard; refresh 5-6) | **Divine, Weapon**

+15 vs. AC; 3d8+5 damage and the target's weapon or implement breaks if it is mundane; enchanted weapons or implements are dropped and pushed 2 squares; +1d6 on a Crit

Engineering Expert

Thoric spots traps at +5 inside dwarf-made areas and moves through difficult stonework areas as if they were normal terrain.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf *prone*, the dwarf can roll a saving throw to avoid falling *prone*

Mounted Combat

Thoric has the Mounted Combat feat

Alignment Good **Languages** Common, Dwarf

Skills: Dungeoneering +17, Endurance +11, History +12, Insight +15, Religion +12

Str 16 (+7) **Dex** 15 (+6) **Wis** 22 (+10)

Con 20 (+9) **Int** 17 (+7) **Cha** 14 (+6)

Equipment Holy Symbol of Kagyar, Plate Armor, Heavy Shield, **Battleaxe +1 of**

Returning (Free Action; encounter Power: Summon the weapon to your hand from up to 20 squares away), Riding Lizard

Thoric Redhand is the son of the head of the Buhrodar clan, an expert engineer and dwarven cleric. He has now turned to the study of history and is minister of records for the King. He is friendly as dwarves go. He is a very valuable source of rare information thanks to his access to the records.

Torkrest Military Officer, Level 4 Soldier

Medium Natural humanoid XP 175

Initiative +8 **Senses** Perception +11; low-light

HP 45; **Bloodied** 22

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

Saves +5 vs. Poison

Speed 5

m **Warhammer** (standard; at-will) | **Martial, Weapon**

+11 vs. AC; 1d10+4

R **Crossbow** (standard; at-will) | **Martial, Weapon**

Ranged 20; +11 vs. AC; 1d10+4

M **Officer's Command** (standard; at-will) | **Martial, Weapon**

An adjacent ally makes a basic melee attack against a target of his choice, adding +3 damage

M **Hold the Line** (standard; encounter)

+11 vs. AC; 3d6+4 and all allies adjacent to him gain +2 to all defenses and cannot be pushed, pulled, or slid until the end of his next turn.

Hold Your Position (immediate interrupt; refresh 5-6)

When an ally within 10 squares is pushed, pulled, or slid, the Torkrest may negate that movement before it happens by successfully attacking with +9 vs. Will of the person directing the movement.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf *prone*, the dwarf can roll a saving throw to avoid falling *prone*

Alignment Good **Languages** Common, Dwarf + 1 other

Skills: Athletics +11, Dungeoneering +7, Endurance +12, History +10, Intimidate +9

Str 18 (+6) **Dex** 9 (+1) **Wis** 16 (+5)

Con 17 (+5) **Int** 16 (+5) **Cha** 15 (+4)

Equipment Platemail and Heavy Shield, Warhammer, Crossbow

The Torkrest Clan have an especial interest in military affairs and the officer corps is dominated by members of the Torkrest clan. They hate to retreat and are good at helping allies to stand fast.

Wyrwarf Clan Farmer Militia, Level 4 Brute

Medium Natural humanoid XP 175

Initiative +2 **Senses** Perception +5; low-light

HP 45; **Bloodied** 22

AC 16; **Fortitude** 17, **Reflex** 14, **Will** 16

Saves +5 vs. Poison

Speed 5 (6 on Riding Plow)

m **Halberd** (standard; at-will) | **Martial, Weapon**

Reach 2; +7 vs. AC; 2d8+4 damage

r **Crossbow** (standard; at-will) | **Martial, Weapon**

Ranged 20; +8 vs. AC; 1d10+4

M **Hook and Throw** (standard; encounter) | **Martial, Weapon**

Reach 2; +5 vs. Reflex; 3d8+4 damage and Slide 3

Field Fortifications Expert

The Wyrwarf Farmer Militia can throw up field fortifications in half the normal time* and never treats field fortifications as difficult terrain. *Assumes they are using Riding Combat Plows.

Threatening Reach

The Wyrwarf can make opportunity attacks against all enemies within its reach (2 squares).

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf *prone*, the dwarf can roll a saving throw to avoid falling *prone*.

Alignment Good **Languages** Common, Dwarf

Skills: Athletics + 11, Dungeoneering +7, Endurance +12, Heal +10, Nature +10

Str 18 (+6) **Dex** 11 (+2) **Wis** 17 (+5)

Con 18 (+6) **Int** 13 (+3) **Cha** 14 (+4)

Equipment Hide Armor, Halberd, Hoe, (Possibly Riding Combat Plow pulled by Rockhome Lizards), Spade

The Wyrwarf are a mixture of farmers and outcasts; they don't go into battle when possible, but if they have to, they convert their riding plows into combat platforms and move out, using reach and ranged weapons when possible.

Wyrwarf Riding Combat Plow (Vehicle)

2 by 3 squares, pulled by 4 Rockhome Lizards in two parallel lines.

HP 100 **AC** 10 **Fortitude** 16 **Reflex** 5

Speed 6

Pilot

The Pilot must sit behind one of the two lines of riding lizards and devote himself to driving.

Passengers

Up to 5 other medium or smaller creatures, one per square, may ride and operate the weaponry.

Out of Control

The Plow keeps moving straight forward until the Rockhome Lizards get tired or die or see they'll go off a precipice / run into flames / etc. if they don't stop.

Cover

The Riding Plow offers Cover to its passengers thanks to crude wooden shields nailed to the sides.

Mounted Weapon: Giant Crossbow

Whoever rides next to the pilot fires this with their own skill; it inflicts **2d10+Dex modifier** damage on a successful hit. **Range** 20/40 It is a simple ranged weapon with a +2 proficiency bonus.

Plow

It treats any kind of earthy or stone difficult terrain as normal terrain and indeed chews it up, leaving difficult terrain along its line of movement as it plows the earth. (Riding Combat Plows can ignore this effect from other combat plows)

Field Fortification Construction

Half the construction time for field fortifications if you have enough of these relative to the scale of the work.

Optional Engine Replacement*

A single Large Giant Slug can replace all four Rockhome Lizards if one is available.

In wartime, the Wyrwarf turn their riding plows into mobile combat platforms; typically one dwarf pilots, one fires the giant crossbow, two stand ready to repel attacks with halberds and two fire crossbows as they race across the battlefield.

Eladrin and Elves

Mystaran Elves and Eladrin derive from a common root in the elves who existed before the fall of Blackmoor and the original Elven homeland. Some retained the intellectual prowess of their ancestors (Eladrin), while others became more attuned to nature (Elves). Most of the inhabitants of Alfheim are Elves, though there's been enough intermixing that a few Eladrin are born into Elven clans and vice versa. The elves of Alphatia are mostly Eladrin, as is the Belcadiz clan of Glantri.

Beasthunter, Elven Clanmaster of Clan Long Runner, Level 12 Elite Skirmisher

Medium fey Humanoid XP 1400

Aura 5; all non-Elven allies gain +1 to Perception (racial bonus); he adds +2 to the Overland movement of himself and all allies when making long treks.

Initiative +15 **Senses** Perception +17; low-light vision

HP 248; **Bloodied** 124

AC 26; **Fortitude** 24, **Reflex** 26, **Will** 24

Saving Throws +2 **Action Points** 1

Speed 7; *The elf ignores difficult terrain when it shifts.*

m **Mobile Strike** (standard; at-will) | **Martial, Weapon**

Beasthunter can shift 2 before attacking or one after attacking but not both; +15 vs. AC; 3d6+5 damage **Crit:** 23+2d8.

r **Longbow** (standard; at-will) | **Martial, Weapon**

Ranged 20; Can be used on a **opportunity Attack** Action; can be used without drawing opportunity attacks; +18 vs. AC; 2d6+5 damage

R **Mobile Shooter** (standard; at-will) | **Martial, Weapon**

Beasthunter can shift 2 before or after his attack; **Ranged** 20; +18 vs. AC; 2d6+5 damage

R **Swift Hunter's Barrage** (standard; at-will) | **Martial, Weapon**

Beasthunter makes two ranged attacks of his choice.

R **Pinning Shot** (standard; refresh 5-6) | **Martial, Weapon**

Ranged 20; +15 vs. Reflex; 3d8+5 damage and target is *immobilized* (save ends)

R **Dangerous Shot** (standard; refresh 5-6) | **Martial, Weapon**

Ranged 20; +17 vs. AC; 4d8+5 damage and *prone*, but the target may take a ranged basic opportunity attack on Beasthands if he has any and he suffers -2 to all defenses until the end of his next turn.

Reckless Bastard Sword +2* (He can take -2 AC and add +4 to his damage until the end of his next turn if he chooses as a free action)

Hunter's Stance (minor; once per turn) | **Martial**

So long as Beasthunter has partial concealment when this power is activated, he has combat advantage against all foes until the start of his next turn; this power immediately ends if he moves voluntarily or is moved out of partial concealment by forced movement.

Neutralize Poison (minor; refresh 4-6) | **Arcane, Poison, Protection**

Ranged 10; Beasthunter gives the target **Resist** 20 vs. **Poison** until the end of his next turn and the target may make an immediate save against any conditions imposed by poison attacks.

Elven Accuracy (free; encounter)

The elf can reroll an attack roll, adding +2. It must use the second roll, even if it's lower.

Ghost Sounds (standing; at-will)

As per the Wizard Cantrip

Ritual Magic

While Beasthunter is not much of a mage, he has learned several rites: *Animal Messenger, Water Walk, Traveller's Feast, Animal Friendship, Speak with Nature, Cure Disease, Tree Stride, Water Breathing.*

Alignment Good **Languages** Common, Elven

Skills Athletics +14, Endurance +16, Nature+17, Stealth +18

Str 17 (+9) **Dex** 24 (+13) **Wis** 18 (+10)

Con 20 (+11) **Int** 16 (+9) **Cha** 21 (+11)

Equipment Leather Armor, **Reckless Bastard Sword +2*** (He can take -2 AC and add +4 to his damage until the end of his next turn if he chooses as a free action), Longbow and arrows

Beasthunter is the mighty leader of the Long Runner Clan and its oldest member still healthy enough to lead. He is a powerful warrior and skilled hunter who would, ideally, rather spend his time hunting in the forest than dealing with politics. He would prefer to keep all non-Elves or Eladrin out of Alfheim, though he is not hateful about it, just cautious. He might, over a few decades, eventually warm up to members of other races. He is very brave, maybe a little too much so for his own good.

Belcadizian Eladrin Rapier Duellist, Level 3 Skirmisher

Medium fey Humanoid XP 150

Initiative +7 **Senses** Perception +0; low-light vision

HP 45; **Bloodied** 22

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

Saving Throws +5 vs. Charm Effects

Speed 6

m Belcadizian Rapier (standard; at-will) | **Martial, Weapon**

He may shift 1 before the attack; +8 vs. AC; 1d6+4 damage and target has -2 to AC until the end of his next turn;

M Rapier Feint (standard; at-will) | **Martial, Psychic, Weapon**

He may shift 1 before the attack; +6 vs. Will; 1d6+4 Psychic damage and target is *slow* until the end of his next turn; he may then shift 1 after the attack if he desires.

M Long Thrust (standard; at-will) | **Martial, Weapon**

Reach 2; +6 vs. Reflex; 1d6+4 damage

Lightning Stance (minor; encounter) | **Arcane, Lightning, Sustain Special**

The Belcadizian enchants his rapier to do +1d6 Lightning damage until the beginning of his next turn; it can be sustained for another turn with a minor action, a second turn with a move action and a third turn with a move action and then expires.

Trance

The Belcadizian does not need to sleep, merely to enter a trance for 4 hours to gain the benefit of an extended rest; during this trance, she is aware enough of her environment to leave the trance if danger or necessity arises.

Fey Step (move; encounter) | **Teleportation**

The Belcadizian Rapier Duellist can teleport 5 squares.

Prestidigitation (at-will; standard) | **Arcane**

As per the Wizard Cantrip

Ritual Magic

Most Belcadizians know a handful of rituals.

Alignment Unaligned **Languages** Common, Elven, Glantrian

Skills Arcana +11, Diplomacy +8, History +11, Intimidate +8

Str 14 (+3) **Dex** 19 (+5) **Wis** 9 (+0)

Con 13 (+2) **Int** 17 (+4) **Cha** 14 (+3)

Equipment Cloth Armor, Belcadizian Rapier

Belcadizians prefer the finesse of the rapier and its grace and beauty over powerful weapons. Those are for DWARVES. Filthy, disease-riddled Dwarves. Conversely, they want you to know who is stabbing you and thus aren't so into ranged weapons and sniping from a distance. And they make for GREAT duels. Most Belcadizians also know a little magic and like to mix it into their fighting; the lightning style is a common technique but there are many other ones.

Clan Chossum Elven Merchant Level 3 Controller

Medium fey Humanoid XP 150

Aura 5; *all non-Elven allies gain +1 to Perception (racial bonus)*

Initiative +4 **Senses** Perception +5; low-light vision

HP 43; **Bloodied** 21

AC 17; **Fortitude** 14, **Reflex** 15, **Will** 16

Speed 7; *The elf ignores difficult terrain when it shifts.*

m Longsword (standard; at-will) | **Martial, Weapon**

+7 vs. AC; 1d8+4

C Thunderwave (standard; at-will) | **Arcane, Implement, Thunder**

Close Blast 3; +6 vs. Reflex; 1d6+3 Thunder damage and push 2

R Mind Arrow (standard; at-will) | **Arcane, Implement, Psychic**

+7 vs. Will; 1d6+3 Psychic damage and *slow* until the end of your next turn.

Assess Value (standard; at-will)

The Merchant can determine the current market value in his current area of anything just by glancing at it.

Elven Accuracy (free; encounter)

The elf can reroll an attack roll. It must use the second roll, even if it's lower.

Ritual Master

Clan Chossum merchants are usually quite willing to perform rituals for hire and possess several. They seem to have an especial fondness for *Comprehend Language*, *Tenser's Floating Disk*, and *Eye of Alarm*.

Alignment Unaligned **Languages** Common, Elven, Supernal

Skills Arcana +8, Bluff +9, Diplomacy +9, Insight +8, Nature +5

Str 10 (+1) **Dex** 15 (+3) **Wis** 14 (+3)

Con 11 (+1) **Int** 14 (+3) **Cha** 16 (+4)

Equipment Cloth Armor, Longsword, Ritual Book, Wand

Clan Chossum are inclined in a mercantile direction; many of its members focus more on magic than swordplay, as it's more useful in business dealings. Most Chossum have an eye for the main chance but are not actively fraudulent. Nevertheless, many Alheimers are uncomfortable with Chossum's practices.

Coolhands, Eladrin Wife of the Clanmaster of Clan Long Runner, Level 14 Elite Controller (Leader)

Medium fey Humanoid XP 2000

Initiative +12 **Senses** Perception +13; low-light vision

HP 278; **Bloodied** 139

AC 28; **Fortitude** 24, **Reflex** 26, **Will** 26

Saving Throws +2, +7 vs. Charm Effects **Action Points** 1

Speed 6

m **Belcadizian Rapier** (standard; at-will) | **Martial, Psychic, Weapon**

+18 vs. Reflex; 1d6+5 damage and 1d4 +3 psychic damage and has -2 to AC until the end of his next turn. A target who already has the -2 AC penalty also falls *prone*.

R **Arrow of Ilsundal** (standard; at-will) | **Divine, Implement, Radiant**

Coolhands gestures as if holding a bow and now she is holding one, made of light. She fires an arrow made of pure radiance at the target; if it hits, the target glows with Ilsundal's holy pure essence, guiding in further shots.

Ranged 10; +18 vs. Reflex; 2d8+6 Radiant damage and an ally within line of sight gains +2 to their next attack roll against the target; Elves, Eladrin, or allies using bows gain +3.

Crit: 22+2d6

R **Produce Fire** (standard; at-will) | **Divine, Implement, Fire**

Ranged 10; +18 vs. Fortitude; 1d10+6 fire damage and one ally of her choice does 1d6 fire damage to the target whenever they strike him until the end of her next turn. **Crit:** 16+2d6

M **Riposte** (immediate reaction when hit by a melee attack; at-will) | **Martial, Weapon**

+19 vs. AC; 1d6+5 damage; target is pushed 1 square and knocked *prone*. **Secondary damage:** Target takes 1d4+1 damage at the start of their next turn (at the same time as any ongoing damage).

A **Dispel Evil** (standard; refresh 5-6) | **Divine, Implement, Radiant**

Area Burst 2 **within** 10; +18 vs. Reflex; 3d10+6 Radiant damage and 10 ongoing Radiant damage (save ends). **Crit:** 36+2d6

Heal (standard; daily) | **Divine, Implement, Healing**

Close Burst 5; one ally within the area of effect may burn a healing surge and heals twice the normal hit points by doing so.

Isundal's Grace (immediate interrupt; 2/day) | **Divine**

Used when she or an ally has to make a saving throw; this power adds +5 to the saving throw.

Healing Word (minor; 2/day) | **Divine, Healing**

Close Burst 10; a single targeted ally or herself can spend a healing surge, adding +3d6 to HP regained (She recovers 69+3d6. Her husband, Beasthunter, recovers 62+3d6 if it is used on him.).

Silver on the Tree (Free; daily)

When Coolhands hits with an attack boosted by her holy symbol, she may immediately use an extra use of *Healing Word* or *Isundal's Grace*.

Trance

Coolhands does not need to sleep, merely to enter a trance for 4 hours to gain the benefit of an extended rest; during this trance, she is aware enough of her environment to leave the trance if danger or necessity arises.

Fey Step (move; encounter) | **Teleportation**

Coolhands can teleport 5 squares.

Ritual Magic

Coolhands has mastered many rituals, including: *Enchant Item, Transfer Enchantment, Tenser's Floating Disc, Gentle Repose, Animal Messenger, Endure Elements, Arcane Lock, Traveller's Feast, Commune with Nature, Cure Disease, Disenchant Magic Item, Sending, Linked Portal, Raise Dead, Remove Affliction, and Consult Mystic Sages*

Alignment Good **Languages** Common, Elven, Supernal, Glantrian, Orc, Goblin

Skills Arcana +20, Diplomacy +17, Heal +21, History +20, Nature +18, Religion +18

Str 17 (+10) **Dex** 20 (+12) **Wis** 23 (+13)

Con 19 (+11) **Int** 23 (+13) **Cha** 20 (+12)

Equipment Cloth Armor, Belcadizian Rapier, *Silver Tree (Specialized Holy Symbol of Isundal)* +2, Healing Kit

Born Dona Ilona de Belcadiz, she now goes by the name of 'Coolhands', though everyone knows her origins. She has long black hair and bronzed skin, which makes her stand out in Alfheim, due to her origins. She came to study the Trees of Life (her own clan in Glantri does not have one), but fell in love, married Beasthunter, and stayed in Alfheim. She is far more cosmopolitan than her husband and knows how to subtly guide him to avoid pointlessly antagonizing people. Sometimes, anyway. She is well loved for her healing skills among the clan.

Don Diego de Belcadiz, "Manuel of the Plains", Belcadizian Eladrin Hero, Level 6 Skirmisher

Medium fey Humanoid XP 250

Initiative +10 **Senses** Perception +4; low-light vision

HP 70; **Bloodied** 35

AC 20; Fortitude 17, Reflex 20, Will 18

Saving Throws +5 vs. Charm Effects

Speed 6 (8 or 10 on a horse)

m Belcadizian Rapier (standard; at-will) | **Martial, Weapon**

He may shift 1 before the attack; +11 vs. AC; 1d6+6 damage and target has –2 to AC until the end of his next turn;

M Force Retreat (standard; at-will) | **Martial, Weapon**

+9 vs. Reflex; 1d6+6 damage and target is pushed one square; Don Diego may advance into the vacated square if he chooses to.

M Long Thrust (standard; at-will) | **Martial, Weapon**

Reach 2; +9 vs. Reflex; 1d6+6 damage

Riposte (immediate reaction; refresh 4-6)

Upon being missed by a melee attack, he makes an immediate *Force Retreat* attack on his foe in response; he may use *Long Thrust* if the foe is within reach of that but not of *Force Retreat*.

Swift Horse Master

Don Diego can use a minor action to make any horse he is riding move its base move. He receives the Mounted Combat benefits of any steed he rides, if any.

Scholar of Nasty Things

Don Diego adds +2d6 damage against aberrant creatures.

Domino Mask

When Don Diego dons his Domino Mask, the difficulty to tell he is actually Don Diego rises by 10 for no good reason. (He uses his Bluff skill to hide his identity, so he has a passive defense against detection of 31.)

Trance

The Belcadizian does not need to sleep, merely to enter a trance for 4 hours to gain the benefit of an extended rest; during this trance, she is aware enough of her environment to leave the trance if danger or necessity arises.

Fey Step (move; encounter) | **Teleportation**

Don Diego can teleport 5 squares.

Ritual Magic

Animal Messenger, Eye of Alarm, Knock, Phantom Steed, Silence, Speak with Dead

Alignment Good **Languages** Common, Elven, Glantrian

Skills Arcana +9, Bluff +11, Diplomacy +11, Dungeoneering +12, History +9, Nature +4, Stealth +13

Str 15 (+5) **Dex** 21 (+8) **Wis** 13 (+4)

Con 14 (+5) **Int** 18 (+7) **Cha** 17 (+6)

Equipment Cloth Armor, Belcadizian Rapier, Domino Mask, Swift Horse, Ritual components

Don Diego is a noble Belcadizian scholar of the nastier things which go bump in the dark, which sometimes creeps out those who know him; no one really wants a lecture on slime. However, this is a cover for his true vocation—disguising himself as a heroic adventurer, “Manuel of the Plains”, who rides about righting wrongs and robbing the rich to give to the poor. He is greatly loved by the common folk in that identity.

King Doriath, Elven Level 20 Elite Soldier

Medium fey Humanoid XP 5600

Aura 5; all non-Elven allies gain +1 to Perception (racial bonus); all Elven allies gain +1 to hit with Swords or Bows

Initiative +20 **Senses** Perception +19; low-light vision

HP 388; **Bloodied** 194

AC 36; **Fortitude** 32 (34)@, **Reflex** 32, **Will** 31

Saving Throws +2 **Action Points** 1 (**Covering Action:** When using a shield, he can spend an action point to gain superior cover until the end of his next turn, instead of an extra action)

Speed 7 (6 in Platemail); *The elf ignores difficult terrain when it shifts.*

m **Longsword** (standard; at-will) | **Martial, Weapon**

+27 vs. AC; 2d8+10* damage and marked

M **Tide of Iron** (standard; at-will) | **Martial, Weapon**

+27 vs. AC; 2d8+10* damage and push the target 2 squares and marked; he may follow the target, shifting into the squares it moves through.

Color Spray (standard; at-will) | **Arcane, Radiant**

Close Blast 3; +25 vs. Reflex; 3d6+8 Radiant damage and *prone*

Sudden Shield Bash (immediate interrupt; at-will) | **Martial, Shield**

Triggered when an enemy next to him shifts or makes an attack which doesn't include him as the target; +25 vs. Fortitude; 2d6+7 damage and target grants combat advantage until the end of Doriath's next turn. If the target was marked, his attempt at movement is halted immediately.

Shield Wall (immediate interrupt; when first bloodied in an encounter) | **Martial, Stance**

Doriath now adopts a more defensive posture; this raises his AC by 2 and all allies within his aura gain +1 AC. He also gains 50 temporary HP.

Reverberating Shield (immediate Interrupt; encounter but only when Shield Wall is active) | **Martial, Shield**

When an adjacent enemy misses him or an adjacent ally, +25 vs. Fortitude; 4d8+7 and dazed and weakened (save ends both)

Transpose (Free; encounter)

As a free action, he may swap places with someone he has just struck in melee.

Thunderhead Reflection (immediate reaction; daily)

When he takes Lightning or Thunder damage, all enemies within 2 squares take 5 points of energy of the same type.

Elven Accuracy (free; encounter)

The elf can reroll an attack roll, adding +2 to the result. It must use the second roll, even if it's lower.

* **Shield Bearer's Payback**

Everytime an enemy adjacent to him attacks an ally, he gains a cumulative +2 to his next melee damage roll

@ **Shielded Stamina**

When using a Shield, he adds the Shield's bonus to his fortitude defense. Noted in his defenses above.

\$ Giant Strength

+2 to Strength and Athletics Checks. (Figured into stats below) Once a day as a free action, he adds +10 to damage on a single attack

Ritual Magic

King Doriath has studied Ritual magics, and has learned a handful of rituals of the DM's choice.

Alignment Good **Languages** Common, Elven, Darokinian, Makai, Orc

Skills Athletics +22\$, Diplomacy +21, Insight +22, Nature +24, Stealth +23

Str 20 (+15 (17)\$) **Dex** 26 (+18) **Wis** 25 (+17)

Con 26 (+18) **Int** 21 (+15) **Cha** 22 (+16)

Equipment *Thunderhead Plate* +3, Heavy Shield, *Belt of Giant Strength*, +3 *Transposing Longsword*.

King Doriath is a retired adventurer and outside formal occasions, is very friendly with such of all races. He is serious and solemn when ruling, but also just and fair and merciful. He speaks Common with an Ierendian accent. He typically pins down the toughest foes for his archer elven allies to then shell while he keeps it occupied.

Elvenguard of Karamaikos, Level 2 Soldier

Medium fey Humanoid XP 125

Aura 5; *all non-Elven allies gain +1 to Perception (racial bonus)*

Initiative +5 **Senses** Perception +10; low-light vision

HP 38; **Bloodied** 19

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

Speed 7; *The elf ignores difficult terrain when it shifts.*

m **Longsword** (standard; at-will) | **Martial, Weapon**

+9 vs. AC; 1d8+4 damage and mark

m or r **Dagger** (standard; at-will) | **Martial, Weapon**

Ranged 5/10; +10 vs. AC; 1d4+4 damage and mark

R **Longbow** (standard; at-will) | **Martial, Weapon**

Ranged 15/30; +9 vs. AC; 1d10+3 damage

Dual Strike (standard; encounter) | **Martial, Weapon**

The Elvenguard may shift up to 2 spaces, then makes two melee attacks against the same or different targets, one **Longsword** and one **Dagger** attack. If both blows strike the same target successfully, he remains marked for the rest of the encounter and immediately falls *prone*.

Coordinated Fighting

An Elvenguard adjacent to 2 or more allies gains +1 to hit and +1 to AC Defense.

Cantrips

Members of the Elvenguard can use all Wizard Cantrips.

Elven Accuracy (free; encounter)

The elf can reroll an attack roll. It must use the second roll, even if it's lower.

Ritual Master

Elvenguard Members typically know only a handful of rituals, but *Eye of Alarm* is very popular.

Alignment Good **Languages** Common, Elven, Traladaran

Skills Arcane + 8, Endurance + 8, Nature + 10, Stealth +8
Str 17 (+4) **Dex** 15 (+3) **Wis** 14 (+3)
Con 14 (+3) **Int** 15 (+3) **Cha** 11 (+1)
Equipment Chainmail, Longsword, Dagger, Longbow and Arrows

The Elvenguard of Karameikos are staffed largely from the ranks of the Callari elves and other elves of Karameikos. They are better at stabbing than magic, and form one of the two main elite units which together forms the Second Division. There are two companies of 60, each headed by a third level Lieutenant. The commander of the battallion is a sixth level Elf.

Elven Treekeeper Level 8 Controller

Medium fey Humanoid XP 350

Aura 5; *all non-Elven allies gain +1 to Perception (racial bonus)*

Initiative +9 **Senses** Perception +12; low-light vision

HP 85; **Bloodied** 42

AC 22; **Fortitude** 17, **Reflex** 20, **Will** 21

Speed 7; *The elf ignores difficult terrain when it shifts; the Treekeeper may shift up 4 squares every turn in forested terrain as a move action.*

m Longsword (standard; at-will) | **Martial, Weapon**

+13 vs. AC; 1d8+5 and target has -2 to hit until the end of the Treekeeper's next turn.

R Bramble Vines (standard; at-will) | **Divine**

Area Burst 1 within 10; +12 vs. Reflex; targets are *immobilized* (save ends)

Charm Person (standard; refresh 5-6) | **Arcane, Charm**

Ranged 10; +12 vs. Will; target makes a basic melee or ranged attack against one ally each round (save ends)

Vine Onslaught (standard; refresh 5-6) | **Divine, Zone**

Area Burst 2 within 20; +12 vs. Reflex; 3d8+5 damage and targets are *immobilized* (save ends). The area lasts as difficult terrain until the end of his next turn; anyone who begins inside the zone or enters it is attacked: +12 vs. Reflex; 1d8+5 and *immobilized* (save ends). **Sustain minor:** The effect lasts another turn.

Elven Accuracy (free; encounter)

The elf can reroll an attack roll. It must use the second roll, even if it's lower.

Ritual Master

Treekeepers usually possess an extensive library of rituals to be used for the good of the clan. *Tree Step* is EXTREMELY common.

Alignment Good **Languages** Common, Elven, Supernal

Skills Arcane + 12, History +12, Nature +17, Religion +12

Str 14 (+6) **Dex** 20 (+9) **Wis** 22 (+10)

Con 13 (+5) **Int** 17 (+7) **Cha** 12 (+5)

Equipment Cloth Armor, Longsword, Ritual Book

Some Elves eventually delve into the lore of Ilusundal's trees, becoming protectors of the Holy Trees which form the heart of many Elven clans.

Erewani Elven Noble Archer Level 3 Artillery

Medium fey Humanoid XP 350

Aura 5; all non-Elven allies gain +1 to Perception (racial bonus); He adds +1 to the Overland movement of himself and all allies when making long treks.

Initiative +5 **Senses** Perception +6; low-light vision

HP 36; **Bloodied** 18

AC 15; **Fortitude** 13, **Reflex** 16, **Will** 15

Speed 7; *The elf ignores difficult terrain when it shifts*

m **Shortsword** (standard; at-will) | **Martial, Weapon**

+8 vs. AC; 1d6+3 damage

R **Longbow** (standard; at-will) | **Martial, Weapon**

Ranged 15/30; The Archer may shift one before attacking; +10 vs. AC; 1d10+3 damage

C **Frost Hands** (standard; at-will) | **Arcane, Cold**

Close Blast 3; +8 vs. Reflex; 1d6+3 cold damage and *slow* until the end of his next turn

Illusory Terrain (standard; encounter) | **Arcane, Illusion, Zone**

Area Burst 3 **within** 10 squares; target zone offers cover and concealment to all allies, while depriving all enemies of such. It lasts until the end of the elf's next turn. **Sustain minor**: The zone lasts another turn.

Elven Accuracy (free; encounter)
The elf can reroll an attack roll. It must use the second roll, even if it's lower.

Ritual Magic

Most Erewani Noble Archers know a handful of rituals, especially *Animal Messenger* and *Eye of Alarm*.

Alignment Good **Languages** Common, Elven

Skills Arcane +9, Bluff +8, Diplomacy +8, Insight +9, History +9, Nature +9

Str 13 (+2) **Dex** 19 (+5) **Wis** 17 (+4)

Con 12 (+2) **Int** 16 (+4) **Cha** 14 (+3)

Equipment Leather Armor, Longbow and Arrows, Short Sword, Court Clothing

Erewani nobles study a mix of traditional Elven archery and magic, along with social skills for court politics and intrigue. There are far more nobles in the Erewani (and Belcadizian) lands because most Eladrin and Elves at least dabble in magic enough to qualify as gentlemen. Though a lot of them really aren't all that good at it.

Feadiel Elven Adventurer Level 3 Skirmisher

Medium fey Humanoid XP 150

Aura 5; all non-Elven allies gain +1 to Perception (racial bonus)

Initiative +7 **Senses** Perception +9; low-light vision

HP 46; **Bloodied** 23

AC 17; **Fortitude** 15, **Reflex** 17, **Will** 14

Speed 7; *The elf ignores difficult terrain when it shifts*

m **Shortsword** (standard; at-will) | **Martial, Weapon**

+8 vs. AC; 1d6+3 and push 1. If he moves after making this attack, the first square of movement does not draw opportunity attacks.

r **Longbow** (standard; at-will) | **Martial, Weapon**

He shifts one square before or after this attack; +8 vs. AC, 1d10+3 damage

Two-Fanged Strike (standard; encounter) | **Martial, Weapon**

The Adventurer makes two **Longbow** attacks on the same target, adding +2 extra damage if both hit.

Elven Accuracy (free; encounter)

The elf can reroll an attack roll. It must use the second roll, even if it's lower.

Alignment Good **Languages** Common, Elven

Skills Athletics +8, Dungeoneering +7, Nature +9, Stealth +10

Str 15 (+3) **Dex** 19 (+5) **Wis** 13 (+2)

Con 14 (+3) **Int** 13 (+2) **Cha** 11 (+1)

Equipment Leather Armor, Longbow and Arrows, Twin Short Swords

Clan Feadiel is dedicated to proving its own worthiness to exist, as it still feels a lot of guilt for its past failures. Many members become wandering adventurers, trying to prove their worth.

Grunalf Clan Elven Scout Level 3 Lurker

Medium fey Humanoid XP 150

Aura 5; *all non-Elven allies gain +1 to Perception (racial bonus)*

Initiative +9 **Senses** Perception +10; low-light vision

HP 38; **Bloodied** 19

AC 18; **Fortitude** 15, **Reflex** 17, **Will** 15

Speed 7; *The elf ignores difficult terrain when it shifts; In a forest, he may make a full move while remaining under stealth with no penalty.*

m **Shortsword** (standard; at-will) | **Martial, Weapon**

He may shift one square before or after the attack; +6 vs. Reflex; 1d6+3 damage and **slow** to the end of his next turn

r **Shortbow** (standard; at-will) | **Martial, Weapon**

Ranged 10/20; +8 vs. AC; 1d10+3 damage

Wooded Concealment

In a forest, the Elven Scout needs only partial concealment to use stealth without penalty; his stealth ends if he makes an attack, successful or not.

Sneak Attack

+2d6 damage when he has combat advantage

Elven Accuracy (free; encounter)

The elf can reroll an attack roll. It must use the second roll, even if it's lower.

Alignment Good **Languages** Common, Elven

Skills Nature +10, Stealth +10

Str 15 (+3) **Dex** 19 (+5) **Wis** 15 (+3)

Con 14 (+3) **Int** 11 (+0) **Cha** 12 (+2)

Equipment Leather Armor, Shortsword, Shortbow

Grunalf are attuned to the wilderness; many become the best Treekeepers but their scouts are also the finest in Alfheim. Grunalf scouts only fight if they have to, preferring to go sneaky and run for reinforcements. (Or if they are supporting Elven forces.)

Longrunner Elven Clan Warrior Level 3 Brute

Medium fey Humanoid XP 150

Aura 5; *all non-Elven allies gain +1 to Perception (racial bonus); he adds +2 to the Overland movement of himself and all allies when making long treks.*

Initiative +3 **Senses** Perception +6; low-light vision

HP 46; **Bloodied** 23

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

Speed 8; *The elf ignores difficult terrain when it shifts*

m **Longspear Impalement** (standard; at-will) | **Martial, Weapon**

Reach 2; +6 vs. AC; 1d10+3 and the target takes 1d6 damage at the start of its next turn.

r **Javelins** (standard; at-will) | **Martial, Weapon**

Ranged 10; +6 vs. AC; 1d6+3 damage and *slow* until the end of its next turn; the target falls *prone*.

Vitals Shot (standard; encounter) | **Martial, Weapon**

Reach 2; +6 vs. AC; 2d10+3 damage and *slow* (save ends)

Elven Accuracy (free; encounter)

The elf can reroll an attack roll. It must use the second roll, even if it's lower.

Alignment Good **Languages** Common, Elven

Skills Athletics +9, Endurance +8, Nature +11, Stealth +8

Str 17 (+4) **Dex** 15 (+3) **Wis** 16 (+4)

Con 15 (+3) **Int** 11 (+1) **Cha** 12 (+2)

Equipment Leather Armor, Longspear

The Longrunner Clan aren't fond of non-elves or even of elves from outside of Alfheim and would rather close the borders and spend their time hunting and fishing and generally being the closest thing you'll find to an Elf Barbarian. Longrunners use Javelins to knock foes down and prevent escape, then close in and begin impaling the target to death with their longspears. They especially like to use Longspear Impalement as part of a **Charge** action. Longrunners are the fastest elves alive and train extensively for long-distance travel too.

Mealidan Clan Elven Military Swordmage Level 3 Soldier

Medium fey Humanoid XP 150

Aura 5; *all non-Elven allies gain +1 to Perception (racial bonus)*

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

HP 46; **Bloodied** 23

AC 19; **Fortitude** 15, **Reflex** 16, **Will** 15

Speed 7; *The elf ignores difficult terrain when it shifts*

m **Longsword** (standard; at-will) | **Martial, Weapon**

+10 vs. AC; 1d8 +4 damage and target is *marked*.

Booming Blade (standard; at-will) | **Arcane, Thunder, Weapon**

+10 vs. AC; 1d6+3 Thunder damage. Until the start of your next turn, if the creature moves away from you, it takes 1d6+3 Thunder damage again.

Aegis of Assault (immediate reaction; encounter) | **Arcane, Teleportation, Thunder**

When an ally within 10 squares is struck by a melee attack, the elf can teleport to a square adjacent to the attacker and deliver a free **Longsword** attack, adding 1d8 Thunder damage if they hit.

Prestidigitation (standard; at-will)

As the Wizard Cantrip

Elven Accuracy (free; encounter)

The elf can reroll an attack roll, adding +2. It must use the second roll, even if it's lower.

Ritual Magic

Though not great ritualists, Mealiden Swordmagi typically learn some rituals of military application.

Alignment Good **Languages** Common, Elven

Skills Arcana+9, Diplomacy +6, History +9, Insight +8, Nature +5

Str 15 (+3) **Dex** 15 (+3) **Wis** 14 (+3)

Con 14 (+3) **Int** 17 (+4) **Cha** 11 (+1)

Equipment Leather Armor, Longsword

The Mealidan clan began as bodyguards for Ilsundal and tend to see themselves as one of the elite military forces of Alfheim. They strongly emphasize a balance of martial and mystical skills. The Mealidan especially enjoying finding ways to blend the two, practicing weapon styles similar to those of the Belcadiz. Not that they'd ever admit it.

Red Arrow Clan Elven Military Archer Level 3 Artillery

Medium fey Humanoid XP 150

Aura 5; *all non-Elven allies gain +1 to Perception (racial bonus)*

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

HP 38; **Bloodied** 19

AC 17; **Fortitude** 14, **Reflex** 16, **Will** 14

Speed 7; *The elf ignores difficult terrain when it shifts*

m Shortsword (standard; at-will) | **Martial, Weapon**

+8 vs. AC; 1d6+1 damage

r Longbow (standard; at-will) | **Martial, Weapon**

Ranged 15/30; +10 vs. AC; 1d10+4 damage

Hand Shot (standard; encounter) | **Martial, Weapon**

Ranged 15/30; +8 vs. Fortitude; 3d6+3 damage and target has -2 to hit (save ends)

Cover Exploiter

+2 to hit when firing from cover or concealment

Elven Accuracy (free; encounter)

The elf can reroll an attack roll. It must use the second roll, even if it's lower.

Alignment Good **Languages** Common, Elven

Skills Endurance +8, Nature +9, Stealth +10

Str 13 (+2) **Dex** 19 (+5) **Wis** 13 (+2)

Con 14 (+3) **Int** 12 (+2) **Cha** 15 (+3)

Equipment Leather Armor, Longbow and Arrows, Shortsword

Clan Red Arrow is always training for war, and its members are experts in those arts. They are descended from the honor guard Mealiden assembled for Ilsundal and will

NEVER LET YOU FORGET IT. They prefer to fight from cover or concealment whenever possible and are as expert of guerillas as any level 3 person can be.

Shurengyla, Level 4 Lurker

Medium fey Humanoid XP 175

Aura 5; *all non-Elven allies gain +1 to Perception (racial bonus)*

Initiative +10 **Senses** Perception +12; low-light vision

HP 43; **Bloodied** 21

AC 18; **Fortitude** 13, **Reflex** 16, **Will** 16

Speed 7; *The elf ignores difficult terrain when it shifts*

m **Shortsword** (standard; at-will) | **Martial, Weapon**

She may shift one square before or after the attack; +9 vs. AC; 1d6+4 and target is -2 to hit her until the end of her next turn

R **Charm Person** (standard; at-will) | **Arcane, Charm**

Ranged 10; +7 vs. Will; the target makes a Melee or Ranged basic attack against a target of her choice immediately.

First Strike

She has combat advantage over any foe who has yet to act in an encounter.

Backstab

+2d6 damage if she has combat advantage

Elven Accuracy (free; encounter)

The elf can reroll an attack roll. It must use the second roll, even if it's lower.

Invisibility (minor; encounter) | **Arcane, Illusion**

Shurengyla can turn invisible for the rest of the encounter, but becomes visible if she makes a successful attack on someone.

Change Shape (minor; daily) | **Arcane, Polymorph**

Shurengyla can alter her physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, MM page 280).

Alignment Good **Languages** Common, Elven

Skills Bluff +11, Insight +10, Streetwise +11, Stealth +11, Thievery + 11

Str 12 (+3) **Dex** 18 (+6) **Wis** 16 (+5)

Con 13 (+3) **Int** 15 (+4) **Cha** 18 (+6)

Equipment Variable by situation, but typically: Leather Armor, Shortsword, Thieves' Tools

Shurengyla is one of King Doriath's spies. She's also frequently the person he uses to hire adventurers for low-level jobs. She tends to take on the mood of the group she is in and delights in tricking people whether she needs to or not. Her true appearance might be a slender, short blonde, but who can tell?

Elemental

Helion Level 9 Controller

Gargantuan elemental animate XP 400

Initiative -1 **Senses** Perception +0; darkvision; blindsight 12

HP 97; Bloodied 48

AC 23; Fortitude 19, Reflex 21, Will 21

Immune disease, poison, sleep, breathing, eating,

Resist Acid 10, Fire 15

Speed 6

m **Fiery Touch** (standard; at-will)

Reach 4; +13 vs. AC; 1d8+5 fire damage and 5 ongoing fire damage

M **Engulf** (standard; at-will)

The Helion moves into the target's space, moving up to its base speed, which draws opportunity attacks, then +13 vs. Reflex; on a success, this inflicts 1d8+5 fire damage and the target is now **restrained** inside the Helion; he automatically moves with it if it moves and must escape as per grab to stop being restrained. So long as he is inside it, he suffers 5 fire damage at the start of his round. This counts as a charge, ending his turn.

M **Immolate** (standard; at-will against a restrained target inside himself)

+13 vs. Fortitude; 2d8+5 fire damage

A **Earth to Fire** (standard; refresh 5-6) | **Fire**

The ground beneath the target's feet transmutes into fire briefly, immolating them.

Burst 3 within 10 squares; +13 vs. Reflex; 1d8+5 fire damage and 5 ongoing fire damage

R **Dispel Magic** (standard; encounter) | **Arcane**

Ranged 10; trace to one square of the conjuration or zone targeted; +13 vs. Will; this negates one targeted zone or conjuration.

A **Wall of Fire** (standard; encounter) | **Fire, Zone**

This creates a 10 square zone of fire, arranged however the Helion likes; all squares must be adjacent to at least one other fire square. Anyone entering a fire square or beginning their turn in it takes 2d8+5 fire damage; anyone who begins their turn adjacent to a square takes 1d8+5 fire damage. Squares offer total concealment against ranged attacks if the LOS is traced through them, unless the attacker has Fire Resistance or Blindsight. The zone lasts until the end of the Helion's next turn. **Sustain minor:** The Wall of Fire lasts another turn.

Alignment Good **Languages** Common, Primordial, Supernal, + others

Skills Arcane +14, Diplomacy +12, Insight +14, History +14, Religion +14

Str 17 (+7) Dex 17 (+7) Wis 20 (+9)

Con 17 (+7) Int 20 (+9) Cha 16 (+7)

Helions resemble a 20' diameter Pillar of Fire. They are philosophers, thinkers, and diplomats, not warriors, fighting only if they must or to defend something important. Native to the Elemental plane of Fire, they fear water creatures and attacks. The Efreeth and the Haoou (Aerial Servants) are their greatest enemies.

Greater Helion Level 19 Controller

Gargantuan elemental animate XP 2400

Initiative -1 Senses Perception +0; darkvision; blindsight 12

HP 137; Bloodied 68

AC 33; Fortitude 30, Reflex 31, Will 31

Immune disease, poison, sleep, breathing, eating,

Resist Acid 15, Fire 20

Speed 6

m **Fiery Touch** (standard; at-will)

Reach 4; +24 vs. AC; 2d6+7 fire damage and 10 ongoing fire damage

M **Engulf** (standard; at-will)

The Helion moves into the target's space, moving up to its base speed, which draws opportunity attacks, then +23 vs. Reflex; on a success, this inflicts 2d6+7 fire damage and the target is now **restrained** inside the Helion; he automatically moves with it if it moves and must escape as per grab to stop being restrained. So long as he is inside it, he suffers 15 fire damage at the start of his round. This counts as a charge, ending his turn.

M **Immolate** (standard; at-will against a restrained target inside himself)

+23 vs. Fortitude; 3d8+7 fire damage

A **Earth to Fire** (standard; refresh 5-6) | **Fire**

The ground beneath the target's feet transmutes into fire briefly, immolating them.

Area Burst 3 within 10 squares; +23 vs. Reflex; 2d6+7 fire damage and 10 ongoing fire damage

Dispel Magic (standard; encounter) | **Arcane**

Ranged 10; trace to one square of the conjuration or zone targeted; +23 vs. Will; this negates one targeted zone or conjuration.

Wall of Fire (standard; encounter) | **Fire, Zone**

This creates a 10 square zone of fire, arranged however the Helion likes; all squares must be adjacent to at least one other fire square. Anyone entering a fire square or beginning their turn in it takes 3d8+5 fire damage; anyone who begins their turn adjacent to a square takes 2d6+7 fire damage. Squares offer total concealment against ranged attacks if the LOS is traced through them, unless the attacker has Fire Resistance or Blindsight. The zone lasts until the end of the Helion's next turn. **Sustain minor**: The Wall of Fire lasts another turn.

Alignment Good **Languages** Common, Primordial, Supernal, + others

Skills Arcane +21, Diplomacy +19, Insight +21, History +21, Religion +21

Str 22 (+15) Dex 22 (+15) Wis 25 (+16)

Con 22 (+15) Int 25 (+16) Cha 21 (+14)

Feywing

Feywing are originally from the Feywild, but have dwelt in the Five Shires since at least the time of the Gentle Folk. However, they are close to extinction now on the surface, though Ka has arranged to transplant some to the Hollow World to keep them from going extinct. Some domesticated ones live in Glantri, trained as guard animals. They are three-headed, horned and clawed reptilian flying creatures with very flabby torsos. At a good distance, they're easily mistaken for dragons. They like to hunt cattle and sheep, impaling them with their horns and carrying them off. When forced into combat, they prefer, if possible, to impale one foe on their horns and fly off to eat them, rather than

stick around to die, though if faced with foes they can't escape by flying, they will impale one foe on a horn, then focus on bites until he dies.

Feywing Level 12 Skirmisher

Huge fey beast XP 700

Initiative +10 **Senses** Perception +13

HP 126; **Bloodied** 61

AC 26; **Fortitude** 26, **Reflex** 22, **Will** 22

Speed 3; Fly 9

m **Bite** (standard; at-will) | **Weapon**

Reach 2; +17 vs. AC; 1d6+5 + marks target

M **Horn** (standard; at-will) | **Weapon**

Reach 3; +17 vs. AC; 1d8+5 and make a secondary attack: +15 vs. Fortitude; on a success, the target takes 6 points of damage and is now **restrained** by the creature's horns. This can be escaped in the usual way to escape a **grab**; the impaled target takes 5 ongoing damage each round it is impaled on the creature's horns.

M **Three Headed Monster** (standard; at-will)

Make three **Bite** attacks at the same or separate targets

M **Horn Rampage** (standard; refresh 6)

The Feywing makes 3 **Horn** attacks at the same or separate targets.

Eye Membranes (Instant interrupt, at-will)

Due to its special eye membranes, the Feywing receives an immediate saving throw against any effect targetted specifically at its eyes. This negates any status conditions on a successful save and adds +4 to its defenses against any damage inflicted in that manner.

Alignment Evil **Languages** ---

Skills Intimidation + 11, Nature +13, Perception+13

Str 22 (+12) **Dex** 14 (+8) **Wis** 14 (+8)

Con 20 (+11) **Int** 8 (+5) **Cha** 10 (+6)

Equipment ---

Gargantua

These creatures are the work of the wizard Gargantua, who created many monstrosities of vast size, usually modelled on normally smaller creatures.

Gargantuan Carrion Crawler Level 27 Elite Controller

Huge aberrant beast XP 22,000

Initiative +12 **Senses** Perception +17; darkvision

HP 502; **Bloodied** 251; see also *tentacle flurry*

AC 42; **Fortitude** 41, **Reflex** 40, **Will** 39

Saving Throws +2

Speed 12, climb 12 (spider climb)

Action Points 1

m **Tentacles** (standard; at-will) | **Poison**

Reach 4; +30 vs. Fortitude; 3d4 + 10 damage, and the target takes ongoing 15 poison damage and is **slowed** (save ends both). In addition, the target is pulled 1 square. *First*

Failed Save: The target is **immobilized** instead of **slowed** (save ends). *Second Failed Save:* The target is **stunned** instead of **immobilized** (save ends). Saving throws made against the gargantuan carrion crawler's paralytic tentacles take a –5 penalty.

M Bite (standard; at-will)

+32 vs. AC; 2d10 + 10 damage.

M Tentacle Assault (standard; at-will) | **Poison**

The Gargantuan Carrion Crawler makes 2 **Tentacles** attacks

C Tentacle Flurry (standard; encounter; recharges when first bloodied) | **Poison**

Close blast 4; +30 vs. Fortitude; 2d4 + 8 damage, and the target takes ongoing 10 poison damage and is **slowed** (save ends both). *First Failed Save:* The target is **immobilized** instead of **slowed** (save ends). *Second Failed Save:* The target is **stunned** instead of **immobilized** (save ends). Saving throws made against the enormous carrion crawler's paralytic tentacles take a –5 penalty.

Tentacle Love (immediate reaction, refresh 5-6)

When a melee attack misses the Carrion Crawler; it gets an immediate **Tentacles** attack on its foe.

Threatening Reach

The gargantuan carrion crawler can make opportunity attacks against all enemies within its reach (4 squares).

Alignment Unaligned **Languages** —

Skills Intimidation + 23

Str 30 (+23) **Dex** 20 (+18) **Wis** 18 (+17)

Con 27 (+21) **Int** 6 (+11) **Cha** 20 (+18)

Gargantuan Carrion Crawlers live underground, looking for gigantic prey. Their gargantuan size restricts them, however, to particularly large caves once they reach adulthood; the spawn of such creatures may be encountered wandering smaller caves as they look for a home which will fit their adult form; such have identical stats to normal or enormous carrion crawlers.

Gargantuan Gargoyle Level 26 Elite Lurker

Gargantuan elemental humanoid (earth) XP 18000

Initiative +23 **Senses** Perception +19; darkvision

HP 376; **Bloodied** 188

AC 42; **Fortitude** 40, **Reflex** 36, **Will** 38

Immune petrification

Saves +2 **Action Point** 1

Speed 9, fly 15; see also *flyby attack*

m **Claw** (standard; at-will)

Reach 4; +31 vs. AC; 3d8 + 9 damage.

m **Horn Gouge** (standard; at-will)

Reach 2; +31 vs. AC; 2d8+9 damage and target is **prone**

m **Bite** (standard; at-will)

Reach 2; +31 vs. AC; 2d8+9 damage and 5 ongoing damage (save ends)

M **Twin Claw Attack** (standard; at-will)

Make 2 **Claw** attacks at the same foe or one each at two different foes. If both are used on the same target and both hit, you may make a third **Claw** attack (rear claw rake).

M **Gargoyle Frenzy** (standard; at-will but only against a foe the gargoyle has combat advantage on)

Reach 2; The gargoyle makes two **Claw** attacks, one **Horn Gouge** attack and one **Bite** against a foe he has combat advantage against.

M **Flyby Attack** (standard; refresh 5-6)

The gargoyle flies up to 15 squares and makes two **Claw** attacks at any point during the move without provoking an opportunity attack from the target. If both **Claws** hit, he gets a third **Claw** attack. (Rear Claw Rake)

Throw Yourself on my Horn (immediate reaction, refresh 4-6)

If a **melee attack** misses the Gargoyle, he immediately **Horn Gouge** attacks the person who missed.

Bouncing Blade (immediate reaction, refresh 5-6)

If a **melee attack** hits the Gargoyle, the weapon bounces back on his foe, who makes an immediate **basic attack** on himself.

Stony Appearance

Gargantuan Gargoyles gain +3 Stealth in rocky and stone environments where they can blend in.

Stone Form (standard; at-will)

The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 3, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).

Alignment Evil **Languages** Common, Primordial

Skills Stealth +24 (27)*

Str 30 (+23) **Dex** 23 (+19) **Wis** 23 (+19)

Con 26 (+21) **Int** 11 (+13) **Cha** 23 (+19)

It is arguable whether Gargantuan Gargoyles were one of Gargantua's wiser ideas; there is a dearth of appropriately large statues for them to impersonate in rock form and if found underground, they can only really function in the largest caves. Nevertheless, they still survive, sometimes shaped into unusual forms to act as spies for wizards of epic power.

Gargantuan Troll Level 26 Epic Brute

Gargantuan natural humanoid XP 18000

Initiative +7 **Senses** Perception +11

HP 594; **Bloodied** 297; see also *troll healing*

Regeneration 30 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 20; **Fortitude** 21, **Reflex** 18, **Will** 17

Speed 8

m **Claw** (standard; at-will)

Reach 4; +29 vs. AC; 4d6 + 9 damage; see also *frenzied strike*.

M Marauding Strike (standard; at-will)

The Troll makes 2 **Claw** attacks.

M Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)

The troll makes a **claw** attack.

Berserkerang (immediate reaction When First Bloodied; encounter)

Close Burst 4; +29 vs. AC; 4d6+9 damage

Rend (standard; refresh 5-6)

The Troll makes 4 **Claw** attacks against the same target

Troll Healing | Healing

If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 30 hit points.

Alignment Chaotic evil **Languages** Giant

Skills Athletics +15, Endurance +14

Str 29 (+22) **Dex** 20 (+18) **Wis** 20 (+18)

Con 27 (+21) **Int** 16 (+16) **Cha** 16 (+16)

Gargantuan Trolls have flourished, though most eventually die by adventurer. Once one shows up able to kill them, anyway. They are sufficiently intelligent that many end up leading great Troll hordes or as major lieutenants of some especially epic threat. They usually live on the surface, however, as they simply are too big to fit through a lot of caves and tunnels. Some Gargantuan Trolls amuse themselves by enslaving giants, who they often tower over.

Giant and Giant-Kin

Athach, Level 20 Brute

Huge elemental humanoid (earth, giant) XP 2800

Initiative +10 **Senses** Perception +8

HP 234; **Bloodied** 117

AC 32; **Fortitude** 32, **Reflex** 28, **Will** 26

Speed 9

m Tree-Stump Club (standard; at-will)

+23 vs. AC; 3d8 +7 damage

M Three Arm Frenzy (standard; at-will)

Close Burst 1; +21 vs. Reflex; 2d6+7 damage

M Bite (standard; at-will)

+21 vs. Fortitude; 3d6+7 and *stunned* (save ends)

Trample (standard; refresh 5-6)

This is a **charge** action. The Athach takes up to a full move then attacks the target (who must be Medium or less in size); +21 vs. Reflex; inflicting 4d8+7 and rendering the target *prone*.

Alignment Chaotic Evil **Languages** Common (Badly), Giant

Skills Athletics +23, Endurance +22

Str 26 (+18) **Dex** 10 (+10) **Wis** 8 (+8)

Con 24 (+17) **Int** 8 (+9) **Cha** 6 (+8)

Equipment Tree Stump

Ugly and twisted, these hideous giants have a third arm in the middle of their chest, and usually some other deformities. They are rather dim-witted and violent, but are susceptible to being bribed. Otherwise, they regard humans, demi-humans, and humanoids as food supplies to be tapped at will. They live in caves in small, brutal family units.

Frost Giants

Frost Giant Axeman Level 14 Soldier

Large elemental humanoid XP 1000

Initiative +8 **Senses** Perception +8

HP 142; **Bloodied** 71

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

Speed 6

m **Great Axe** (standard; at-will) | **Weapon**

Reach 2; +21 vs. AC; 1d12 + 10 and target is *marked*. When used for opportunity attacks, this power is +24 vs. AC, 1d12+13 and target is *marked*.

r **Frost Dart** (standard; at-will) **Cold**

Ranged 10/20, + 19 vs. AC; 2d6 + 6 cold damage

Grip of the Ice (immediate interrupt, at-will)

In addition, whenever a *marked* enemy that is within reach to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

M **Topple the Tree** (Standard, refresh 5-6) | **Weapon**

+19 vs. Reflex, 2d12 + 10 and target is *prone* and *marked*.

M **Designate Foe** (Standard, encounter)

Target a foe with +21 vs. AC; you do 2d12+10 on a hit and gain +2 to hit, +4 to damage against them the rest of the encounter. Target is also *marked*.

Invoke the Winter (minor, at-will)

He can turn his melee damage into cold damage at will or back to normal; when cold is on, he does +2d6 on a critical hit in addition to his +1d12 on a crit for his Great Axe.

Alignment Chaotic Evil **Languages** Common, Giant

Skills Athletics +19, Endurance + 18, Intimidate +13, Nature + 13

Str 24 (+14) **Dex** 12 (+8) **Wis** 12 (+8)

Con 22 (+13) **Int** 10 (+7) **Cha** 16 (+10)

Equipment: Icicle (Scale) Armor, Great-Axe

Frost Giant Frost Archer Level 15 Artillery

Large elemental humanoid XP 1200

Initiative +11 **Senses** Perception +8

HP 116; **Bloodied** 58

AC 27; Fortitude 27, Reflex 27, Will 27

Speed 6

r **Icebow** (standard; at-will) | **Weapon**

Ranged 30/50; +22 vs. AC; 1d10 + 6

m **Bow Whack** (standard; at-will)

Reach 2; +20 vs. AC; 1d10 + 6

R **Twin Icicles** (standard; at-will)

Ranged 30/50; Make two Icebow attacks.

Frost Slayer (immediate reaction; at-will if no target is currently frost tagged by them)

Upon hitting a target, that target is *frost tagged* by them for the rest of the encounter or until reduced to zero HP, at which point the *frost tag* expires.

Frost Tag

The Frost Giant does +2d6 cold damage to any target they have *frost tagged*.

R **Sundering Shot** (standard, refresh 5-6, Ranged 30/50)

Ranged 30/50; +20 vs. Fortitude, 3d10 + 6, targets AC drops by 4 (save negates)

R **Shackling Shot** (standard, refresh 5-6, Ranged 30/50)

Ranged 30/50; +20 vs. Reflex, 2d10 +6, target is *immobilized* (save negates)

Alignment Chaotic Evil **Languages** Common

Skills **Endurance + 17, Nature + 13**

Str 22 (+13) Dex 18 (+11) Wis 12 (+8)

Con 20 (+12) Int 10 (+7) Cha 16 (+10)

Equipment Icicle (Scale) Armor, Icebow

Golem

Golems are human-formed constructs, usually created as guardians and soldiers for some wizard or priest or other ritualist. The standard golem types do not appear in Mystara, but many Mystaran golems have arisen to take their place...

Amber Golem Level 10 Elite Skirmisher

Large natural animate (construct) XP 1000

Initiative +12 Senses Perception +9 (12)*; darkvision; blindsight 12

HP 212; Bloodied 106

AC 24; Fortitude 22, Reflex 23, Will 17

Immune disease, poison, sleep

Resist Force 10, Lightning 10

Vulnerable Psychic 5

Speed 9; can't shift

m **Claw** (standard; at-will)

+15 vs. AC; 2d6+5 damage

M **Twin Claw Assault**

The Golem makes 2 **Claw** attacks.

M Golem Rampage (standard; recharge 5-6)

The amber golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a **claw** attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

Golem's Quarry (minor, encounter)

The Amber Golem chooses a single target as its quarry. It gains +3 Perception and +2d6 damage against that target until the encounter ends or the target falls to 0 or less HP.

Pack Hunter

Add +1d6 to damage against any foe who has 2 or more of the golem's allies adjacent to it.

Expert Tracker

Amber Golems get +3 to Perception when tracking by scent or sight

Alignment Unaligned **Languages** Growls and simple gestures

Skills Perception +9 (12)*

Str 18 (+9) **Dex** 21 (+10) **Wis** 8 (+4)

Con 18 (+9) **Int** 6 (+3) **Cha** 3 (+1)

Amber Golems are designed to hunt and track prey for their masters; they can communicate with a certain amount of body language and growls, though only simple concepts. They aren't very smart, but they understand more than they usually can say. They are sometimes built to resemble animals instead of humans, especially animals used for tracking or hunter.

Bone Golem Level 6 Elite Skirmisher

Medium natural animate (construct) XP 500

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

HP 150; **Bloodied** 75

AC 20; **Fortitude** 19, **Reflex** 14, **Will** 14

Immune disease, poison, sleep

Resist cold 10, **Fire** 10, **Electricity** 10

Vulnerable Thunder 5

Saving Throws +2 **Action Points** 1

Speed 6; can't shift

m **Sword** (standard; at-will)

+11 vs. AC; 1d10+4 damage

M **Twin Strike** (standard; at-will)

The Bone Golem makes 2 **Sword** attacks.

M **Four Weapon Strike** (standard; at-will against foes he has combat advantage against)

The Bone Golem makes 4 **Sword** attacks, only against foes he has combat advantage on.

M **Golem Rampage** (standard; recharge 5-6)

The Bone Golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a **Sword** attack against that creature. The creature remains in

its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

Alignment Unaligned **Languages** —

Str 19 (+7) **Dex** 8 (+2) **Wis** 8 (+2)

Con 19 (+7) **Int** 4 (+0) **Cha** 3 (-2)

Equipment 4 Longswords

Bone Golems can easily be mistaken for a 4-armed Skeleton at a glance (Difficulty 15 Arcana check to tell the difference), as they are made from human bones. They are, however, tougher than most skeletons. Bone Golems are not too bright, but are smart enough to try to maneuver for combat advantage so as to kill most efficiently.

Bronze Golem Level 20 Elite Brute

Large natural animate (construct) XP 5,600

Aura 2; anyone who enters the Golem's aura or begins its turn in the Aura suffers 10 fire damage

Initiative +10 **Senses** Perception +9; darkvision

HP 472; **Bloodied** 236

AC 32; **Fortitude** 34, **Reflex** 26, **Will** 25

Immune disease, poison, sleep, fire

Vulnerable Acid 10

Speed 12; can't shift

m **Slam** (standard; at-will)

Reach 2; +23 vs. AC; 2d8+7 damage + 1d10 fire damage

M **Two Fisted Action** (standard; at-will)

The Golem makes two **Slam** attacks.

Burning Blood (Instant reaction when first bloodied; encounter)

When first bloodied in a battle: **Close Burst** 2; +21 vs. Reflex; 2d8+7 fire damage

M **Golem Rampage** (standard; recharge 5-6)

The Bronze golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a **slam** attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

Alignment Unaligned **Languages** —

Str 26 (+18) **Dex** 10 (+10) **Wis** 8 (+9)

Con 26 (+18) **Int** 4 (+7) **Cha** 3 (+6)

Bronze Golems resemble humans in armor; they visibly glow red hot, having rivers of molten metal flowing through them; their touch sears and can eventually set flammable things on fire. Thus they are most useful in buildings made of material that won't easily melt or catch fire. When sufficiently damaged, they leak some of their inner fluid, searing those around them. Even when undamaged, it is painful to stay near one for long any more than you'd want to stick your face in a blast furnace.

Drolem, Level 24 Elite Brute

Huge natural animate (construct) XP 6050

Initiative +11 **Senses** Perception +13; Blindsight 12

HP 556; **Bloodied** 278

AC 36; **Fortitude** 38, **Reflex** 33, **Will** 33

Immune disease, poison, sleep, fire, cold

Saves +2 **Action Point** 1

Speed 6; Fly 12; cannot shift

m **Claw** (standard; at-will)

Reach 3; +27 vs. AC; 4d6+8 damage.

M **Bite** (Standard, at-will)

Reach 2; +25 vs. Reflex; 3d6+8 damage and target takes 15 ongoing damage (save ends)

M **Claw/Claw/Bite** (standard; at-will)

Take two **Claw** attacks at the same or different targets. If you aim both at the same target and both hit, you may take a bite attack on the same target.

C **Drolem Breath** (standard, refresh 5-6)

Close Blast 4; +25 vs. Fortitude; 4d12+8 Poison damage

Bloodied Blast (immediate reaction; when first bloodied)

When the Drolem is first bloodied, its **Drolem Breath** automatically refreshes and it may immediately use the power.

M **Golem Rampage** (standard; recharge 5-6)

The Drolem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a **claw** attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

Alignment Unaligned **Languages** Common (Understood)

Skills: Endurance + 26, Perception +13

Str 28 (+21) **Dex** 8 (+11) **Wis** 3 (+8)

Con 28 (+21) **Int** 8 (+11) **Cha** 3 (+8)

Drolems are fantastically rare and powerful golems made to resemble a dragon. Only the very most potent of ritual casters know how to make them. Drolems are not very bright and follow their orders as literally as possible.

Mud Golem Level 8 Elite Lurker

Medium natural animate (construct) XP 700

Initiative +13 **Senses** Perception +8; darkvision

HP 142; **Bloodied** 71

AC 22; **Fortitude** 20, **Reflex** 22, **Will** 16

Immune disease, poison, sleep

Resist Acid 10, **Lightning** 10, **Thunder** 10

Vulnerable cold 5, **Fire** 5

Speed 4; Burrow 6 in mud and quicksand; can't shift; *swampwalk* (walks on mud and quicksand without sinking into it at all unless it wishes to and thus ignores swampy terrain movement penalties AND quicksand hazards)

m **Slam** (standard; at-will)

+13 vs. AC; 1d8+5 damage and *prone*

M **Mud Hug** (standard; at-will)

Mud Golems favor using this attack with combat advantage, attacking by surprise from stealth when hidden in deep mud or quicksand.

+11 vs. Reflex; 1d8+5 damage and target is *restrained* (as per **grab**, this ends only when they use an Escape action successfully). If the Mud Golem chooses to move away from his current location, he must go through the usual **grab** requirements for keeping his target held and forcing him to move.

M **Mud Crush** (move; at-will against *restrained* targets only)

+13 vs. Fortitude; 2d8+5 damage

Trapped Blow (standard; immediate reaction)

After being attacked successfully by someone adjacent to it, the Mud Golem may initiate a **Mud Hug** against the target or a **Mud Crush** if the target is *restrained* already.

M **Golem Rampage** (standard; recharge 5-6)

The mud golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a **slam** attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

Mud Camo

Mud Golems add +3 to Stealth in mud, quicksand, and similar swampy conditions. A Mud Golem which is completely under the surface gains total concealment and thus is able to enter stealth.

Alignment Unaligned **Languages** —

Skills Stealth +14 (17)*

Str 17 (+7) **Dex** 20 (+9) **Wis** 8 (+3)

Con 17 (+7) **Int** 4 (+1) **Cha** 3 (+0)

Mud golems are created to lurk in swampy, muddy places, then pop up, grab people, and asphyxiate them by crushing them. They are usually encountered with quicksand hazards and lots of difficult swampy terrain.

Obsidian Golem Level 6 Elite Brute

Large natural animate (construct) XP 500

Initiative -1 **Senses** Perception +0; darkvision

HP 178; **Bloodied** 89

AC 20; **Fortitude** 20, **Reflex** 12, **Will** 15

Immune disease, poison, sleep

Resist cold 10, **Fire** 10

Vulnerable Acid 5

Speed 6; can't shift

m **Slam** (standard; at-will)

Reach 2; +9 vs. AC; 2d8+4 damage

M **Kick** (immediate reaction on a successful **Slam** attack; at-will)

Reach 2; +7 vs. Reflex; 1d10+4 damage and *prone*

M **Golem Rampage** (standard; recharge 5-6)

The Obsidian golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a **slam** attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

Death Explosion (immediate reaction when reduced to 0 HP; daily)

The Obsidian golem explodes in a shower of razor-sharp obsidian fragments. **Close**

Burst 3; +7 vs. Reflex; 3d8+4 damage

Alignment Unaligned **Languages** Common

Str 19 (+7) **Dex** 7 (+1) **Wis** 8 (+2)

Con 19 (+7) **Int** 6 (+1) **Cha** 3 (-1)

Obsidian Golems are slightly smarter than most golems, able to take slightly more complex instructions and to speak, enabling them to report on things they've seen, ask for passwords, etc.

Wood Golem Level 3 Brute

Small natural animate (construct) XP 150

Initiative -1 **Senses** Perception +0; darkvision

HP 57; **Bloodied** 28

AC 15; **Fortitude** 15, **Reflex** 10, **Will** 11

Immune disease, poison, sleep

Resist cold 10, **Force** 10

Vulnerable Fire 5

Speed 6; can't shift

M **Slam** (standard; at-will)

+6 vs. AC; 2d6+3 damage

M **Golem Rampage** (standard; recharge 5-6)

The wood golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

Alignment Unaligned **Languages** —

Str 17 (+4) **Dex** 7 (-1) **Wis** 8 (+0)

Con 17 (+4) **Int** 4 (-2) **Cha** 3 (-3)

Stupid, stiff, *slow*, and *prone* to catch fire and sink into the swamp, wood golems are, however cheap to make, and thus are found defending things belonging to people who aren't willing to sink large amounts of money on defense. Or who are amused by golems

who look like small children made them. They have to be given very simple instructions and stand a reasonable chance of screwing even simple instructions up.

Halflings

Halfling Spearman of the Fangs of the Shires, Level 1 Skirmisher

Small natural humanoid XP 100

Initiative +4 **Senses** Perception +0

HP 29; **Bloodied** 14

AC 15; **Fortitude** 14, **Reflex** 13, **Will** 12

Saving Throws: +5 vs. Fear affects

Speed 6

m **Spear** (standard; at-will) | **Weapon**

The Spearman may shift one square before or after attacking; +6 vs. AC; 1d8 + 4 damage.

r **Javelin** (standard; at-will) | **Weapon**

Ranged 10; +6 vs. AC; 1d6+5; the halfling spearman may then shift 2 squares

Tactical Manuevering (Move, refresh 5-6)

The Halfling Spearman shifts 2 squares.

Wall of Spears Formation

When adjacent to two or more Halfling Spearman or Knight-Heroes, the Fang Spearman gains +2 to hit with his attacks.

Nimble reaction

Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)

The Halfling forces the attacker to reroll the attack and take the new result.

Alignment Unaligned **Languages** Common, Hin

Skills: Acrobatics +5, Athletics +7, Endurance +7, Stealth +8, Thievery +5

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

Con 13 (+1) **Int** 10 (+0) **Cha** 14 (+2)

Equipment Leather Armor, Brace of Javelins, Spear

Knight-Hero of the Shires, Level 4 Soldier

Small natural humanoid XP 175

Initiative +6 **Senses** Perception +4

HP 56; **Bloodied** 28

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

Saving Throws: +5 vs. Fear affects

Speed 5

m **Mace** (standard; at-will) | **Weapon**

+11 vs. AC; 1d8 + 5 damage and *marked*

m **Tactical Blow** (standard; at-will) | **Weapon**

Before he attacks, one ally adjacent to him or the target may shift one square; +11 vs. AC; 1d8 + 5 damage and *marked*.

M Inspiring Strike (standard; encounter) | **Weapon**

+11 vs. AC; 3d6+4 damage and all allies within 5 squares gain 5 temporary HP and may make an immediate saving throw at +2 against one condition.

Kneecapper (immediate reaction; at-will) | **Weapon**

Upon striking an already *marked* target, he knocks the target *prone* if it is not already *prone*, or does 3 damage if it is. The target is now *marked* again.

Nimble reaction

Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)

The Halfling forces the attacker to reroll the attack at -2 to hit and take the new result.

Alignment Unaligned **Languages** Common, Hin

Skills: Acrobatics +7, Athletics +10, Diplomacy +10, Endurance +10, Thievery +7

Str 16 (+5) **Dex** 16 (+5) **Wis** 12 (+3)

Con 16 (+5) **Int** 12 (+3) **Cha** 16 (+5)

Equipment Plate Armor, Heavy Shield, Mace

Knight-Heroes of the Shire command the Fangs of the Shire, units of 40-60 Hin Soldiers who form the standing army of the Shires in peace time and form the core of volunteer / militia units in wartime. Halfling Spearmen (see above) and Halfling Slingers (MM 152) make up the bulk of Shire military forces. (Along with a handful of Halfling Thief scouts). Knight-Heroes and Fang members typically ride war ponies to the battlefield, but then fight on foot so they can actually hide themselves.

Krondar, Level 4 Skirmisher

Small natural humanoid XP 175

Initiative +6 **Senses** Perception +8

HP 58; **Bloodied** 29

AC 18; **Fortitude** 16, **Reflex** 15, **Will** 13

Saving Throws: +5 vs. Fear affects

Speed 5

m Shortsword (standard; at-will) | **Weapon**

The Krondar may shift one square before or after the attack; +9 vs. AC; 1d6 + 4 damage

M Twin Strike (standard; at-will) | **Weapon**

Make 2 attacks at the same or different targets: +9 vs. AC; 1d6 damage.

r Crossbow (standard; at-will) | **Weapon**

Ranged 20; +9 vs. AC; 1d10+4 damage

M Evasive Strike (standard; refresh 5-6) | **Weapon**

The Krondar shifts up to 2 squares before or after the attack; +9 vs. AC; 3d6+4 damage and *slow* (save ends)

R Target of Justice (minor; at-will)

Ranged 10; The Krondar designates one foe to whom his attacks do +1d6 damage (once a round). Once he does this, he cannot change which foe takes the extra damage until the

end of the encounter or the foe falls to 0 HP, but he can then freely designate another in the same encounter.

Nimble reaction

Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)

The Halfling forces the attacker to reroll the attack at –2 to hit and take the new result.

Alignment Good **Languages** Common, Hin

Skills: Acrobatics +6, Athletics +11, Endurance +11, Nature + 8, Stealth +9, Thievery +6

Str 18 (+6) **Dex** 14 (+4) **Wis** 12 (+3)

Con 18 (+6) **Int** 12 (+3) **Cha** 14 (+4)

Equipment Chainmail, Light Shield, 2 Shortswords, Crossbow

Krondar are the deputies of the Sheriffs of the Shire. They ride the roads, looking for trouble and enforcing the law and helping out communities. Krondar typically work together in groups, sometimes directly supervised by their Sheriff and sometimes working without him. About 2 dozen Krondar report to each Sheriff.

Jaervosz Dustyboots, Sheriff of Seashire, (Battle Captain) Level 15 Elite Soldier (Leader)

Small natural humanoid XP 1200

Initiative +13 **Senses** Perception +15

HP 292; **Bloodied** 146

AC 31; **Fortitude** 28, **Reflex** 26, **Will** 28

Saving Throws: +7 vs. Fear affects, +2 against all others

Action Points 1 (*When he spends an action point to get an extra action, his allies within 10 squares get +1 to attack until the end of his next turn.*)

Speed 5

Cry Havoc

On the first round of combat (or the surprise round and first round if appropriate), he and all allies within 10 squares gain a +2 bonus to attacks

m **Rod of Justice** (standard; at-will) | **Weapon**

Before he attacks, one ally adjacent to him or the target may shift one square; +22 vs. AC; 2d8 + 6 damage.

M **Justice Touch** (immediate reaction; encounter) | **Weapon**

Upon hitting someone with his **Rod of Justice**, he may use this power afterwards: +20 vs. Fortitude: 3d10+6 psychic damage and *immobilized* (save ends)

M **Knightly Command** (standard; at-will)

One ally makes an immediate basic melee attack on the target, who must be adjacent to Jaervosz. On a successful hit, the blow adds +4 to damage.

M **Expert Commander** (standard; at-will)

Jaervosz may use either **Knightly Command** or **Rod of Justice** twice or use each once against the same or different targets

R **Denial** (immediate reaction to a zone or conjuration being activated; refresh 5-6) |

Divine

Ranged 10; Jaervosz targets a zone or conjuration; +20 vs. Will of its creator; the zone or conjuration is dispelled.

M Sheriff's Defiance (standard; refresh 5-6)

+20 vs. AC; 4d8+6 psychic damage and he or one ally within 5 squares may spend a healing surge (recover 1/4th HP), adding +7 to the HP regained. (He has 2 surges himself)

C Inspiring Word (minor; 2/encounter)

Close Burst 5; the single target may spend a healing surge (recover 1/4th HP), adding 3d6 to the amount healed.

Nimble reaction

Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)

The Halfling forces the attacker to reroll the attack at -2 to hit and take the new result.

Alignment Good **Languages** Common, Hin

Skills: Acrobatics +13, Athletics +18, Endurance +17, History + 17, Intimidate +18, Thievery +13

Str 23 (+13) **Dex** 18 (+11) **Wis** 16 (+10)

Con 20 (+12) **Int** 20 (+12) **Cha** 23 (+13)

Equipment Plate Armor, Light Shield, Rod of Justice (+2 Rod (1d8), +2d8 on Criticals, Once a day as an immediate reaction to hitting someone, you attack their Fortitude with Strength + 3 and *immobilize* them until they save),

Jaervosz is probably one of the toughest people in the Shire, known for his abnormally high strength for a Halfling. His personal fighting prowess and his skills at military organization have led the other Sheriffs to defer to him in organizing the military of the Shires. He views his perpetual efforts to keep the military ready for anything in a time of relative peacefulness as key to avoiding any future disasters of the kind which have often afflicted the Hin when peace lasted too long.

Master of the Shires, Level 8 Controller

Small natural humanoid XP 350

Initiative +8 **Senses** Perception +9

HP 88; **Bloodied** 44

AC 22; **Fortitude** 19, **Reflex** 20, **Will** 21

Saving Throws: +5 vs. Fear affects

Speed 6

m **Quarterstaff** (standard; at-will) | **Divine, Weapon**

+6 vs. AC; 1d8 + 5 damage and *slow* (save ends)

A **Stinging Swarm** (standard; at-will) | **Conjuration, Divine, Implement, Poison**

Area 1 square within 10 squares; +12 vs. Reflex; 1d6+5 Poison damage; the swarm stays until the end of the Master's next turn. It may be moved up to 6 squares as a move action. A standard action may be used to make it move into an occupied square and attack as above. Anyone who enters the swarm's square or begins their turn in it suffers 5 points of Poison damage. It can be dismissed at will as a free action if desired. It is treated as an ally for purposes of flanking.

A **Entangling Terrain** (standard; refresh 5-6) | **Divine, Zone**

Area Burst 3 **within** 10; +12 vs. Reflex; 1d8+5 and *immobilized* (save ends). This zone lasts until the end of his next turn. Anyone who begins their turn in the zone or enters it is attacked again. **Sustain minor:** The zone lasts another turn.

R Denial (immediate reaction to a zone or conjuration being activated; refresh 5-6) | **Divine**

Ranged 15; The Master targets a zone or conjuration; +12 vs. Will of its creator; the zone or conjuration is dispelled.

Nimble reaction

Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)

The Halfling forces the attacker to reroll the attack and take the new result.

Ritual Caster

Masters typically study ritual casting and possess some rituals. Among common ones are: *Animal Messenger*, *Endure Elements*, *Water Walk*, *Traveller's Feast*, *Remove Affliction*, and *Water Breathing*

Alignment Unaligned **Languages** Common, Hin

Skills: Acrobatics +10, Arcana +12, Heal +14, Nature +14, Religion +12, Thievery +10

Str 15 (+6) **Dex** 18 (+8) **Wis** 20 (+9)

Con 16 (+7) **Int** 17 (+7) **Cha** 18 (+8)

Equipment Leather Armor, Quarterstaff (scaled for Halfling), Pony

Masters are Hin who have studied the nature lore passed down from the Gentle Ones, using it to defend the Shires and protect nature.

Loberlin Mulgor, Level 26 Elite Controller

Small natural humanoid XP 350

Initiative +23 **Senses** Perception +24

HP 482; **Bloodied** 241

Regeneration 29

AC 40; **Fortitude** 35, **Reflex** 38, **Will** 39

Saving Throws: +5 vs. Fear affects

Speed 6 (*Loberlin may move through the spaces of Large or larger creatures freely and does not draw opportunity attacks when she does so.*)

m **Cutlass** (standard; at-will) | **Weapon**

Loberlin may shift up to two squares before attacking, +31 vs. AC; 3d8+9

R **Lightning Blast** (standard; at-will) | **Divine, Implement, Lightning**

Ranged 3; +30 vs. Reflex; 3d8+9 lightning damage and push the target 6 squares.

Secondary Attacks: Up to 2 creatures adjacent to the target: . +30 vs. Reflex; 2d8+9 lightning damage and push the target 1 square.

M **Cut and Slash** (standard; at-will) | **Weapon**

Loberlin may make 2 **Cutlass** attacks.

R **Earthen Maw** (standard; refresh 5-6) | **Divine, Earth, Implement**

Ranged 10; +30 vs. Reflex; 4d10+9 and the target is *immobilized* (save ends). *First failed save:* Target is *restrained* (save ends) *Second failed save:* The Earth swallows

the target up; he is now restrained six squares down (save ends). If this puts him in solid rock, then he can still breathe is but is cut off from the surface. No one has LOS on him except her. (Conversely, the victim has LOS on no one). The victim can escape either via any teleportation effect which allows six or more squares of teleportation or by making a saving throw at -2. He then ceases to be *restrained* and returns to his original square.

A Glacial Plain (standard; refresh 5-6) | **Cold, Divine, Implement, Zone**

Area Burst 3 within 12; +30 vs. Reflex; 5d10+9 cold damage; the area of effect becomes difficult terrain for the rest of the encounter and adds +1 to any pull, push, or slide effects.

R Denial (immediate reaction to a zone or conjuration being activated; refresh 5-6) |

Divine

Loberlin targets a zone or conjuration; +30 vs. Will of its creator; the zone or conjuration is dispelled.

Pirate's Gambit (standard; daily) | **Martial, Weapon**

+33 vs. AC; 4d8+10 damage and the target gains +3 to hit her and damage her for the rest of the encounter. However, whenever the target attacks her, an ally of her choice within 5 squares makes an immediate basic attack on the target (ranged or melee).

Divine Recovery (free action; daily)

The first time she is reduced to 0 HP in a day, on her next turn, she recovers up to 241 HP and regains consciousness.

Nimble reaction

Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)

The Halfling forces the attacker to reroll the attack at -2 and take the new result.

Ritual Caster

Loberlin knows whatever rituals the DM needs her to know. Likely A LOT.

Alignment Unaligned **Languages** Common, Hin

Skills: Acrobatics +30, Arcana +23, Heal +24, Nature +29, Religion +24, Stealth +28, Thievery +25

Str 24 (+20) **Dex** 27 (+23) **Wis** 29 (+24)

Con 25 (+20) **Int** 26 (+23) **Cha** 27 (+23)

Equipment Leather Armor, Cutlass, Pony

Loberlin Mulgor was once the greatest Hin pirate of her generation, cunning, clever, generous, and undefeatable. Her ship, the Bloodsail, operated in the most dangerous areas of Shire waters, but never ran aground. She is older and wiser now, her long raven hair turning grey, and wrinkles forming on her body, though unlike most old halflings, she is still pretty skinny...at least for a halfling. She has turned and devoted herself to the arts of the Masters of the Shires and is the most powerful of them. Indeed, she is likely the most powerful person in the Shires, though she is often gone to other planes these days on her quest for Immortality.

Horses

Elven Warhorse Level 5 Skirmisher

Large natural beast (mount) XP 200

Initiative +6 **Senses** Perception +4

HP 58; **Bloodied** 29

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

Speed 8

m **Kick** (standard; at-will)

+10 vs. AC; 1d6 + 5 damage.

M **Double-Kick** (standard; at-will)

Take two **Kick** attacks at the same or different targets

M **Bite** (Standard, refresh 5-6)

+8 vs. Reflex; 1d10 +5 and target takes 3 ongoing damage (save ends)

Charger (while mounted by a friendly rider of 3rd level or higher; at-will) | **Mount**

The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.

Alignment Unaligned **Languages** Common (Understood), Elvish (Understood) Horses

(spoken to horses), Empathy with Rider

Skills: Athletics +12, Endurance +11

Str 21 (+7) **Dex** 14 (+4) **Wis** 14 (+4)

Con 18 (+6) **Int** 8 (+1) **Cha** 10 (+2)

Elven Horses are special bred and have the same intelligence as a Dolphin. They can communicate by empathy with their riders and by speaking with other kinds of horses.

Hsiao

This race of intelligent owl priests serve the Immortals of Earth, Air, Water, and Fire, but not the Immortals of Entropy. They dwell in the forests, resembling giant owls with golden eyes, working with other fae and woodland creatures to defend the forests from destruction and to aid servants of their Immortal masters. The bulk of the population (75%) are Hsiao Scholars; Loremasters are less common. They are about the size of a halfling.

Hsiao Scholar, Level 6 Controller (Leader)

Small fey magical beast (owl) XP 250

Initiative +6 **Senses** Perception +12; low-light vision

HP 72; **Bloodied** 36

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

Speed 4; Fly 10

m **Claw** (standard; at-will)

+12 vs. AC; 1d8 +4

R **Holy Strike** (standard; at-will) | **Divine, Radiant**

Ranged 10; +11 vs. Reflex; 1d6 +4 radiant damage and an ally of the Hsiao gains +2 to hit the target until the end of his next turn

R **Command** (standard; refresh 5-6) | **Charm, Divine**

Ranged 10; +11 vs. Will; target is *dazed* (save ends) and he slides the target up to 4 squares or can render him *prone*.

C **Healing Word** (minor; 2/encounter) | **Divine, Healing**

Close Burst 5; A single target may spend a healing surge, adding +2d6 to the total healed.

Rituals

Hsiao can cast rituals and know them without needing a book; they can use scrolls. Most know *Animal Messenger, Gentle Repose, Traveller's Feast, Commune with Nature, Cure Disease and Discern Lies*

Alignment Good or Lawful Good **Languages** Common, Elven, Supernal

Skills Heal +11, Nature +11, Religion +9

Str 14 (+5) **Dex** 16 (+6) **Wis** 19 (+7)

Con 16 (+6) **Int** 15 (+5) **Cha** 17 (+6)

Lesser Hsiao are the most common kind; they work with actaeons and other leaders of the fae and forest creatures to defend the woodlands from marauders. Many serve the Immortal Zirchev.

Hsiao Loremaster, Level 14 Controller (Leader)

Small fey magical beast (owl) XP 1000

Initiative +6 **Senses** Perception +12; low-light vision

HP 72; **Bloodied** 36

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

Speed 4; Fly 10

m **Claw** (standard; at-will)

+18 vs. AC; 1d10+6

R **Holy Strike** (standard; at-will) | **Divine, Radiant**

Ranged 10; +18 vs. Reflex; 1d10+6 radiant damage and an ally of the Hsiao gains +3 to hit the target until the end of his next turn

R **Searing Light** (standard; refresh 5-6) | **Divine, Radiant**

Ranged 10; +18 vs. Reflex; 1d10+4 radiant damage and the target is blinded (save ends)

R **Astral Defenders** (standard; encounter) | **Conjuration, Divine, Radiant**

Ranged 10; The Hsiao summons two spectral Actaeon, each occupying a 2x2 square area. They can appear in any squares within range. They can be moved up to 3 squares with a move action. (One move action moves one Astral Defender). Nothing can move through the squares they occupy and they can provide flanking. They do not make normal attacks, but do get opportunity attacks as if they were alive; their opportunity attacks are made at +18 vs. Reflex, inflicting 1d10+6 radiant damage. They last until the end of the encounter.

C **Healing Word** (minor; 3/encounter) | **Divine, Healing**

Close Burst 5; A single target may spend a healing surge, adding +3d6 to the total healed.

Rituals

Hsiao can cast rituals and know them without needing a book; they can use scrolls. Most Greater Hsiao know *Animal Messenger, Gentle Repose, Traveller's Feast, Commune*

with Nature, Cure Disease, Discern Lies, Raise Dead, Remove Affliction, Consult Mystic Sages, Eye of Warning

Alignment Good or Lawful Good **Languages** Common, Elven, Supernal

Skills Diplomacy +17, Heal +18, Insight +18, Nature +18, Religion +16

Str 18 (+11) **Dex** 20 (+12) **Wis** 23 (+13)

Con 20 (+12) **Int** 19 (+11) **Cha** 21 (+12)

Great Hsiao are rare; a handful are even more potent than this. They coordinate a flock of subordinate lesser Hsiao and work to neutralize the worst threats to the forest.

Humans

Human, Darokinian

The nation of Darokin is noted for its merchants and artisans, but also for its unusual military of pikemen.

Darokinian Experienced Archer Level 1 Artillery

Medium natural humanoid XP 100

Initiative +3 **Senses** Perception +0

HP 28; **Bloodied** 14

AC 15; **Fortitude** 14, **Reflex** 14, **Will** 12

Saves +2 vs. Fear Effects

Speed 6

r **Precise Shooting** (standard; at-will) | **Weapon**

Ranged 15/30; +8 vs. AC; 1d10+3 damage and +2 power bonus to an ally to hit the target before the end of your next turn.

m **Rapier** (standard; at-will) | **Weapon**

+6 vs. AC; 1d6+3 damage and +2 to AC against that target until the end of his next turn.

Alignment Unaligned **Languages** Common + one other

Skills Endurance +8, Streetwise +6

Str 13 (+1) **Dex** 16 (+3) **Wis** 11 (+0)

Con 16 (+3) **Int** 10 (+0) **Cha** 12 (+1)

Equipment Leather with Breastplate, Longbow, Rapier

Darokinian Archers learn to fire in volleys and coordinate their fire to support each other. They are usually shielded from attack by Darokinian Pikemen.

Darokinian Archer Formation Level 6 Artillery

Huge natural humanoid XP 250

Initiative +7 **Senses** Perception +10

Swarm Attack aura 5; the Archer formation makes a basic ranged attack against each enemy that begins its turn in the aura but is not adjacent to it.

HP 61; **Bloodied** 30

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

Saves +2 vs. Fear Effects

Resist half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks

Speed 6

r **Many Against One** (standard; at-will) | **Weapon**

Ranged 15/30; +13 vs. AC; 1d10+4 damage and +2 to any further attacks on the target before the end of your next turn.

m **Rapier** (standard; at-will) | **Weapon**

+11 vs. AC; 1d6+4 damage and +2 power bonus to AC against that target until the end of their next turn.

A **Arrow Storm** (standard; refresh 5-6) | **Weapon**

Burst 1 **within** 10 squares; +13 vs. AC; 3d6+4 damage

Alignment Unaligned **Languages** Common + one other

Skills Endurance +12

Str 16 (+6) **Dex** 19 (+7) **Wis** 14 (+5)

Con 19 (+7) **Int** 13 (+4) **Cha** 15 (+5)

Equipment Leather with Breastplate, Longbow, Rapier

This is a force of 20 massed Darokinian archers with 2 sergeants, operating in a tight, fixed formation according to drill. This can only be deployed in open areas very well.

Darokinian Captain Level 3 Skirmisher

Medium natural humanoid XP 150

Initiative +5 **Senses** Perception +6

HP 49; **Bloodied** 24

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

Saves +2 vs. Fear Effects

Speed 6; 8 on Horseback

m **Rapier** (standard; at-will) | **Weapon**

+6 vs. Reflex; 1d6+5 damage and +2 power bonus to AC against that target until the end of his next turn.

M **Captain's Command** (standard; at-will) | **Martial**

The Captain enables an ally adjacent to his chosen target to make a **basic melee attack** on that target.

M **Slashing Ride-by** (standard; refresh 4-6 | **Charge, Weapon**

The Captain moves up to 6 or 8 on horseback, then takes a **Rapier** attack on the target at some point during the movement without drawing any opportunity attacks from his target. He still may draw them from others but gets +2 to his AC against them.

Captain Commander

Any ally adjacent to the Captain adds +1 to AC as he coordinates defense.

Alignment Unaligned **Languages** Common + one other

Skills Diplomacy +7, Endurance +8, History +9

Str 12 (+2) **Dex** 14 (+3) **Wis** 11 (+1)

Con 17 (+4) **Int** 17 (+4) **Cha** 13 (+2)

Equipment Leather with Breastplate, Rapier, Warhorse

Captains command a company of a hundred men broken into ten squads each commanded by a Sergeant. Some command forces all of one unit type, while others command mixed forces.

Darokinian Cavalry Level 1 Brute

Medium natural humanoid XP 100

Initiative +3 **Senses** Perception +6

HP 28; **Bloodied** 14

AC 15; **Fortitude** 14, **Reflex** 12, **Will** 12

Saves +2 vs. Fear Effects

Speed 6; 8 on Horseback

m **Rapier** (standard; at-will) | **Weapon**

+2 vs. Reflex; 1d6+5 damage and +2 power bonus to AC against that target until the end of his next turn.

M **Lance Charge** (standard; at-will) | **Charge, Weapon**

The Cavalryman moves up to 8 squares, then attacks: **Reach 2**; +4 vs. AC; 2d6+8 damage and *prone*.

Mounted Cavalry

Darokinian Cavalry count as having the Mounted Combat feat.

Alignment Unaligned **Languages** Common + one other

Skills Endurance +8, Nature +6

Str 16 (+3) **Dex** 13 (+1) **Wis** 12 (+1)

Con 16 (+3) **Int** 10 (+0) **Cha** 11 (+0)

Equipment Leather with Breastplate, Lance, Rapier, Warhorse

Cavalry Stats include the rider bonus for riding a warhorse. Cavalry performs as scouts and explorers; in battle, they are shock troops, who break up enemy formations with their charges, then ride down the survivors.

Darokinian Cavalry Formation Level 6 Brute

Huge natural humanoid XP 250

Initiative +5 **Senses** Perception +10

Swarm Attack aura 1; the Darokinian Cavalry makes a basic melee attack against each enemy that begins its turn in the aura but is not adjacent to it.

HP 89; **Bloodied** 44

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

Saves +2 vs. Fear Effects

Resist half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks

Speed 6; 8 on Horseback

m **Rapier** (standard; at-will) | **Weapon**

+7 vs. Reflex; 1d6+6 damage and +2 power bonus to AC against that target until the end of his next turn.

M **Lance Charge** (standard; at-will) | **Charge, Weapon**

The Cavalry Formation moves up to 8 squares, then attacks: **Reach 2**; +4 vs. AC; 2d8+9 damage and *prone*.

Mounted Cavalry

Darokinian Cavalry count as having the Mounted Combat feat.

Alignment Unaligned **Languages** Common + one other

Skills Endurance +11, Nature +10

Str 19 (+6) **Dex** 16 (+5) **Wis** 15 (+5)

Con 19 (+6) **Int** 13 (+4) **Cha** 14 (+4)

Equipment Leather with Breastplate, Lance, Rapier, Warhorse

Cavalry Stats include the rider bonus for riding a warhorse. This is a force of 10 massed Darokinian Cavalry with 1 sergeant, operating in a tight, fixed formation according to drill. This can only be deployed in open areas very well.

Darokinian Legionate Level 4 Controller

Medium natural humanoid XP 175

Initiative +6 **Senses** Perception +9

HP 58; **Bloodied** 29

AC 18; **Fortitude** 17, **Reflex** 17, **Will** 15

Saves +2 vs. Fear Effects

Speed 6; 8 on Horseback

m **Rapier** (standard; at-will) | **Weapon**

+8 vs. Reflex; 1d6+6 damage and +2 power bonus to AC against that target until the end of his next turn.

A **Wound Enemy Morale** (standard; at-will) | **Charm, Martial, Psychic**

Burst 1 within 10; +8 vs. Will; 1d6+4 Psychic damage

A **Exploit Terrain** (standard; refresh 5-6) | **Martial, Psychic**

The Legionate manipulates his foes into advancing poorly and injuring themselves and breaking their formations along the way.

Burst 2 within 10; +8 vs. Reflex; 3d6+4 Psychic damage and terrain counts as difficult terrain until the end of his next turn.

Legionate Defense Skills

Any ally adjacent to the Legionate adds +1 power bonus to AC as he coordinates defense.

Alignment Unaligned **Languages** Common + one other

Skills Diplomacy +9, Endurance +11, History +11

Str 13 (+3) **Dex** 15 (+4) **Wis** 12 (+3)

Con 18 (+6) **Int** 18 (+6) **Cha** 14 (+4)

Equipment Leather with Breastplate, Rapier, Warhorse

Darokin Legionates control a Legion of 1000 men divided into ten companies, each headed by a Captain. They never enter melee combat if they can help it, instead using their abilities to support their troops.

Darokinian Experienced Pikeman Level 1 Soldier

Medium natural humanoid XP 100

Initiative +3 **Senses** Perception +0
HP 32; **Bloodied** 16
AC 17; **Fortitude** 14, **Reflex** 12, **Will** 12
Saves +2 vs. Fear Effects
Speed 6

m **Pike** (standard; at-will) | **Weapon**
Reach 2; +8 vs. AC; 1d10+3 damage

Threatening Reach

Darokinian Pikemen threaten any square within their reach for purposes of determining opportunity attacks.

Alignment Unaligned **Languages** Common + one other

Skills Endurance +8, Streetwise +6

Str 16 (+3) **Dex** 13 (+1) **Wis** 11 (+0)

Con 16 (+3) **Int** 10 (+0) **Cha** 12 (+1)

Equipment Leather with Breastplate, Buckler Shield, Pike

Well trained and drilled, Darokinian pikemen learn to form a solid wall of pikes to block enemy advance upon them. They are usually backed by archers and cavalry.

Darokinian New Recruit Level 1 Minion

Medium natural humanoid XP 25

Initiative +1 **Senses** Perception +0

HP 1; A missed attack never kills a Minion

AC 15; **Fortitude** 12, **Reflex** 12, **Will** 12

Saves +2 vs. Fear Effects

Speed 6

m **Pike** (standard; at-will) | **Weapon**

Reach 2; +5 vs. AC; 4 damage

R **Longbow** (standard; at-will) | **Weapon**

Ranged 15; +4 vs. AC; 4 damage

Threatening Reach

Darokinian Pikemen threaten any square within their reach for purposes of determining opportunity attacks.

Alignment Unaligned **Languages** Common + one other

Skills Endurance +7, Streetwise +6

Str 14 (+2) **Dex** 13 (+1) **Wis** 11 (+0)

Con 14 (+2) **Int** 10 (+0) **Cha** 12 (+1)

Equipment Leather with Breastplate, Buckler Shield, Pike or Longbow

Darokinian novice soldiers are not so tough or skilled as the real thing; most squads are a mix of new recruits and experienced soldiers.

Darokinian Pike Formation Level 6 Soldier

Huge natural humanoid XP 250

Swarm Attack aura 2; the Darokinian Pike Formation makes a basic melee attack against each enemy that begins its turn in the aura but is not adjacent to it.

Initiative +8 **Senses** Perception +5

HP 75; **Bloodied** 37

AC 22; **Fortitude** 19, **Reflex** 18, **Will** 17

Saves +2 vs. Fear Effects

Resist half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks

Speed 6

m **Pike** (standard; at-will) | **Weapon**

Reach 2; +13 vs. AC; 1d10+4 damage

M **Push of Pike** (standard; at-will) | **Weapon**

Reach 2; +11 vs. Fortitude; 1d10+4 damage and push 2; the formation may then shift along the same line of motion to remain adjacent if there is room for it to fit.

Face the Porcupine (immediate reaction; refresh 5-6) | **Weapon**

When a foe within their reach misses with a melee, area, or ranged attack, they get an immediate **Pike** or **Push of Pike** action against them.

Threatening Reach

Darokinian Pikemen threaten any square within their reach for purposes of determining opportunity attacks.

Alignment Unaligned **Languages** Common + one other

Skills Athletics +12, Endurance +12

Str 19 (+7) **Dex** 16 (+6) **Wis** 14 (+5)

Con 19 (+7) **Int** 13 (+4) **Cha** 15 (+5)

Equipment Leather with Breastplate, Buckler Shield, Pike

This is a force of 20 massed Darokinian pikemen with 2 sergeants, operating in a tight, fixed formation according to drill. This can only be deployed in open areas very well.

Darokinian Pike Sergeant Level 2 Soldier

Medium natural humanoid XP 125

Initiative +5 **Senses** Perception +7

HP 41; **Bloodied** 20

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

Saves +2 vs. Fear Effects

Speed 6

m **Rapier** (standard; at-will) | **Weapon**

+7 vs. Reflex; 1d6+3 damage and +2 power bonus to AC against that target until the end of his next turn.

m **Pike** (standard; at-will) | **Weapon**

Reach 2; +9 vs. AC; 1d10+3 damage

Expert Commander (minor; 1/round)

The Darokinian Pike Commander can slide 2 an ally within 5 squares

Threatening Reach

Darokinian Sergeants threaten any square within their reach for purposes of determining opportunity attacks.

Alignment Unaligned **Languages** Common + one other

Skills Endurance +9, Intimidate +7, Streetwise +7

Str 17 (+4) **Dex** 14 (+3) **Wis** 12 (+2)
Con 17 (+4) **Int** 11 (+1) **Cha** 13 (+2)
Equipment Leather with Breastplate, Buckler Shield, Pike, Rapier

Seargents typically command units of 10 men of a given type.

Human, Glantrian

Glantri is a hodgepodge of many cultures; a few typical Glantrians are given below.

Aalbanese Military Wizard Captain, Level 4 Artillery

Medium natural humanoid XP 175

Initiative +6 **Senses** Perception +8

HP 45; **Bloodied** 22

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

Speed 6 (8 on horse)

m **Dagger** (standard; at-will) | **Martial, Weapon**

+9 vs. AC; 1d4+4

r **Magic Missile** (standard; at-will) | **Arcane, Force**

Ranged 20; +11 vs. AC; 2d4+5 force damage and +2 power bonus to hit the target until the end of his next turn

A **Lightning Storm** (standard; at-will) | **Arcane, Lightning**

Area Burst 1 **within** 10; +11 vs. AC; 1d6+4 lightning damage and -2 to hit until the end of their next turn

R **Rain of Daggers** (standard; encounter) | **Arcane, Force**

Area Burst 2 **within** 10; +9 vs. Fortitude; 3d6+5 force damage and 5 ongoing force damage (save ends)

Ritual Magic

Typically they know: *Animal Messenger, Secret Page, Eye of Alarm, Arcane Lock, Hand of Fate, and Knock*. Possibly others.

Alignment Unaligned **Languages** Common, Glantrian

Skills Arcana +11, Heal +8, History +11, Stealth +11

Str 14 (+4) **Dex** 18 (+6) **Wis** 13 (+3)

Con 15 (+4) **Int** 18 (+6) **Cha** 12 (+3)

Equipment Cloth Armor, Wand, Dagger, Warhorse

Aalban has a strong military bent and Prince Jaggar has pressed the men of Aalban to rise to hold as many military wizard officer ranks as possible. Military Wizards like to fight from horseback so as to avoid contact with enemies.

Blackhill Air Elementalist, Level 6 Controller

Medium natural humanoid XP 250

Initiative +5 **Senses** Perception +12

HP 70; **Bloodied** 35

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

Speed 6

m **Quarterstaff** (standard; at-will) | **Weapon**

+11 vs. AC; 1d8+5 damage

R **Tiny Air Elemental** (standard; at-will) | **Arcane, Cold, Conjunction**

Ranged 10; +10 vs. Reflex; This summons a tiny air elemental, which on its appearance does 1d6+4 cold damage to anyone in its square; it can be moved with a move action up to 6 squares; anyone who enters its square or starts their turn in it takes 4 cold damage. It remains until the end of his next turn.

A **Wind Storm** (standard; at-will) | **Arcane, Cold**

Area Burst 2 within 10; +10 vs. Reflex; 1d6+4 cold damage and push 3

R **A Chill Wind Does No One Any Good** (standard; encounter) | **Arcane, Charm, Cold**

Ranged 10; +10 vs. Will; the target takes 2d6+4 cold damage, is pushed 5 squares. He makes an immediate reaction saving throw at -4*, and if he fails, he then is *dominated* to make a **basic melee attack** against an adjacent target of the caster's choice. If he is adjacent to no one, he stabs himself.

* If the wizard has somehow been deprived of his orb, he cannot impose this -4 penalty.

Ritual Magic

Blackhill Mages tend to have Air-themed rituals, including air-themed versions of common rituals, such as a whirlwind which floats around hauling goods for them.

Alignment Unaligned **Languages** Common, Glantrian, Primordial

Skills Arcana +12, Dungeoneering +12, History +12, Religion +12

Str 12 (+4) **Dex** 15 (+5) **Wis** 16 (+6)

Con 14 (+5) **Int** 19 (+7) **Cha** 19 (+7)

Equipment Cloth Armor, Orb, Quarterstaff

The Alphetian descended magi of Blackhill enjoy commanding the powers of the Air and summoning air elementals to DO THEIR BIDDING. At least the elementals obey them as they should.

Boldavian Gentleman Vampire Necromancer, Level 12 Controller

Medium natural humanoid (undead) XP 1400

Initiative +11 **Senses** Perception +13; darkvision

HP 248; **Bloodied** 124

Regeneration 10 (regeneration does not function while the vampire lord is exposed to direct sunlight)

AC 28; **Fortitude** 24, **Reflex** 26, **Will** 26

Immune disease; poison; sleep; breathing

Resist necrotic 10

Vulnerable radiant 5

Saving Throws +2 **Action Points** 1

Speed 6

m **Life-Draining Touch** (standard; at-will) | **Martial, Necrotic**

+16 vs. AC; 1d6+5 necrotic damage and 10 ongoing necrotic damage (save ends)

R **Ray of Darkness** (standard; at-will) | **Arcane, Necrotic**

+16 vs. Reflex; 2d6+5 necrotic damage and *slow* until the end of his next turn

A **Lightning Storm** (standard; at-will) | **Arcane, Lightning**

Area Burst 1 within 10; +17 vs. AC; 1d8+5 lightning damage and –2 to hit until the end of their next turn

A Kiss of the Darkness (standard; refresh 5-6) | **Arcane, Necrotic, Zone**

Area Burst 2 within 10; +16 vs. Fortitude; 3d8+5 necrotic damage and *immobilized* until the end of his next turn. The area lasts until the end of his next turn; anyone who enters or begins his turn inside it is attacked: +10 vs. Fortitude; 1d8+5 cold damage and *immobilized* until the end of his next turn. **Sustain minor:** The Zone lasts another turn.

Life-Draining Aura (minor; encounter) | **Arcane, Conjunction, Necrotic**

Until the end of his next turn, anyone who begins their turn adjacent to the vampire is attacked by a soul-draining aura: +16 vs. Fortitude; 1d8+5 necrotic damage and lose 1 healing surge. **Sustain minor:** The aura lasts another turn.

M Blood Drain (standard, encounter; recharges when an adjacent creature becomes bloodied) | **Healing**

Requires combat advantage. +14 vs. Fortitude; 2d12 + 6 modifier damage, and the target is *weakened* (save ends), and the vampire lord may spend a healing surge.

R Dominating Gaze (minor, recharge 6) | **Charm**

Ranged 5; +14 vs. Will; the target is *dominated* (save ends, with a –2 penalty to the saving throw). **Aftereffect:** The target is *dazed* (save ends). The vampire lord can dominate only one creature at a time.

Mist Form (standard; encounter) | **Polymorph**

The vampire lord becomes insubstantial and gains a fly speed of 12, but cannot make attacks. The vampire lord can remain in mist form for up to 1 hour or end the effect as a minor action.

Orb Wizard (minor; at-will)

The Orb wizard may extend an at-will effect's results on one target for an extra turn.

Ritual Magic

The Gentleman Vampire knows a mixture of rituals to sustain a luxurious lifestyle and necromantic rituals to raise and control the dead as his undead slaves.

Alignment Unaligned **Languages** Common, Gnantrian, Elven, Primordial, Abyssal

Skills Arcana +18, Bluff +17, Diplomacy +17, Dungeoneering +18, History +18

Str 19 (+10) **Dex** 21 (+11) **Wis** 24 (+13)

Con 20 (+11) **Int** 25 (+13) **Cha** 23 (+12)

Equipment Cloth Armor, Orb, Court Clothing

Boldavia's highest nobility are also vampires, but of the elegant gentlemanly kind who treat everyone with good manners and good hospitality before turning them into zombies.

Caurenze Poison Magus, Level 6 Lurker

Medium natural humanoid XP 250

Initiative +6 **Senses** Perception +13

HP 61; **Bloodied** 30

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

Resist Poison 5

Saves +1 vs. Anything; +6 vs. Poison

Speed 6

m **Quarterstaff** (standard; at-will) | **Martial, Weapon**

+11 vs. AC; 1d8 +3 damage; he adds a +2 power bonus to his AC until the end of his next turn.

m Poisonous Touch (standard; at-will) | **Martial, Weapon**

+9 vs. Fortitude; 1d6+4 poison damage and *dazed* until the end of his next turn; he can shift 1 after the attack

R Poisonous Thoughts (standard; at-will) | **Arcane, Poison**

Ranged 10; +9 vs. Reflex; 1d4+3 psychic and poison damage. He gains combat advantage against the target until the end of his next turn. This power does not provoke opportunity attacks from its target against the Poison Magus. (It does not protect against opportunity attacks by non-targets.)

R Mobility-Sapping Poison (standard; refresh 5-6) | **Arcane, Poison**

Ranged 10; +9 vs. Fortitude; 3d6+4 damage and *slow and prone* (save ends both)

Poisonous Strike | **Arcane, Poison**

+2d6 poison damage against foes he has combat advantage on

Ritual Magic

Poison Mages usually have a mix of luxury and security rituals. *Arcane Lock* is a MUST.

Alignment Unaligned **Languages** Common, Gnantrian

Skills Arcana +12, Bluff +10, Stealth +11, Thievery +11

Str 12 (+4) **Dex** 16 (+6) **Wis** 14 (+5)

Con 19 (+7) **Int** 19 (+7) **Cha** 15 (+5)

Equipment Cloth Armor, Quarterstaff, Poisons, Fancy Court Clothing

Paranoid magi in Caurenze study the arts of poison so it can't easily be used on them but can be used to slay their foes. However, since many of their foes do the same thing this isn't as useful as you might think.

Flaemish Fire Wizard, Level 6 Controller

Medium natural humanoid XP 250

Initiative +5 **Senses** Perception +12

HP 70; **Bloodied** 35

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

Speed 6

m Dagger (standard; at-will) | **Weapon**

+11 vs. AC; 2d4 +2 damage

R Finger of Flame (standard; at-will) | **Arcane, Fire**

+10 vs. Reflex; 1d6+4 fire damage and -2 to AC until the end of his next turn

A Flame Burst (standard; at-will) | **Arcane, Fire**

Area Burst 1 **within** 10; +10 vs. Fortitude; 1d6+4 fire damage and -2 to hit until the end of his next turn

C Burning Hands (standard; at-will) | **Arcane, Fire**

Close Blast 3; +11 vs. AC; 1d6+4 fire damage and push 3

C Fire Shroud (standard; refresh 5-6) | **Arcane, Fire**

Close Burst 3; +10 vs. Reflex; 1d6+4 damage and 5 ongoing fire damage (save ends)

Orb of Command (minor; encounter)

The Wizard may either impose a -4 penalty on a single target to saves made against a single effect until they make a successful save or they can extend an at-will effect with a duration by one more turn.

Ritual Magic

Fire Mages tend to have fire-themed rituals, including fire-themed versions of common rituals, such as a circle of flame which floats around hauling goods for them.

Alignment Unaligned **Languages** Common, Glantrian, Primordial

Skills Arcana +12, Dungeoneering +12, History +12, Religion +12

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

Con 14 (+5) **Int** 19 (+7) **Cha** 16 (+6)

Equipment Cloth Armor, Orb, Dagger

The Flaems of Bergdhovern are originally from Alphatia, descendents of the Followers of Fire whose struggle with the Followers of Air destroyed Alphatia. Many among them specialize in Fire magic, especially those connected to the Secret Craft of Masters of Fire.

Glantrian Military Wizard, Level 2 Artillery

Medium natural humanoid XP 125

Initiative +4 **Senses** Perception +7

HP 31; **Bloodied** 16

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

Speed 6 (8 on horse)

m Dagger (standard; at-will) | **Martial, Weapon**

+7 vs. AC; 1d4+3 and shift 1 after the attack

r Magic Missile (standard; at-will) | **Arcane, Force**

Ranged 20; +9 vs. AC; 2d4+4 force damage and +2 power bonus to hit the target until the end of his next turn.

A Lightning Storm (standard; at-will) | **Arcane, Lightning**

Area Burst 1 within 10; +9 vs. AC; 1d6+3 lightning damage

R Rain of Daggers (standard; encounter) | **Arcane, Force**

Area Burst 2 within 10; +7 vs. Fortitude; 3d6+4 force damage and 5 ongoing force damage (save ends)

Ritual Magic

Typically they know: *Animal Messenger*, *Secret Page*, and *Eye of Alarm*. Possibly others.

Alignment Unaligned **Languages** Common, Glantrian

Skills Arcana +9, Heal +7, History +9, Stealth +9

Str 14 (+3) **Dex** 17 (+4) **Wis** 12 (+2)

Con 15 (+2) **Int** 17 (+4) **Cha** 11 (+1)

Equipment Cloth Armor, Wand, Dagger, Warhorse

Glantrian military mages form the first banner (120 Magi) of each Division of the Glantrian Grand Army. They use their horses to improve their mobility and stay out of reach of foes. They typically save their Rain of Daggers to use to support a push by

Glantrian infantry, while using Magic Missile to shell enemy officers and Lightning Storm to break up enemy attacks.

Human Student at the Great School of Magic, Level 1 Controller

Medium natural humanoid XP 100

Initiative +1 **Senses** Perception +2

HP 26; **Bloodied** 13

AC 13; **Fortitude** 11, **Reflex** 14, **Will** 15

Speed 6

m **Quarterstaff** (standard; at-will) | **Weapon**

+5 vs. AC; 1d8 damage

R Shout (standard; at-will) | **Arcane, Thunder**

+5 vs. Reflex; 1d6+3 thunder damage and *Slow* until the end of his next turn

A **Nausea Strike** (standard; at-will) | **Arcane, Poison**

Area Burst 1 **within** 10; +5 vs. Fortitude; 1d6+3 poison damage and *prone* until the end of his next turn

Charm Person (standard; encounter) | **Arcane, Charm**

Ranged 10; +5 vs. Will; the target cannot attack the caster directly or use any Close or Area effect that inflicts damage or conditions that would affect the Human Student's square (save ends). If the Human Student inflicts any damage or conditions on the target, this effect immediately ends as an immediate interrupt.

Wizard Cantrips (standard; at-will)

As the Wizard Cantrips

Ritual Magic

Students know a few rituals. *Tenser's Floating Disc* and *Comprehend Languages* are very common.

Alignment Unaligned **Languages** Common, Glantrian

Skills Arcana +8, Diplomacy +7, Dungeoneering +7, History+8, Streetwise +7

Str 10 (+0) **Dex** 12 (+1) **Wis** 15 (+2)

Con 11 (+0) **Int** 16 (+3) **Cha** 14 (+2)

Equipment Cloth Armor, Orb, Pointy Hat which says 'Wizzard' on it, Quarterstaff with a knob on the end

Humans are the most common group of students at the Great School of magic; this young man or woman aspires to noble status, but right now is still mastering basic magics.

Glantrian Cavalryman, Level 1 Skirmisher

Medium natural humanoid XP 100

Initiative +5 **Senses** Perception +1

HP 29; **Bloodied** 14

AC 15; **Fortitude** 16, **Reflex** 14, **Will** 12

Speed 6 (8 on horseback)

m **Longsword** (standard; at-will) | **Martial, Weapon**

+6 vs. AC; 1d10 +3 damage. 1d10+8 on a charge action.

r **Shortbow** (standard; at-will) | **Martial, Weapon**

Ranged 20; +6 vs. AC; 1d10+3 damage

M **Downward Strike** (standard; at-will) | **Martial, Weapon**

+4 vs. Fortitude; 1d6+3 damage and *prone*

M **Trample** (standard; at-will) | **Martial**

The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack: +4 vs. Reflex; 1d6 + 6 damage, and the target is knocked *prone*.

R **Swift Shooting** (standard; encounter) | **Martial, Weapon**

The Cavalryman fires off three shots at the same or different targets. +6 vs. AC; each hit does 1d6+3 damage. If at least two hit the same target, he is *slowed* (save ends)

Warhorse Mount

+5 to charge damage when riding a warhorse.

Alignment Unaligned **Languages** Common, Glantrian

Skills Athletics +8, Endurance +6, Intimidate +5

Str 16 (+3) **Dex** 16 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 10 (+0) **Cha** 11 (+0)

Equipment Chainmail, Shortbow, Longsword, Warhorse

Glantrian cavalry avoids close contact, sniping at range with their bows when possible, though it fights decently in hand to hand. When possible, melee is initiated by launching a trample attack first. They are basically an attempt to counter Ethengarian horse archers, rather than to provide a heavy shock cavalry. They make up the 240 man second banner of any division.

Glantrian Human Gentleman (Typical Graduate of the Great School of Magic),

Level 6 Controller

Medium natural humanoid XP 250

Initiative +5 **Senses** Perception +7

HP 70; **Bloodied** 35

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

Speed 6

m **Quarterstaff** (standard; at-will) | **Weapon**

+10 vs. AC; 1d8+1 damage

R **Ray of Frost** (standard; at-will) | **Arcane, Cold**

+10 vs. Reflex; 1d6+4 cold damage and *slow* until the end of his next turn

A **Lightning Storm** (standard; at-will) | **Arcane, Lightning**

Area Burst 1 within 10; +10 vs. Reflex; 1d6+4 lightning damage and -2 to hit until the end of their next turn

R **Ice Tendrils** (standard; refresh 5-6) | **Arcane, Cold, Zone**

Area Burst 2 within 10; +10 vs. Fortitude; 3d6+4 cold damage and *immobilized* until the end of his next turn. The area lasts until the end of his next turn; anyone who enters

or begins his turn inside it is attacked: +10 vs. Fortitude; 1d6+4 cold damage and **immobilized** until the end of his next turn. **Sustain minor:** The zone lasts another turn.
Orb of Command (minor; encounter)

The Wizard may either impose a –4 penalty on a single target to saves made against a single effect until they make a successful save or they can extend an at-will effect with a duration by one more turn.

Ritual Magic

The average graduate knows a fair number of rituals. *Tenser's Floating Disc*, *Arcane Lock*, *Traveller's Feast*, and *Etienne's Magnificent Carriage* (Level 6, summons up a 4 passenger, 2 driver carriage pulled by four horses in tandem) are extremely common.

Alignment Unaligned **Languages** Common, Glantrian, Elven

Skills Arcana +12, Diplomacy +11, Dungeoneering +12, History +12, Streetwise +11

Str 13 (+4) **Dex** 15 (+5) **Wis** 18 (+7)

Con 14 (+5) **Int** 19 (+7) **Cha** 17 (+6)

Equipment Cloth Armor, Orb, Court Clothing, Quarterstaff

Any Glantrian who graduates from the Great School of Magic may call himself a Gentleman and now holds the lowest rank in the Glantrian aristocracy. Most go on to use their magic for profits and politics and comfort rather than high adventure.

Glantrian Mobile Archer, Level 1 Artillery

Medium natural humanoid XP 100

Initiative +3 **Senses** Perception +1

HP 25; **Bloodied** 12

AC 15; **Fortitude** 16, **Reflex** 14, **Will** 12

Speed 6 (10 on horseback)

m **Shortsword** (standard; at-will) | **Martial, Weapon**

+6 vs. AC; 1d6 +3 damage.

r **Longbow** (standard; at-will) | **Martial, Weapon**

Ranged 30; +8 vs. AC; 1d10 +3 damage and the next person to attack the target gets a +2 power bonus to hit, as long as they attack before the end of his next turn

R **Find the Weak Spot** (standard; at-will) | **Martial, Weapon**

+6 vs. Reflex; 1d6 +3 damage and target is –2 to AC until the end of his next turn.

R **Rattle the Foe** (standard; at-will) | **Martial, Weapon**

Ranged 30; +6 vs. Will; 1d6+3 damage and the target is –2 to hit until the end of his next turn

Vault From the Saddle (minor; at-will) | **Martial**

As a minor action, the Glantri Mobile Archer can dismount from a horse and shift two.

He can also shift 1 and mount a steed as a minor action.

Alignment Unaligned **Languages** Common, Glantrian

Skills Athletics +8, Endurance +6, Intimidate +5

Str 16 (+3) **Dex** 16 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 10 (+0) **Cha** 11 (+0)

Equipment Leather Armor, Longbow, Shortsword, Riding Horse

Glantrian mobile footmen and archers both ride their horses to the battlefield, then dismount for actual combat. They are medium infantry. Mobile forces make up the third and fourth banner of any Glantrian division to the tune of 240 per banner.

Glantrian Mobile Footmen, Level 1 Soldier

Medium natural humanoid XP 100

Initiative +3 **Senses** Perception +1

HP 32; **Bloodied** 16

AC 17; **Fortitude** 16, **Reflex** 12, **Will** 12

Speed 5 (10 on horseback)

m **Reaping Strike** (standard; at-will) | **Martial, Weapon**

+8 vs. AC; 1d10 +3 damage and *marked*. **Miss:** 3 damage.

M **Tide of Iron** (standard; at-will) | **Martial, Weapon**

+8 vs. AC; 1d10 +3 damage and push any target of equal or lesser size one square, moving into that vacated square if desired.

Shield Parry and Strike (immediate interrupt; at-will) | **Martial, Weapon**

If a melee attack on him by a **marked** foe misses, the Glantrian Mobile Footman gets to make a **basic melee attack** against the person who missed.

Vault From the Saddle (minor; at-will) | **Martial**

As a minor action, the Glantri Mobile Footman can dismount from a horse and shift two. He can also shift 1 and mount a steed as a minor action.

Alignment Unaligned **Languages** Common, Glantrian

Skills Athletics +8, Endurance +8, Intimidate +5

Str 16 (+3) **Dex** 13 (+1) **Wis** 12 (+1)

Con 16 (+3) **Int** 10 (+0) **Cha** 11 (+0)

Equipment Chainmail, Bastard Sword, Heavy Shield, Riding Horse

Glantrian mobile footmen and archers both ride their horses to the battlefield, then dismount for actual combat. They are medium infantry. Mobile forces make up the third and fourth banner of any Glantrian division to the tune of 240 per banner.

Klantyre Footman Captain, Level 3 Brute

Medium natural humanoid XP 150

Initiative +2 **Senses** Perception +2

HP 57; **Bloodied** 28

AC 15; **Fortitude** 15, **Reflex** 12, **Will** 13

Speed 6

m **Claymore** (standard; at-will) | **Martial, Weapon**

+6 vs. AC; 2d6+3 damage

M **Crushing Blow** (standard; at-will) | **Martial, Weapon**

+6 vs. AC; 2d6+3 damage and the Klantyre Footman Captain gains 6 temp HP

M **Reaping Strike** (standard; at-will) | **Martial, Weapon**

+6 vs. AC; 2d6+3 damage **Miss:** 3 damage

Over The Head Weapon Charge (standard; encounter) | **Martial, Weapon**

The KFC moves up to his full move +2 and attacks; he suffers -2 to AC until the beginning of his next turn, but does not grant combat advantage. +7 vs. AC; 3d8+3

damage and push 1 and *prone*; this counts as a charge. **Miss:** The KFC DOES grant combat advantage until the start of his next turn, but still pushes his foe 1 square.

Alignment Unaligned **Languages** Common, Glantrian

Skills Athletics +9, Endurance +9, Intimidate +8, History +6

Str 17 (+4) **Dex** 12 (+2) **Wis** 14 (+2)

Con 17 (+4) **Int** 11 (+1) **Cha** 14 (+3)

Equipment Chainmail, Claymore

Klantlyre has a strong warrior tradition and many Klantlyre folk who can't make it as wizards go into the military and rise in the ranks by their bravery and skill. Klantlyre warriors have a strong fondness for the 'RUSH AT FOE, HACK TO BITS' school of combat. They're good at it.

Krondaharian Cavalry Officer, Level 3 Skirmisher

Medium natural humanoid XP 150

Initiative +5 **Senses** Perception +1

HP 46; **Bloodied** 23

AC 17; **Fortitude** 18, **Reflex** 16, **Will** 14

Speed 6 (8 on horseback)

m **Longsword** (standard; at-will) | **Martial, Weapon**

+8 vs. AC; 1d10 +3 damage. 1d10+8 on a charge action.

r **Shortbow** (standard; at-will) | **Martial, Weapon**

He can shift one before or after the attack; **Ranged** 20; +8 vs. AC; 1d6+3 damage

M **Downward Strike** (standard; at-will) | **Martial, Weapon**

+6 vs. Fortitude; 1d10+3 damage and *prone* 1d10+8 and *prone* on a charge action.

Trample (standard; at-will) | **Martial**

The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack: +4 vs. Reflex; 1d6 + 6 damage, and the target is knocked *prone*.

Swift Shooting (standard; encounter) | **Martial, Weapon**

The Cavalryman fires off three shots at the same or different targets. +8 vs. AC; each hit does 1d6+3 damage. If at least two hit the same target, he is *slowed* (save ends)

Warhorse Mount

+5 to charge damage when riding a warhorse.

Alignment Unaligned **Languages** Common, Glantrian

Skills Athletics +9, Endurance +8, Intimidate +7

Str 17 (+4) **Dex** 17 (+4) **Wis** 13 (+2)

Con 14 (+3) **Int** 11 (+1) **Cha** 12 (+2)

Equipment Chainmail, Shortbow, Longsword, Warhorse

The officer positions in the Glantrian Cavalry are strongly dominated by Krondaharians, since the Glantrian Cavalry basically tries to copy the skillset and tactics of the Ethengarians, though with less yak butter and fancier uniforms.

New Averoigne Foppish Gentleman, Level 4 Skirmisher

Medium natural humanoid XP 175

Initiative +8 **Senses** Perception +1

HP 55; **Bloodied** 27

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

Speed 6 (10 on horseback)

m **New Averoigne Style Rapier Strike** (standard; at-will) | **Martial, Weapon**

The Fop may shift 1 before or after the attack; +9 vs. AC; 1d10+4 damage

M **Cunning Thrust** (standard; at-will) | **Martial, Weapon**

+7 vs. Reflex; 1d6+4 damage and his target has -2 to AC until the end of his next turn.

R **Word of Wrath** (standard; at-will) | **Arcane, Fear; Psychic**

Ranged 10; +7 vs. Will; 1d6+4 Psychic damage and push 2

Flaming Blade (minor; refresh 6) | **Arcane, Fire, Martial, Weapon**

Until the end of his next turn, all of the Fop's attacks do +2d6 fire damage and he may shift up to 3 before or after them. The shift 3 adds to any shifting from other powers.

Rapier Mage (immediate interrupt; encounter) | **Arcane**

The Gentleman adds +1 to his AC all the time and once per encounter, as an immediate interrupt, he can add +4 to his defenses against a single attack, which can negate the attack even if damage has already been rolled.

Ritual Magic

The New Averoigne Foppish Gentleman is a mere dabbler at ritual magic. Still, virtually all of them know: *Freshen Up* (level 1 ritual to look your very best), *Tenser's Floating Disc*, and *Arcane Lock*.

Alignment Unaligned **Languages** Common, Glantrian, New Averoigne (French)

Skills Acrobatics +11, Arcana +5, Bluff +11, Diplomacy +11, Streetwise +11

Str 14 (+4) **Dex** 18 (+6) **Wis** 9 (+1)

Con 15 (+4) **Int** 15 (+0) **Cha** 18 (+6)

Equipment Cloth Armor, Rapier, Court Clothing, Hat with Feather, Riding Horse

New Averoigne is riddled with dabblers in magic, nobles who know just enough magic to keep some degree of noble rank, though none of them will ever be great and few ever manage to actually get a proper Gentleman's Degree unless forced. However, many of these young indolent nobles have studied arts developed in Belcadiz to enable the use of rapiers as a focus for magic.

Human, Karameikan

Alfric Oderbry, Patriarch-Wannabe of the Church of Karameikos, Level 10 Elite Controller (Leader)

Medium natural humanoid XP 1000

Initiative +8 **Senses** Perception +10

HP 212; **Bloodied** 106

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

Speed 5

m +2 **Thundering Mace** (standard; at-will) | **Martial, Thunder, Weapon**

+15 vs. AC; 1d8+5 Thunder or normal damage and he and one ally gain +2 to AC.

Thundering

All his melee attacks add +2d6 Thunder damage on a crit. Once a day, as a free action, he does +1d8 thunder damage and pushes the target 1 square.

R Hold Person (standard; at-will) | **Charm, Divine, Radiant**

Ranged 10; +14 vs. Will; 1d8+5 radiant damage and the target is *immobilized* until the end of his next turn.

A Searing Light (standard; at-will) | **Divine, Radiant**

Area Burst 1 within 10; +14 vs. Reflex; 1d6+5 Radiant damage and his allies get +2 to hit the targets until the end of his next turn.

Protection from Enemies, Burst 1 Radius (standard; encounter) | **Divine, Radiant, Zone**

Close Burst 1; this zone adds +2 to all defenses of all allies within the zone; any hostile creature who enters the zone is attacked upon entering and at the start of his turn: +14 vs. Will; 1d8+5 Radiant damage. The zone lasts until the end of his next turn. **Sustain**

minor: The zone lasts another turn.

Healing Word (minor; 2/encounter) | **Divine, Healing**

Close Burst 5; targeted ally or self can spend a healing surge +2d6 extra HP recovered. (Alfric recovers 53+2d6). Alfric has a single healing surge to spend.

Exalted Armor (minor; encounter) | **Divine, Healing**

Until the end of his next turn, any healing power he uses heals an extra 1d10+5 points.

Alignment Evil **Languages** Common

Skills Arcana +12, Diplomacy +15, Heal +15, History +12, Religion +12

Str 17 (+8) **Dex** 16 (+8) **Wis** 21 (+10)

Con 18 (+9) **Int** 15 (+7) **Cha** 21 (+10)

Equipment +2 *Exalted Chainmail*, +3 *Holy Symbol*, +2 *Thundering Mace*

Alfric Oderbry basically believes Traladarans exist to be the footstools of Thyatians; he can't understand why Stefan hasn't robbed them all of their last penny and handed it over to his Thyatian followers. He is determined to turn the Church of Karamaikos to which he belongs into a church which teaches Thyatian supremacy. This is why he is Evil, though from his own viewpoint, he thinks he's just maintaining the natural order.

Bargle the Infamous, Level 11 Elite Controller

Medium natural humanoid XP 1200

Initiative +8 **Senses** Perception +15

HP 218 **Bloodied** 109

AC 25 (27)*; **Fortitude** 20, **Reflex** 24, **Will** 24

Saving Throws: +3 (Human), +5 (when bloodied)

Action Points 1 (+3 to attacks with action point purchased actions)

Speed 6

m Dagger (standard; at-will) | **Radiant, Weapon**

+16 vs. AC; 1d4+1 normal or radiant damage. +2d6 radiant damage on a crit

R Charm Person (standard; at-will) | **Arcane, Charm**

Ranged 10; +15 vs. Will; the target is *dominated* to make a **basic melee or ranged attack** on a target of Bargle's choice.

C Mindblast (standard; at-will) | **Arcane, Charm, Psychic**

Close Blast 3; +15 vs. Will; 1d8+5 psychic damage and push 1

A Fireball (standard; refresh 5-6) | **Arcane, Fire**

Area Burst 2 within 10; +15 vs. Reflex; 3d8+5 fire damage and 10 ongoing fire damage (save ends)

R Dominate Mind (standard; encounter) | **Arcane, Charm**

Ranged 20; +15 vs. Will; the target is *dominated* (save ends) **Aftereffect: *stunned*** (save ends)

Invisibility (minor; refresh 5-6) | **Arcane, Illusion**

Bargle turns *invisible* until the end of the encounter or until he attacks someone successfully.

Bloodthread (while bloodied)

When Bargle is bloodied, he gains +2 to AC and saving throws

R Drastic Resolution (free; daily) | **Arcane**

When an enemy within 10 squares drops to 0 HP or fewer; *immobilize* (save ends) or *weaken* (save ends) another enemy within 10 squares of you.

R Interdict Magic (minor; daily from Interdicting Dagger) | **Arcane**

Ranged 10; +15 vs. Will; targeted zone or conjuration is cancelled.

Ritual Magic

Bargle has an extensive set of rituals for summoning and controlling creatures and finding out information.

Alignment Chaotic Evil **Languages** Common, Goblin, Orc, Abyssal, Primordial

Skills Arcana +15, Bluff +15, Diplomacy +15, Insight +15, Intimidate +15

Bargle's extensive knowledge of humanoids gives him +3 to any social skill use against them.

Str 8 (+4) **Dex** 17 (+8) **Wis** 20 (+10)

Con 13 (+6) **Int** 21 (+10) **Cha** 20 (+10)

Equipment *Bloodthread Cloth Armor +2*; *Orb +3 of Drastic Resolutions, Interdicting Dagger +2*

This version of Bargle is designed to be one of the master villains at the culmination of the Heroic Tier; he is the right hand man of the Black Eagle Baron, a charismatic, handsome, witty, entertaining psychopath who serves the Baron so long as the Baron continues to interest him with the work he does. Sooner or later, either he'll die on the point of a PC blade or he'll likely usurp the Black Eagle's position, whenever he gets tired of being a flunky. Like his 'master', Bargle never gets within melee range if he can help it, since his dagger fighting skills...aren't exactly great. Bargle will likely use his Action Point at the start to dominate a PC, then hide behind minions using his powers to break up the party and turn it on each other. WHILE HE LAUGHS.

Black Eagle Grunts Level 1 Minion

Medium natural humanoid XP 25

Initiative +3 **Senses** Perception +1

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 13, **Reflex** 12, **Will** 11

Speed 6

m **Longsword** (standard; at-will) | **Weapon**

+5 vs. AC; 4 damage.

Formation Fighters

The Black Eagle Grunt adds +1 to its defenses (+3 vs. intimidate or fear effects) if adjacent to another creature employed by the Black Eagle Baron or Bargle.

Alignment Evil **Languages** Common

Skills Athletics +7, Intimidate +4

Str 15 (+2) **Dex** 12 (+1) **Wis** 10 (+0)

Con 12 (+1) **Int** 9 (-1) **Cha** 8 (-1)

Equipment Leather Armor, Shield, Spear

These form the core of the Black Eagle's forces, thugs, bullies, and robbers who serve the important job of 'fireball fodder'. They are a mixture of Traladarans, Thyatians, and Hattians, with a smattering of thugs from other lands.

Black Eagle Sniper, Level 1 Artillery

Medium natural humanoid XP 100

Initiative +4 **Senses** Perception +1

HP 24 **Bloodied** 12

AC 13; **Fortitude** 12, **Reflex** 13, **Will** 11

Speed 6

r **Crossbow** (standard; at-will) | **Weapon**

+9 vs. AC; 1d10+3 damage and any Black Eagle Snipers gain a +2 power bonus to hit the target until the end of the target's next round.

m **Short Sword** (standard; at-will) | **Weapon**

+6 vs. AC; 1d6+1 damage.

Snipers

Add +1d6 damage if attacking from cover or concealment or by surprise

Alignment Evil **Languages** Common

Skills Acrobatics +7, Stealth +7

Str 12 (+2) **Dex** 15 (+2) **Wis** 10 (+0)

Con 12 (+1) **Int** 9 (-1) **Cha** 8 (-1)

Equipment Leather Armor, Crossbow, 30 bolts, Shortsword

Some of the Black Eagle's men show more talent for sniping things at range; they rise out of the mass of grunts to become snipers. They are generally dark-haired, mustached humans, often Hattians.

Black Eagle Storm Soldier, Level 2 Soldier

Medium natural humanoid XP 125

Initiative +5 **Senses** Perception +3

HP 41 **Bloodied** 20

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

Saving Throws +1 (Human), +3 vs. Charm or Fear (Discipline)

Speed 5

r **Crossbow** (standard; at-will) | **Weapon**

Ranged 20; +8 vs. AC; 1d10+3 damage

m **Longsword** (standard; at-will) | **Weapon**

+9 vs. AC; 1d8+4 damage and target must choose between being *prone* and pushed 1 square (but the Storm Soldier determines where the victim is pushed)

m **Defensive Stance** (standard; at-will) | **Weapon**

+9 vs. AC; 1d6+3 damage and the Storm Soldier adds +2 to his own AC until the end of his next turn.

Fanatical Loyalty

Any time the Storm Soldier is somehow coerced by powers, rituals, or whatever into attacking an ally who serves the Black Eagle, he makes a saving throw at +3. If he makes it, he attacks himself instead. If he hits himself, he gets a bonus +2 to any saves he gets against the effect to throw it off at the end of his turn.

Alignment Evil **Languages** Common (thick Hattian accent)

Skills Athletics +9, Endurance +9, Heal +8, History +7, Intimidate +5

Str 17 (+4) **Dex** 14 (+3) **Wis** 14 (+3)

Con 17 (+4) **Int** 13 (+2) **Cha** 9 (+0)

Equipment Chainmail, Longsword, Shield, Crossbow

These are the elite forces of the Black Eagle, the hard core of Hattian Storm Soldiers still loyal to him despite his many violations of their official doctrines back home. These men now swear to the Black Eagle and look to him for glory or death. As if they go back home, they'll probably be killed.

Captain Mikel of the Specularum City Guard (Phorsis Guard / First Military Division), Level 4 Elite Soldier

Medium natural humanoid XP 350

Initiative +6 **Senses** Perception +8

HP 116; **Bloodied** 58

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

Saving Throws +2 **Action Points** 1

Speed 5 (8 on Warhorse)

m **Longsword** (standard; at-will) | **Martial, Weapon**

+11 vs. AC; 1d10 +4 damage and *marked*.

r **Crossbow** (standard; at-will) | **Martial, Weapon**

Ranged 15/30; +11 vs. AC; 1d8+4 damage

Battle Commander (standard; at-will) | **Martial, Weapon**

One adjacent ally may make a **basic melee or ranged attack** on the target, who must be adjacent either to Captain Mikel or the ally. The ally may then shift 1 square, whether they hit or miss.

Warlord's Strike (standard; encounter) | **Martial, Weapon**

+11 vs. AC; 3d6+4 damage and all allies do +2 damage to the target (save ends)

Divert Enemy Fire

All allies within line of sight of him gain +2 to all defenses against attacks by anyone he has *marked*. (In addition to the normal effects of a mark)

Alignment Unaligned **Languages** Common, Traladaran

Skills Athletics +11, Endurance +11, History +9, Insight +8, Streetwise +8

Str 18 (+6) **Dex** 15 (+4) **Wis** 12 (+3)

Con 18 (+6) **Int** 14 (+4) **Cha** 13 (+3)

Equipment Scale Armor, Light Shield, Longsword, Crossbow, Warhorse

Captain Mikel is a Traladaran and proud to serve the Grand Duke and proud to be in charge of the defense of the greatest city of the Realm. He has largely assimilated to Thyatian culture (such as it is in Karameikos) and now attends the Church of Karameikos, causing some of his own kin to regard him as a traitor. But as he sees it, Grand Duke Stefan is the one who will finally return Traladarans to glory after centuries of butchering each other. What sort of idiot wants to return to the bad old days???

Duke Stefan Karameikos, Level 11 Elite Soldier (Leader)

Medium natural humanoid XP 1200

Initiative +10 **Senses** Perception +8

Aura 1; **Honor and Glory:** Allies gain +2 power bonus to hit

HP 228; **Bloodied** 114

AC 27; **Fortitude** 24, **Reflex** 22, **Will** 24

Saving Throws +3 (Perserverance)

Action Points 1 (*+3 to attack rolls when using an action point; when he spends an action point to get an extra action, all allies in line of sight get +1 to all defenses until the end of his next turn.*)

Speed 6

m +2 **Lightning Sword** (standard; at-will) | **Lightning, Martial, Weapon**

+18 vs. AC; 2d6+5 Lightning or untyped damage. +2d6 Lightning or untyped damage on a crit. (Free action switches types)

Lightning Stroke (minor; encounter) | **Lightning, Martial, Weapon**

On a successful **melee hit**, he does 1d6 lightning damage as additional damage to the target and to all of the target's allies within 2 squares of the target.

M **Royal Command** (standard; at-will) | **Martial, Weapon**

Stefan orders an ally within 5 squares to make a free basic attack, ranged or melee, against a foe adjacent to himself, adding +5 to the damage.

M **Wolf Pack Tactics** (standard; at-will) | **Lightning, Martial, Weapon**

Before he attacks, one ally adjacent to him or the target may shift 1 square as a free action; +18 vs. AC; 2d6+5 lightning or untyped damage. +2d6 Lightning untyped damage on a crit. (Free action switches types)

M **Cleave** (standard; at-will) | **Lightning, Martial, Weapon**

+18 vs. AC; 2d6+5 lightning or untyped damage. +2d6 Lightning or untyped damage on a crit. (Free action switches types). **Secondary damage:** 5 Lightning or untyped damage to a second target automatically on a hit.

Intercepting Stance (immediate interrupt; at-will) | **Lightning, Martial, Weapon**

When a foe adjacent to him shifts, he gets a free basic melee attack before they can move away.

M Slash and Press (standard; refresh 5-6) | **Lightning, Martial, Weapon**

+18 vs. AC; 4d8+5 damage and push the target and all enemies adjacent to the target 1 square. +2d6 Lightning or untyped damage on a crit. (Free action switches types)

M Surround Foe (standard; refresh 5-6) | **Lightning, Martial, Weapon**

+18 vs. AC; 4d8+5 damage and slide one ally adjacent to the target to any other square adjacent to the target; he may be moved through the enemy's square with no ill effects. +2d6 Lightning or untyped damage on a crit. (Free action switches types)

C Inspiring Word (minor; 2/encounter) | **Healing, Martial**

Close Burst 10; the Duke or an ally of his choice may spend a healing surge and recovers +3d6 HP also (Duke Stefan recovers 57+3d6 if he uses it on himself.) The Duke has 2 healing surges of his own.

Resistance Cloak (minor; daily)

Gain **Resist All** 10 until the end of his next turn

Alignment Lawful Good **Languages** Common, Traladaran

Skills Athletics +15, Diplomacy +15, History +12, Insight +8(3)**, Intimidate + 15.

* Stefan adds +3 to any skill use which is related to governing, EXCEPT when hiring people, at which point he suffers a -5. (Already figured into Insight ALL THE TIME, see below)

** Let's face it, Stefan has all the character-judging skills of US Grant or Warren G. Harding. He suffers a skill penalty of -5 to Insight and any use of his other skills for assessing who to hire for a job. This does not apply to combat uses.

Str 21 (+10) **Dex** 17 (+8) **Wis** 16 (+8)

Con 18 (+9) **Int** 15 (+7) **Cha** 21 (+10)

Equipment In Court: Leather Armor / In War: +3 *Plate* and Light Shield, +2

Lightning Longsword, Cloak of Resistance +3

Grand Duke Stefan Karameikos is the well meaning but oddly naive Thyatian who now rules the Grand Duchy of Karameikos. He is a noble and just ruler hampered by his inability to see through deceptions and trickery. How he survived to adulthood in Thyatis is unclear. He is the sort of general who leads from the front and is greatly concerned with the wellbeing of his men; he is a skilled military officer and probably more effective there than as monarch.

Karameikan Ducal Guardsmen (Second Military Division), Level 2 Soldier

Medium natural humanoid XP 125

Initiative +4 **Senses** Perception +7

HP 41; **Bloodied** 20

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

Resist Psychic 5 (Iron Discipline)

Saving Throws +1 for being Human, +3 vs. Charm or Fear (high discipline) effects

Speed 5

m Greatsword (standard; at-will) | **Martial, Weapon**

+9 vs. AC; 1d10 +3 damage.

r Crossbow (standard; at-will) | **Martial, Weapon**

Ranged 15/30; +9 vs. AC; 1d8+2 damage

M Great Shove (standard; at-will) | **Martial, Weapon**

+9 vs. AC; 1d10 +3 damage and push 1

Coordinated Advance (move; encounter)

The Ducal Guardsman and 2 adjacent allies all can shift up to 3 squares, gaining +2 to all defenses until the end of his next turn. (This defense bonus does not stack if other guardsmen use the same power on them with overlapping durations.)

Alignment Good **Languages** Common, Traladaran

Skills Athletics +9, Endurance +9, Streetwise +7

Str 17 (+4) **Dex** 14 (+3) **Wis** 13 (+2)

Con 17 (+4) **Int** 11 (+1) **Cha** 12 (+2)

Equip: Plate Armor, Greatsword, Crossbow, Ducal Badge

The Ducal Guard, 122 strong (2 60 man companies each headed by a level 3 lieutenant), believe themselves the finest unit in the army of Karameikos, though the Elvanguard would and does dispute this, in a friendly sort of way. They protect the Grand Duke's castle and members of his family and are called in as SWAT teams by the Specularum City Guard in times of emergency. They are very highly disciplined.

Karameikan Fourth and Fifth Division Soldiers, Level 1 Skirmishers

Medium natural humanoid XP 100

Initiative +4 **Senses** Perception +6

HP 32; **Bloodied** 16

AC 15; **Fortitude** 15, **Reflex** 13, **Will** 12

Speed 6 (Hill and Mountainwalk*)

m Flail (standard; at-will) | **Martial, Weapon**

+6 vs. AC; 1d10 +2 damage.

r Crossbow (standard; at-will) | **Martial, Weapon**

Ranged 15/30; +6 vs. AC; 1d8+2 damage

M Mobile Assault (standard; at-will) | **Martial, Weapon**

The Soldier may shift one square before or after the attack; +6 vs. AC; 1d10 +2 damage.

Group Attack

+1d6 damage when adjacent to 2 or more allies

* **Hill and Mountainwalk**

Used to operations in rough terrain, they count hill and mountain difficult terrain as normal terrain for movement.

Alignment Unaligned **Languages** Common, Traladaran

Skills Athletics +7, Endurance +8, Nature +6

Str 14 (+2) **Dex** 15 (+2) **Wis** 12 (+1)

Con 16 (+3) **Int** 10 (+0) **Cha** 11 (+0)

Equipment Leather Armor, Lt. Shield, Flail, Crossbow (20%), Warhorse (20%)

The Karameikan Fourth and Fifth Divisions (3 and 2 244 man battalions respectively) man the five main fortresses of Karameikos for the Duke. About 1 in five has a crossbow and another one in five have riding horses, allowing them to operate as light cavalry. They often operate in rough wilderness and have the survival skills needed. Unless

defending a fortress, they favor hit and run tactics, moving in to strike, then shifting away and disengaging again after the attack. They are commanded by second level seargents, third level lieutenants, and a fourth level captain for each batallion. A fifth level major commands each Division.

Karameikan Militiaman, Level 1 Minion

Medium natural humanoid XP 25

Initiative +1 **Senses** Perception +1

HP 1; a missed attack never kills a minion

AC 15; **Fortitude** 13, **Reflex** 12, **Will** 12

Speed 6

m **Spear** (standard; at-will) | **Martial, Weapon**

+5 vs. AC; 4 damage.

r **Sling** (standard; at-will) | **Martial, Weapon**

Ranged 10/20; +4 vs. AC; 4 damage

Alignment Unaligned **Languages** Common, Traladaran

Skills Athletics +7, Endurance +7, Nature +6

Str 14 (+2) **Dex** 13 (+1) **Wis** 12 (+1)

Con 14 (+2) **Int** 10 (+0) **Cha** 11 (+0)

Equipment Leather Armor, Lt. Shield, Spear or Sling

Karameikan militia is organized the same as other military forces of Karameikos except that it is substantially lower in quality. It is only called out in emergencies...for whatever it is worth.

Baron Ludwig von Hendriks, "The Black Eagle", Level 11 Elite Soldier

Medium natural humanoid XP 1200

Initiative +11 **Senses** Perception +6

HP 228 **Bloodied** 114

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

Resist Fire 5 **Necrotic** 5

Saving Throws +3 (Human Elite, Perseverance) **Action Points** 1 (*Whenever the Black Eagle spends an action point to take an extra action, he recovers 57 HP. If it is a move action, he can double his speed for that one action.*)

Speed 5

m **Bastard Sword** (standard; at-will) | **Martial, Weapon**

+18 vs. AC; 1d10+6 and the target is **marked**. +2d12 damage on a crit.

M **Defensive Stance** (standard; at-will) | **Martial, Weapon**

+18 vs. AC; 1d8+5 damage and Baron Ludwig adds a +3 power bonus to his own AC until the end of his next turn and shifts 2. +2d12 damage on a crit.

M **The Black Eagle COMMANDS IT!** (standard; at-will) | **Martial, Weapon**

Baron Ludwig swaps squares with an adjacent ally, then the ally conducts a **basic melee attack** at a target of his choice, and the target is considered **marked** by Baron Ludwig.

I Meant For You To Do That (immediate interrupt; at-will) | **Martial**

Whenever anyone **marked** by the Black Eagle Baron attacks the Black Eagle Baron or one of his allies within 10 squares of the Black Eagle Baron, the Black Eagle Baron gets

an immediate **basic melee attack** at one adjacent foe, adding +5 to damage. If this renders the original attacker unconscious, his attack fails to go off.

Evil Overlord (immediate reaction; at-will) | **Healing, Martial**

Whenever an ally of the Black Eagle is reduced to 0 HP or less within 10 squares of him, he gets 22 Temporary Hit Points.

Sacrifice Minion (immediate interrupt; at-will) | **Martial, Protection**

Whenever the Black Eagle is about to take melee damage, he may swap squares with an adjacent ally, who becomes the victim of the attack, taking the normal effects if it beats the appropriate defenses. This does not trigger powers affected by shifting, nor does it draw opportunity attacks.

Run For His Life (immediate reaction; refresh 5-6)

When reduced to 20 or less hit points, the Baron immediately shifts six squares and spends a healing surge (which heals 57 HP). He has 2 surges.

Alignment Evil **Languages** Common (thick Hattian accent)

Skills Athletics +13, Bluff +15, Diplomacy +13*, History +15, Insight +11, Intimidate +18*, Streetwise +15

Str 17 (+8) **Dex** 18 (+9) **Wis** 13 (+6)

Con 18 (+9) **Int** 21 (+10) **Cha** 21 (+10)

Equipment +2 *Black Iron Plate*, +3 *Vicious Bastard Sword*, *Baronial Crown of the Black Eagle* (Level 12, +3 Diplomacy and Intimidate)*

Duke Stefan's cousin and nemesis, the dark ruler of the dark barony of dark Western Karameikos. He wears black and silver and flies the sigil of the Black Eagle. He would definitely be played by Rowan Atkinson. Though a case could be made for Bargle being played by Rowan Atkinson and the Black Eagle being played by Hugh Laurie (in Pre-House mode...) He is either a brilliant plotter or a lucky bumbler, depending on how you wish to view him.

Specularum City Guardsman (Phorsis Guard / First Military Division), Level 1

Artillery

Medium natural humanoid XP 100

Initiative +3 **Senses** Perception +6

HP 28; **Bloodied** 14

AC 15; **Fortitude** 14, **Reflex** 14, **Will** 12

Speed 6

m **Short Sword** (standard; at-will) | **Martial, Weapon**

+8 vs. AC; 1d6 +3 damage.

r **Crossbow** (standard; at-will) | **Martial, Weapon**

Ranged 15/30; +8 vs. AC; 1d8+4 damage

Volley Fire

Trained to fire in unison, Karameikan Specularum City Guardsmen get +2 to hit on

Ranged attacks when adjacent to at least 2 other Karameikan Artillery type units.

Alignment Unaligned **Languages** Common, Traladaran

Skills Athletics +6, Endurance +8, Streetwise +5

Str 13 (+1) **Dex** 16 (+3) **Wis** 12 (+1)

Con 16 (+3) **Int** 10 (+0) **Cha** 11 (+0)

Equipment Leather Armor, Light Shield, Shortsword, Crossbow

Karameikan City Guardsmen are armed and armored for mobility and range; they spend much of their time basically doing police work, rather than military work. 14 Guardsmen plus a second level Sgt. is a Squadron; 4 squadrons commanded by a Lt. (second or maybe third level) is a company, and four companies are commanded by a Captain, Mikel, who commands the entire 'Division'. (A total of 244 men + the Captain.)

Huptzeen

Huptzeen are constructs designed to resemble jewelry or other items you can carry on your person or elaborate art objects used to defend a location. They respond to verbal commands, using their magics to defend their wearer or the thing they're assigned to guard. A dead Huptzeen may still have some treasure value, at the DM's discretion.

Huptzeen, Level 6 Controller

Tiny to Medium natural animate (construct) XP 250

Initiative +6 **Senses** Perception +11

HP 70; **Bloodied** 35

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

Immune disease, poison; sleep; food, breathing

Speed 0; fly 2

r **Magic Missile** (standard; at-will) | **Arcane, Force**

Ranged 20; +10 vs. Reflex, 2d4+4 force damage

Lightning Storm (standard; at-will) | **Arcane, Lightning**

Burst 1 **within** 10 squares; +10 vs. Reflex; 1d8+5 lightning damage

C Burning Hands (standard; refresh 5-6) | **Arcane, Fire**

Close Blast 5; +10 vs. Reflex; 3d6+4 fire damage

A **Sleep** (standard; encounter) | **Arcane, Sleep**

Burst 2 **within** 20 squares; +10 vs. Will; target is *slowed* (save ends). **If Save Fails:** target is *dazed* (save ends) **On Second Failure:** Target is *unconscious* (save ends).

Alignment Same as Creator **Languages** Common

Skills Arcana +12

Str 2 (-1) **Dex** 16 (+6) **Wis** 16 (+6)

Con 14 (+5) **Int** 19 (+7) **Cha** 14 (+5)

Hydrax

Evil crab-like (with 6 legs and three claws) ice elementals from the Elemental Plane of Water. They are highly organized, but rather nasty. Tool users and city-builders, they

have their own civilization in the elemental planes. They are hostile to the Undines and Kryst and fear the Elementals of Air.

Lesser Hydrax Icebolter, Level 6 Artillery

Large elemental beast (Water) XP 250

Initiative +7 **Senses** Perception +5; blindsight 6

HP 56; **Bloodied** 28

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

Resist cold 15 **fire** 10

Vulnerable lightning 5

Speed 3; **Swim** 9; **Burrow** (Ice only) 6#, **Icewalk**
m **Claw** (standard; at-will if he has an empty claw)

Reach 2; +11 vs. Reflex; 1d8+2

r **Ice Crossbow** (standard; at-will)

Ranged 15; +13 vs. AC; 1d10+4 cold damage

R Frost Bolt (standard; at-will)

Ranged 15; +11 vs. Fortitude; 1d6+4 cold damage and *slow* (save ends)

Ice Web (standard; encounter) | **Arcane**

Burst 2 **within** 10 squares; +11 vs. Reflex; 3d6+4 cold damage and *immobilized* (save ends)

Ice Traveller

Hydrax can Icewalk and pass through Ice at a speed of 6

Alignment Evil **Languages** Primordial

Skills Stealth +12

Str 14 (+5) **Dex** 19 (+7) **Wis** 14 (+5)

Con 14 (+5) **Int** 10 (+3) **Cha** 10 (+3)

Equipment Ice Crossbow

Hydrax Icebolters provide support fire for Hydrax Soldiers, ensuring foes don't escape and weakening them as the Soldiers close in for melee.

Lesser Hydrax Scout, Level 6 Lurker

Large elemental beast (Water) XP 250

Initiative +6 **Senses** Perception +5; blindsight 6

HP 62; **Bloodied** 31

AC 22; **Fortitude** 20, **Reflex** 17, **Will** 18

Resist cold 15 **fire** 10

Vulnerable lightning 5

Speed 3; **Swim** 9; **Burrow** (Ice only) 6#, **Icewalk**
m **Claw** (standard; at-will)

Reach 2; +11 vs. AC; 1d10+4 damage

Surprise Attack

Hydrax Scouts add +2d6 damage against foes they have combat advantage on

A **Transmute Water to Ice** (standard; encounter) | **Arcane, Cold, Zone**

The Hydrax freezes 10 squares of water into ice; it can freely pass through these squares unhurt as normal terrain thanks to its powers; other creatures take 1d6+4 cold damage if they start their turn next to the ice or on it. The ice blocks line of sight for non-Water creatures, and inflicts its cold damage on anyone attempting a melee attack against someone inside the ice (who also gets cover benefits)

*** Water Camouflage**

Hydrax Scouts add +3 to Stealth when underwater or in icy environments

Ice Traveller

Hydrax can Icewalk and pass through Ice at a speed of 6

Alignment Evil **Languages** Primordial

Skills Stealth +12 (15)*, Thievery +12 (14)**

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

Con 14 (+5) **Int** 16 (+3) **Cha** 14 (+5)

Equipment: Thieves' Tools Of Ice Designed for Hydraxes**

Hydrax Scouts burrow through ice to spy on their foes, then lurch out and attack them by surprise. Or run away to get reinforcements. They can make their own ice if they need to, to some degree.

Lesser Hydrax Soldier, Level 6 Soldier

Large elemental beast (Water) XP 250

Initiative +6 **Senses** Perception +5; blindsight 6

HP 74; **Bloodied** 37

AC 22; **Fortitude** 20, **Reflex** 17, **Will** 18

Resist cold 15 **fire** 10

Vulnerable lightning 5

Speed 3; Swim 9; Burrow (Ice only) 6#, Icewalk

m **Ice Axe** (standard; at-will)

Reach 2; +13 vs. AC; 1d12+4 damage (16+1d12 on a crit) + 1d6 cold damage

M **Claw** (standard; at-will if he has an empty claw)

Reach 2; +11 vs. Reflex; 1d10+2 and target is *restrained*; this is a **grab** and the target must **escape** as usual. The Hydrax can **grab** up to two people, one claw each, and still whack people, including those he has grabbed, with his **Ice Axe** held in his third.

R **Dispel Magic** (standard; encounter) | **Arcane**

Ranged 10; trace to one square of the conjuration or zone targetted; +11 vs. Will; this negates one targeted zone or conjuration.

Ice Traveller

Hydrax can Icewalk and pass through Ice at a speed of 6

Alignment Evil **Languages** Primordial

Skills Endurance +12, Heal +10

Str 18 (+7) **Dex** 12 (+4) **Wis** 14 (+5)

Con 18 (+7) **Int** 10 (+3) **Cha** 10 (+3)

Equipment Ice Axe, First Aid Kit For Hydraxes

Hydrax Soldiers form the solid core of Hydrax military and raiding forces. They double as combat medics, using their 'First Aid Kit' (a large container of prepared ice crystals

and liquids) to treat other Hydraxes. Such kits are not much use to species not made out of magically alive ice, however.

Lesser Hydrax Icelord, Level 8 Controller

Large elemental beast (Water) XP 350

Initiative +5 **Senses** Perception +7; blindsight 6

HP 86; **Bloodied** 43

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

Resist cold 15 **fire** 10

Vulnerable lightning 5

Speed 3; **Swim** 9; **Burrow** (Ice only) 6#, **Icewalk**

m **Claw** (standard; at-will)

Reach 2; +13 vs. AC; 1d8+2 damage.

A **Ice Storm** (standard; at-will)

Burst 1 within 10 squares; +12 vs. Reflex; 1d8+5 cold damage

A **Ice Web** (standard; refresh 4-6) | **Arcane, Cold**

Burst 2 within 10 squares; +12 vs. Reflex; 1d8+5 cold damage and *immobilized* (save ends)

A **Wall of Ice** (standard; refresh 6) | **Arcane, Cold, Zone**

The Icelord fills up to 10 adjacent squares with ice. The Ice provides total cover against any attack which crosses it and inflicts 1d8+5 cold damage on anyone who begins the turn adjacent to it. It lasts until the end of the Icelord's next turn. **Sustain minor:** The Wall of Ice lasts another turn.

R **Dispel Magic** (standard; encounter) | **Arcane**

Ranged 10; trace to one square of the conjuration or zone targeted; +12 vs. Will; this negates one targeted zone or conjuration.

Ice Traveller

Hydrax can Icewalk and pass through Ice at a speed of 6

Alignment Evil **Languages** Common, Primordial

Skills Arcane +14, Heal +12, Nature +12

Str 14 (+6) **Dex** 12 (+5) **Wis** 16 (+7)

Con 14 (+6) **Int** 20 (+9) **Cha** 15 (+6)

Equipment Ice Rituals Book, Ice Wand

Icelords rule Hydrax society. They are skilled ritualists and wielders of arcane might, unlocking the talents which all Hydrax possess in theory but which few master to full potential. Lesser Icelords are novices in this process and answer to the greater Icelords.

Greater Hydrax Icebolter, Level 18 Artillery

Large elemental beast (Water) XP 2000

Initiative +16 **Senses** Perception +14; blindsight 6

HP 134; **Bloodied** 67

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

Resist cold 20 **fire** 15

Vulnerable lightning 10

Speed 3; **Swim** 9; **Burrow** (Ice only) 6#, **Icewalk**

m **Claw** (standard; at-will if he has an empty claw)

Reach 2; +23 vs. Reflex; 1d10+7

r **Ice Crossbow** (standard; at-will)

Ranged 15; +25 vs. AC; 2d8+7 cold damage

R **Frost Bolt** (standard; at-will)

Ranged 15; +23 vs. Fortitude; 1d10+7 cold damage and *slow* (save ends)

A **Ice Web** (standard; refresh 5-6) | **Arcane**

Burst 2 **within** 10 squares; +23 vs. Reflex; 1d10+7 cold damage and *immobilized* (save ends)

Defensive Manuevers (immediate interrupt; refresh 5-6)

When someone attempts a ranged or area attack against him, all his defenses rise by +4 against that attack. If this prevents him being hit, all his defenses rise by 2 until the beginning of his next turn.

Ice Traveller

Hydrax can Icewalk and pass through Ice at a speed of 6

Alignment Evil **Languages** Common, Primordial

Skills Stealth +21

Str 20 (+14) **Dex** 25 (+16) **Wis** 20 (+14)

Con 20 (+14) **Int** 20 (+14) **Cha** 16 (+12)

Equipment Ice Crossbow

Greater Icebolters like to pin foes with their webs, then shoot them over and over until they die or have to be webbed again. They never enter melee unless given no other choice.

Greater Hydrax Scout, Level 18 Lurker

Large elemental beast (Water) XP 2000

Initiative +20 **Senses** Perception +19; blindsight 6

HP 172; **Bloodied** 86

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

Resist cold 20 **fire** 15

Vulnerable lightning 10

Speed 3; Swim 9; Burrow (Ice only) 6#, Icewalk

m **Claw** (standard; at-will)

The Scout may shift 1 before or after making the attack; **Reach** 2; +23 vs. AC; 2d8+7 damage

M **One-Two Strike** (standard; refresh 5-6)

+23 vs. AC; 3d10+6 damage and if the target attacks him before his next turn, he gets an immediate interrupt attack on the target: +21 vs. Reflex; 3d10+6 damage.

Surprise Attack

Hydrax Scouts add +3d6 damage against foes they have Combat Advantage on

The Great Escape (immediate reaction; refresh 5-6)

When a Melee attack misses the Hydrax Scout, he immediately may shift 3.

A **Transmute Water to Ice** (standard; encounter) | **Arcane, Cold**

The Hydrax freezes 15 squares of water into ice; it can freely pass through these squares unhurt as normal terrain thanks to its powers; other creatures take 1d10+7 cold damage if

they start their turn next to the ice or on it. The ice blocks line of sight for non-Water creatures, and inflicts its cold damage on anyone attempting a melee attack against someone inside the ice (who also gets cover benefits)

Water Camouflage

*Hydrax Scouts add +3 to Stealth when underwater or in icy environments

Ice Traveller

Hydrax can Icewalk and pass through Ice at a speed of 6

Alignment Evil **Languages** Common, Primordial

Skills Dungeoneering +19, Stealth +21 (24)*, Thievery +21 (23)**

Str 20 (+14) **Dex** 24 (+16) **Wis** 20 (+14)

Con 20 (+14) **Int** 22 (+15) **Cha** 20 (+14)

Equipment: Thieves' Tools Of Ice Designed for Hydraxes**

Greater Hydrax Scouts spy on the more dangerous enemies of their race, using their ability to move through ice to their advantage and making more ice if they have to.

Greater Hydrax Soldier, Level 18 Soldier

Large elemental beast (Water) XP 2000

Initiative +20 **Senses** Perception +14; blindsight 6

HP 176; **Bloodied** 88

AC 34; **Fortitude** 30, **Reflex** 32, **Will** 28

Resist cold 20 **fire** 15

Vulnerable lightning 10

Speed 3; **Swim** 9; **Burrow (Ice only)** 6#, **Icewalk**

m Ice Axe (standard; at-will)

Reach 2; +25 vs. AC; 1d12+5 damage (17+1d12 on a crit) + 1d8 cold damage

M Claw (standard; at-will if he has an empty claw)

Reach 2; +23 vs. Reflex; 1d10+7 and target is **restrained**; this is a Grab and the target must Escape as usual. The Hydrax can grab up to two people, one claw each, and still whack people, including those he has grabbed, with his **Ice Axe** held in his third.

C Whirling Ice Dervish (standard; refresh 5-6)

Close Burst 2; The Greater Hydrax Soldier makes a **Ice Axe** attack on all enemies in the area of effect.

A Dispel Magic (standard; refresh 5-6) | **Arcane**

Ranged 10; trace to one square of the conjuration or zone targetted; +23 vs. Will; this negates one targeted zone or conjuration.

Ice Traveller

Hydrax can Icewalk and pass through Ice at a speed of 6

Alignment Evil **Languages** Primordial

Skills Endurance +21, Heal +19

Str 24 (+16) **Dex** 28 (+18) **Wis** 20 (+14)

Con 24 (+16) **Int** 18 (+13) **Cha** 16 (+12)

Equipment Ice Axe, First Aid Kit For Hydraxes

Greater Hydrax Soldiers bodyguard Greater Icelords and command large military forces.

Greater Hydrax Icelord, Level 18 Controller

Large elemental beast (Water) XP 2000

Initiative +12 **Senses** Perception +14; blindsight 6

HP 171; **Bloodied** 85

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

Resist cold 20 **fire** 15

Vulnerable lightning 10

Speed 3; **Swim** 9; **Burrow** (Ice only) 6#, **Icewalk**

m **Claw** (standard; at-will)

Reach 2; +23 vs. AC; 1d8+2 damage.

A **Ice Storm** (standard; at-will)

Burst 2 within 10; +22 vs. Reflex; 1d10+7 cold damage

A **Ice Web** (standard; refresh 4-6) | **Arcane, Cold**

Burst 2 within 10; +22 vs. Reflex; 1d10+7 cold damage and *immobilized* (save ends)

A **Wall of Ice** (standard; refresh 5-6) | **Arcane, Cold, Zone**

The Icelord fills up to 10 adjacent squares with ice. The Ice provides total cover against any attack which crosses it and inflicts 1d10+7 cold damage on anyone who begins the turn adjacent to it. It lasts until the end of the Icelord's next turn. **Sustain minor:** The Wall of Ice lasts another turn.

R **Dispel Magic** (standard; refresh 5-6) | **Arcane**

Ranged 10; trace to one square of the conjuration or zone targeted; +22 vs. Will; this negates one targeted zone or conjuration.

A **Transmute Water to Ice** (standard; encounter) | **Arcane, Cold**

The Hydrax freezes 15 squares of water into ice; it can freely pass through these squares unhurt as normal terrain thanks to its powers; other creatures take 1d10+7 cold damage if they start their turn next to the ice or on it. The ice blocks line of sight for non-Water creatures, and inflicts its cold damage on anyone attempting a melee attack against someone inside the ice (who also gets cover benefits). This ice endures for the rest of the encounter.

Ice Traveller

Hydrax can Icewalk and pass through Ice at a speed of 6

Alignment Evil **Languages** Common, Primordial

Skills Arcane +21, Heal +19, Nature +19, Religion +21

Str 19 (+13) **Dex** 17 (+12) **Wis** 21 (+14)

Con 19 (+13) **Int** 25 (+16) **Cha** 20 (+14)

Equipment Ice Rituals Book, Ice Wand

Greater Hydrax Icelords are the leaders of Hydrax society, potent ritualists and masters of ice magics. They are highly intelligent and devious, but also very educated and often academic in style.

Hyenas

Hyenadon, Level 5 Skirmisher

Large natural beast (hyena) XP 200

Initiative +7 **Senses** Perception +9

HP 62; **Bloodied** 31

AC 19; **Fortitude** 17, **Reflex** 16, **Will** 15

Speed 6

m **Bite** (standard; at-will)

+10 vs. AC; 3d4+4 damage; see also *pack attack*.

Pack Attack

A hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the hyena's allies.

Harrier

If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.

Alignment Unaligned **Languages** ---

Skills Athletics +11, Perception +9

Str 18 (+6) **Dex** 16 (+5) **Wis** 14 (+4)

Con 14 (+4) **Int** 2 (-2) **Cha** 5 (-1)

These golden-brown ancestors of the Hyena roam the hills and plains near the Azcan lands and no doubt survive in other places as well, working as pack hunters to bring down prey cooperatively. They also like to eat carrion and scavenge from abandoned bits of other creature's kills.

Jellyfish, Agrisian

Agrisian Jellyfish are found in the Hollow World in the vicinity of the Milenian empire. They travel in swarms and are vicious carnivores who will try to eat anything smaller than themselves. Which is to say, just about anything. They radiate an eerie glow which attracts fish and other prey, but which adventurers will probably be grateful for its assistance in finding them; this vastly hampers its stealth abilities at night. Lake Agrisa is full of whirlpools and they often ride the thermals around them up from the depths, then prey on things trapped in the whirlpool.

Agrisian Jellyfish, Level 6 Brute

Huge natural beast (jellyfish) XP 250

Initiative +6 **Senses** Perception +6

HP 89; **Bloodied** 44

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

Resist Fire 5 **Poison** 5

Speed --; Swim 4

m **Engulf** (standard; at-will)

Reach 3; +7 vs. Reflex; 1d10+4 and the target is *restrained* and pulled adjacent to the Jellyfish; treat as a normal **grab** for purposes of escape.

M **Stingers** (standard; at-will) | **Poison**

Only those who are *restrained, unconscious, or stunned* can be targeted. +8 vs. Fortitude; 2d6+4 poison damage and 5 ongoing poison damage (save ends)

Pack Attack

An Agrisian Jellyfish deals an extra 1d6 damage against an enemy adjacent to two or more of the jellyfish's allies.

Alignment Unaligned **Languages** ---

Skills Acrobatics (water) +11, Athletics +12; Stealth (Day) +11, Stealth (Night) +1

Str 19 (+7) **Dex** 16 (+6) **Wis** 16 (+6)

Con 19 (+7) **Int** 2 (-1) **Cha** 2 (-1)

Kryst

The Kryst are sentient crystalline beings from the Elemental Plane of Earth who resemble a blossoming of twelve crystalline spikes from a common point. They are a friendly civilization to most outsiders, maintaining their own cities and nations, though they're caught in a seemingly endless battle with the Hordes. They are also enemies of the Hydrax, though the two groups rarely meet.

Lesser Kryst Guard, Level 9 Soldier

Medium elemental beast (Earth) XP 400

Initiative +6 **Senses** Perception +12

HP 98; **Bloodied** 49

AC 25; **Fortitude** 22, **Reflex** 20, **Will** 21

Resist poison 10 **cold** 10

Vulnerable acid 5

Speed 12; stonewalk

m **Spike Stab** (standard; at-will)

+16 vs. AC; 2d6+5 damage

M **Triple-Thrust Onslaught** (standard; refresh 6)

Make three **Spike Stab** attacks.

Guardian Stance (minor; encounter)

The Kryst picks a target adjacent to him; so long as he remains adjacent to that target, it adds +2 to all defenses. This lasts the entire encounter.

R **Dispel Magic** (standard; refresh 6) | **Arcane**

Ranged 10; trace to one square of the conjuration or zone targeted; +14 vs. Will; this negates one targeted zone or conjuration.

Alignment Lawful Good **Languages** Common, Primordial, Supernal (*Kryst do not actually speak; they communicate mind-to-mind with telepathy to a range of 20 squares*)

Skills Diplomacy +10, Endurance +13, Insight +12

Str 18 (+8) **Dex** 14 (+6) **Wis** 17 (+7)

Con 18 (+8) **Int** 12 (+5) **Cha** 12 (+5)

Kryst Guard bodyguard important Kryst, defending them from foes. They have the high mobility of most Kryst but rarely use it as this would leave their chosen one exposed; a Kryst Guard will die to protect the one he is defending if he must.

Lesser Kryst Priest, Level 9 Controller (Leader)

Medium elemental beast (Earth) XP 400

Initiative +6 **Senses** Perception +9

HP 97; **Bloodied** 48

AC 23; **Fortitude** 21, **Reflex** 20, **Will** 23

Resist poison 10 **cold** 10

Vulnerable acid 5

Speed 12; stonewalk

m **Holy Strike** (standard; at-will)

+14 vs. AC; 2d6+5 damage, and an ally gains +2 to hit until your next turn against the target of this attack

M **Blinding Strike** (standard; at-will)

+12 vs. Fortitude; 1d8+5 damage and the target is *blinded* until the end of your next turn.

A **Blade Barrier** (standard; encounter) | **Conjuration, Divine, Implement, Radiant, Zone**

This creates a wall of flashing holy blades up to 5 squares long and 2 squares high; the squares count as difficult terrain and inflict 3d8+5 radiant damage and 5 ongoing radiant damage on anyone who enters them or begins their turn there. They last until the end of the Kryst's next turn. **Sustain minor:** The barrier persists.

Holy Word (minor; 2/encounter)

Close Burst 5; the single target may spend a healing surge and adds 2d6+5 to the amount healed.

Alignment Lawful Good **Languages** Common, Primordial, Supernal (*Kryst do not actually speak; they communicate mind-to-mind with telepathy to a range of 20 squares*)

Skills Diplomacy +12, Heal +14, Insight +14, Religion +11

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

Con 17 (+7) **Int** 14 (+6) **Cha** 17 (+7)

Kryst Priests aid the injured and support other Kryst in battle. Their holy powers are vastly respected by other Kryst.

Lesser Kryst Smasher, Level 10 Brute

Medium elemental beast (Earth) XP 500

Initiative +7 **Senses** Perception +8

HP 131; **Bloodied** 65

AC 22; **Fortitude** 23, **Reflex** 19, **Will** 21

Resist poison 10 **cold** 10

Vulnerable acid 5

Speed 12; stonewalk

m **Spike Stab** (standard; at-will)

+13 vs. AC; 3d6+5 damage

M **Triple-Thrust Onslaught** (standard; refresh 6)

Make three **Spike Stab** attacks.

Alignment Lawful Good **Languages** Common, Primordial, Supernal (*Kyrst do not actually speak; they communicate mind-to-mind with telepathy to a range of 20 squares*)

Skills Athletics +15, Endurance +15

Str 21 (+10) **Dex** 14 (+7) **Wis** 16 (+8)

Con 21 (+10) **Int** 12 (+6) **Cha** 12 (+6)

The strongest Kryst fighters are the Kryst Smashers, who rely on their superior strength and fighting skills to hit enemies very hard and their toughness to take more beating than other Kryst can sustain.

Lesser Kryst Warrior, Level 9 Skirmisher

Medium elemental beast (Earth) XP 400

Initiative +11 **Senses** Perception +6

HP 98; **Bloodied** 49

AC 23; **Fortitude** 21, **Reflex** 23, **Will** 20

Resist poison 10 **cold** 10

Vulnerable acid 5

Speed 12; stonewalk

m **Spike Stab** (standard; at-will)

+14 vs. AC; 2d6+5 damage, then shift 1 square

M **Spinning Stab** (move; at-will against a foe he has combat advantage on)

The Kryst Warrior may take a **Spike Stab** attack against a foe he has combat advantage on.

R **Blurring Strike** (minor; refresh 5-6)

Ranged 10; +12 vs. Reflex; The Kryst Warrior gains combat advantage until the end of his next turn against a single targeted foe who did not move at least 3 squares during his last turn.

Haste (minor; refresh 5-6)

Until the end of this turn, the Kryst Warrior adds +6 to his movement or can shift 3 as a move action.

Alignment Lawful Good **Languages** Common, Primordial, Supernal (*Kyrst do not actually speak; they communicate mind-to-mind with telepathy to a range of 20 squares*)

Skills Acrobatics +14, Athletics +12

Str 17 (+7) **Dex** 20 (+9) **Wis** 14 (+6)

Con 17 (+7) **Int** 14 (+6) **Cha** 12 (+5)

Most Kryst Warriors are highly mobile, swarming down on opponents to stab them repeatedly, then moving out of reach again, using *haste* to disengage.

Greater Kryst Defender, Level 21 Soldier

Medium elemental beast (Earth) XP 2800

Initiative +17 **Senses** Perception +21

HP 200; **Bloodied** 100

AC 37; **Fortitude** 34, **Reflex** 32, **Will** 33

Resist poison 20 **cold** 20

Vulnerable acid 10

Speed 12; stonewalk

m **Spike Stab** (standard; at-will)

+28 vs. AC; 3d6+8 damage

M **Triple-Thrust Onslaught** (standard; refresh 5-6)

Make three **Spike Stab** attacks.

M **Retaliatory Defense** (immediate interrupt; refresh 5-6)

When an adjacent ally is attacked, but he is not, he can choose to take the damage just done to them and make a retaliatory **Spike Stab** with +2 to hit at the person who injured them if that person is adjacent to the Defender.

Guardian Stance (minor; encounter)

The Kryst picks a target adjacent to him; so long as he remains adjacent to that target, it adds +2 to all defenses. This lasts the entire encounter.

R **Dispel Magic** (standard; refresh 5-6) | **Arcane**

Ranged 10; trace to one square of the conjuration or zone targeted; +26 vs. Will; this negates one targeted zone or conjuration.

Alignment Lawful Good **Languages** Common, Primordial, Supernal (*Kryst do not actually speak; they communicate mind-to-mind with telepathy to a range of 20 squares*)

Skills Diplomacy +10, Endurance +13, Insight +12

Str 24 (+17) **Dex** 20 (+15) **Wis** 23 (+16)

Con 24 (+17) **Int** 18 (+14) **Cha** 18 (+14)

Greater Kryst Defenders are bodyguards of supreme skill, valued across the planes for their dedication and talent at keeping people safe, right down to a willingness to take blows for them.

Greater Kryst Priest, Level 21 Controller (Leader)

Medium elemental beast (Earth) XP 3200

Initiative +15 **Senses** Perception +18

HP 199; **Bloodied** 99

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

Resist poison 20 **cold** 20

Vulnerable acid 10

Speed 12; stonewalk

m **Holy Strike** (standard; at-will)

+26 vs. AC; 3d6+8 damage, and an ally gains +3 to hit until your next turn against the target of this attack

M **Blinding Strike** (standard; at-will)

+24 vs. Fortitude; 2d6+7 damage and the target is *blinded* (save ends)

A **Blade Barrier** (standard; refresh 6) | **Conjuration, Divine, Implement, Radiant, Zone**

This creates a wall of flashing holy blades up to 10 squares long and 2 squares high; the squares count as difficult terrain and inflict 4d8+7 radiant damage and 10 ongoing radiant damage on anyone who enters them or begins their turn there. They last until the end of the Kryst's next turn. **Sustain minor:** The barrier persists.

A **Enthrall** (standard; refresh 5-6) | **Charm, Divine, Implement, Psychic**

Area Burst 3 within 10; +24 vs. Will; 4d8+7 Psychic damage; targets are *immobilized* (save ends)

C **Divine Armor** (minor, encounter) | **Divine**

Close Burst 3; the Kryst and his allies are affected; he gains +2 AC and all his allies gain **Resist 5** until the end of his next turn

C **Holy Word** (minor; 3/encounter)

Close Burst 5; the single target may spend a healing surge and adds 5d6+8 to the amount healed

Alignment Lawful Good **Languages** Common, Primordial, Supernal (*Kryst do not actually speak; they communicate mind-to-mind with telepathy to a range of 20 squares*)

Skills Diplomacy +21, Heal +23, Insight +23, Religion +20

Str 18 (+14) **Dex** 20 (+15) **Wis** 26 (+18)

Con 23 (+16) **Int** 20 (+15) **Cha** 23 (+16)

The Holiness and Power of the Kryst Priests make them often the leaders of Kryst communities and definite powers behind the scenes if not.

Greater Kryst Smasher, Level 22 Brute

Medium elemental beast (Earth) XP 500

Initiative +16 **Senses** Perception +17

HP 257; **Bloodied** 128

AC 34; **Fortitude** 35, **Reflex** 33, **Will** 21

Resist poison 20 cold 20

Vulnerable acid 10

Speed 12; stonewalk

m **Spike Stab** (standard; at-will)

+25 vs. AC; 4d6+8 damage

M **Armor Battering Onslaught** (standard; refresh 5-6)

+23 vs. Fortitude; 4d12+8 and the target suffers -4 to AC until the end of the Kryst Smasher's next turn.

M **Bone-Cracking Battering** (standard; refresh 5-6)

+23 vs. Fortitude; 4d12+8 and the target is *weakened* (save ends)

C **Typhoon of Destruction** (standard; refresh 5-6)

Close Burst 1; the Kryst makes a **Spike Stab** at every enemy in the area of effect. Foes hit are also knocked *prone*.

Alignment Lawful Good **Languages** Common, Primordial, Supernal (*Kyrst do not actually speak; they communicate mind-to-mind with telepathy to a range of 20 squares*)

Skills Athletics +24 , Endurance +24

Str 27 (+19) **Dex** 20 (+16) **Wis** 22 (+17)

Con 27 (+19) **Int** 18 (+15) **Cha** 18 (+15)

The strongest Kryst fighters are the Kryst Smashers, who rely on their superior strength and fighting skills to hit enemies very hard and their toughness to take more beating than other Kryst can sustain.

Greater Kryst Warrior, Level 21 Skirmisher

Medium elemental beast (Earth) XP 400

Initiative +20 **Senses** Perception +15

HP 199; **Bloodied** 99

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

Resist poison 20 **cold** 20

Vulnerable acid 10

Speed 12; stonewalk

m **Spike Stab** (standard; at-will)

+26 vs. AC; 3d6+8 damage, then shift 1 square

M **Spinning Stab** (move; at-will against a foe he has combat advantage on)

The Kryst Warrior may take a **Spike Stab** attack against a foe he has combat advantage on.

R **Blurring Strike** (minor; refresh 5-6)

Ranged 10; +24 vs. Reflex; The Kryst Warrior gains combat advantage until the end of his next turn against a single targeted foe who did not move at least 3 squares during his last turn.

Haste (standard; refresh 5-6)

Until the end of this turn, the Kryst Warrior adds +6 to his movement or can shift 3 as a move action.

M **Feint** (standard; daily) | **Martial**

+24 vs. Will; 4d8+7 damage and the target suffers –4 to all defenses until the end of his next turn. **Sustain minor:** the effect lasts another turn.

Alignment Lawful Good **Languages** Common, Primordial, Supernal (*Kyrst do not actually speak; they communicate mind-to-mind with telepathy to a range of 20 squares*)

Skills Acrobatics +23, Athletics +21

Str 23 (+16) **Dex** 26 (+18) **Wis** 20 (+15)

Con 23 (+16) **Int** 20 (+15) **Cha** 18 (+14)

Greater Kryst Warriors are highly mobile fighters, zooming around the battlefield and cooperating with Greater Kryst Defenders to protect other Kryst.

Leveller (Bodendrunker)

The Leveller resembles a double-normal sized elephant, if elephants had eight trunks, extremely long tusks, and were sickly green in color. Its legs flare out at the bottom as it was wearing bellbottoms. As it moves, it leaves the ground pounded flat.

Bodendrunners are able to set up vibrations in the ground which will drive burrowing creatures to the surface to be devoured. Given the scale of the Bodendrunner, this means eating Purple Worms, Bulettes, Ankheg, etc. Its resemblance to normal elephants and its sheer size make some suspect the work of the wizard Gargantua, but nothing can be proven.

Leveller, Level 28 Solo Brute

Gargantuan natural beast (elephant) XP 65,000

Initiative +16 **Senses** Perception +17

HP 1600; **Bloodied** 800

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

Resist Cold 20, **Fire** 20, **Poison** 20

Saving Throws +5 **Action Points** 2

Speed 6

m **Tusk** (standard; at-will)

Reach 4; +31 vs. AC; 4d8+10 damage and *prone*

m **Trunk Grapple** (standard; at-will)

Reach 4; +29 vs. Reflex; 3d8+10 damage and target is *restrained* and must escape via normal **grab** rules. However, if the Leveller moves, the victim automatically moves with him, remaining *restrained*.

M **Trunk Crush** (standard; at-will special*)

Only against *restrained, immobilized, or unconscious* targets. +29 vs. Fortitude; 5d10+9 damage

M **Onslaught** (standard; at-will)

The Leveller makes 2 **Tusk** and one **Trunk Grapple** attack.

M **Tusk Impale** (minor; refresh 5-6)

This can only be used after a successful **Tusk** attack. +29 vs. Fortitude; 4d10+9 damage and 15 ongoing damage (save ends)

M **Trample** (standard; refresh 4-6)

The Leveller takes a full move; at some point during that move, he makes an attack on his chosen target and then can keep going with the rest of his movement. He draws no opportunity attacks from the target for this movement but may draw them from others. +29 vs. Reflex; 5d10+9 damage, *prone*, and *stunned* (save ends). This counts as a **charge** action.

M **My Stomping Brings All the Purple Worms in the Yard. My Stomping is Better Than Yours.** (standard; refresh 6)

This attack will be felt for miles by creatures with tremorsense and usually brings them to investigate. Levellers like to use this to draw Purple Worms and other burrowing creatures to the surface. It does double damage to any creature with **tremorsense** who is actually IN the radius. **Close Burst** 5; +29 vs. Fortitude; 4d10+9 and *prone* (save)

Alignment Unaligned **Languages** ---

Skills Athletics +29
Str 30 (+24) **Dex** 14 (+16) **Wis** 16 (+17)
Con 30 (+24) **Int** 2 (+7) **Cha** 10 (+14)

Living Statue

A form of animated magical guardian, Living Statues are cheaper than most golems but admittedly less potent too.

Living Crystal Statue, Level 3 Elite Skirmisher

Medium natural animate XP 150

Initiative +6 **Senses** Perception +9

HP 92; **Bloodied** 46

AC 17; **Fortitude** 15, **Reflex** 16, **Will** 16

Immune Disease; Poison; Sleep

Saves +2 **Action Points** 1

Speed 6

m **Sword** (standard; at-will) | **Weapon**

+8 vs. AC; 1d10+3 damage

M **Twin Strike** (standard; at-will)

The Living Crystal Statue makes 2 **Sword** Attacks

M **Mobile Strike** (standard; refresh 4-6)

The Statue shifts up to its full move, making two **Sword** attacks, each at +1d6 damage, at any point during that movement. (It also adds **Mobile Skirmisher** benefits to any attacks which qualify!)

Mobile Skirmisher

+1d6 damage if the Statue moves 4 or more squares that turn before attacking.

Alignment Unaligned **Languages** Understands simple orders from its creator

Str 14 (+3) **Dex** 17 (+4) **Wis** 17 (+4)

Con 14 (+3) **Int** 6 (-1) **Cha** 6 (-1)

Living Crystal Statues resemble an armed human or humanoid being made of crystal.

Living Rock Statue, Level 5 Elite Brute

Medium natural animate XP 200

Initiative +3 **Senses** Perception +9

HP 156; **Bloodied** 78

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

Immune Disease; Poison; Sleep

Resist Fire 10

Saves +2 **Action Points** 1

Speed 6

m **Magma Touch** (standard; at-will)

+8 vs. AC; 2d8+4 fire damage

M **Lingering Magma** (minor; at-will special*)

After a successful **Magma Touch** hit, this power may be used on the same target. +6 vs. Fortitude; 3d6+4 fire damage.

C Magma Spew (standard; refresh 5-6)

Close Burst 1; +6 vs. Reflex; 1d8+5 fire damage

Alignment Unaligned **Languages** Responds to simple commands of its master

Str 18 (+6) **Dex** 13 (+3) **Wis** 15 (+4)

Con 18 (+6) **Int** 7 (+0) **Cha** 7 (+0)

Living Rock Statues are full of highly heated magma which they use as a weapon against their foes.

Lizard, Rockhome

Rockhome Lizards may well bear the same relationship to lizardmen as monkeys to humans. They are bipedal humanoid lizard-like beings, but only have animal levels of intelligence and no ability to speak. They are adapted for subterranean life and suffer greatly when exposed to sunlight. They are about as smart as a well-trained dog and can be trained to perform various tasks, including operating simple machinery or pulling carts. In the underground wild, they live on small animals and fish. Tame Rockhome lizards fight only to defend themselves; they are very friendly to dwarves, like the average dog is to humans.

Rockhome Lizard, Level 3 Skirmisher

Medium natural humanoid (lizard-kin) XP 150

Initiative +5 **Senses** Perception +3

HP 46; **Bloodied** 23

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

Resist cold 5

Vulnerable Fire 5

Speed 6

m **Bite** (standard; at-will)

+8 vs. AC; 1d10+3 damage

Pack Hunter

Add +1d6 damage if 2 or more allies are adjacent to the target.

Alignment Unaligned **Languages** Responds to simple Dwarven commands

Skills Dungeoneering +8, Endurance +8

Str 17 (+4) **Dex** 14 (+3) **Wis** 14 (+3)

Con 14 (+3) **Int** 6 (-1) **Cha** 6 (-1)

Equipment As given by their owner if any

Lycanthrope

Devil Swine

Devil Swine, Level 12 Controller

Medium natural humanoid (shapechanger) XP 200

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

HP 64; **Bloodied** 32

Regeneration 10 (if the Devil Swine takes damage from a silver weapon, its regeneration doesn't function on its next turn)

AC 19; **Fortitude** 17, **Reflex** 14, **Will** 15

Speed 9 (6 in human form)

m **Mace** (standard; at-will) | **Weapon**

(Human Form Only) +16 vs. AC; 1d8+5 damage, push 2 and *prone*

m **Gore** (standard; at-will)

(Hog Form Only) +17 vs. AC; 2d6+5 damage

R **Charming Gaze** (standard; at-will) | **Arcane, Charm**

Ranged 10; +16 vs. Will; 1d6+5 Psychic damage and the target makes a basic attack on an adjacent ally of the Devil Swine's choice

R **Charm Person** (standard; refresh 5-6) | **Arcane, Charm**

Ranged 10; +16 vs. Will; target is *dominated* (save ends)

C **Wrathful Shout** (standard; refresh 5-6) | **Arcane, Fear**

Close Blast 3 or 5; +16 vs. Will; 1d8+5 Psychic damage and target makes a move action away from the Devil Swine each turn (save ends)

Change Shape (minor; at-will) | **Polymorph**

A Devil Swine can alter its physical form to appear as a large hog or a unique human (see Change Shape, page 280 of the MM). It loses its gore attack in human form. However, they can only freely change at night; during the day, it must keep a single form.

Alignment Chaotic Evil **Languages** Common (possibly Traladaran or Minrothadi as well)

Skills

Str 19 (+10) **Dex** 18 (+10) **Wis** 20 (+11)

Con 19 (+10) **Int** 16 (+9) **Cha** 22 (+12)

Equipment Cloth Armor, Mace

Devil Swine are Were-Hogs, turning into large but pink and not very hairy hogs instead of boars. They are carnivorous and very nasty and favored by Orcus (who in Mystara started out as a Devil Swine.) Some Devil Swine become Infernal Warlocks pacted to Orcus.

Were-Bear

Were-bears tend to live alone in the forest or in the company of bears, defending it from intruders. Some become druids.

Were-Bear, Level 10 Brute XP 500

Medium Natural Humanoid (shapeshifter)

Initiative +8 **Senses** Perception +12

HP 260; **Bloodied** 130

Regeneration 5 (if the werebear takes damage from a silver weapon, its regeneration doesn't function on its next turn)

AC 20; Fortitude 20, Reflex 19, Will 18

Immune Blinding Sickness

Speed 4

m **Claw** (standard; at-will)

(Bear Form Only) +13 vs. AC; 3d6 +5 and infected with *Blinding Sickness*

m **Axe** (standard; at-will)

(Human Form Only) +13 vs. AC; 2d6+5 and an ally gets +2 to hit the target until the end of the Werebear's next turn.

M **Bear Hug** (standard; refresh 5-6)

(Bear Form Only) The Werebear makes 2 **Claw** attacks; if both hit the same target, he gets a third **Claw** attack on the target.

Change Shape (minor; at-will) | **Polymorph**

A werebear can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its claw attack in human form and cannot make axe attacks in bear form.

Alignment Unaligned **Languages** Common

Skills Endurance +14, Nature +12

Str 21 (+10) Dex 17 (+8) Wis 15 (+7)

Con 19 (+9) Int 11 (+5) Cha 13 (+6)

Were-Jaguars

Found in the vicinity of the Azcan Empire in the Hollow World, mainly. They can take on a human, jaguar, or hybrid form.

Werejaguar, Level 5 Skirmisher

Medium natural humanoid (shapechanger) XP 200

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

HP 64; Bloodied 32

Regeneration 5 (if the werejaguar takes damage from a silver weapon, its regeneration doesn't function on its next turn)

AC 19; Fortitude 17, Reflex 14, Will 15

Speed 9, climb 6 (not in human form)

m **Azcan Club with Obsidian Chips** (standard; at-will) | **Weapon**

(Human Form Only) +10 vs. AC; 1d6 + 4 damage.

m **Claw** (standard; at-will)

(Jaguar Form Only) +10 vs. AC; 1d6+4 damage

M **Claw, Claw, Rend** (standard; at-will)

(Jaguar Form Only) Make two **Claw** attacks on the same target; if both hit, add 2d6 damage for rending by the back claws.

Death From Above

The Werejaguar adds +2 to hit when leaping down from above at a target. This stacks with any other bonuses gained by such an attack.

Change Shape (minor; at-will) | **Polymorph**

A werejaguar can alter its physical form to appear as a Jaguar or a unique human (see Change Shape, page 280 of the MM). It loses its claw attack in human form.

Alignment Evil **Languages** Neathar, Azcan

Skills Athletics +11, Stealth +10

Str 18 (+6) **Dex** 12 (+3) **Wis** 14 (+4)

Con 16 (+5) **Int** 10 (+2) **Cha** 11 (+2)

Equipment Azcan Clothing, Azcan Club with Obsidian Chips

Werejaguars are not affected by the Lunar cycle; rather, they need to eat flesh in Jaguar form every 24 hours or the hunger for it overwhelms them. Priests of Atzanteotl often see Werejaguars as sacred and many hope to become such. They are the most common lycanthrope in Azcan lands.

Werejaguar Priest of Atzanteotl, Level 8 Elite Controller (Cleric)

Medium natural humanoid (shapechanger) XP 700

Initiative +6 **Senses** Perception +13; low-light vision

HP 176; **Bloodied** 88

Regeneration 5 (if the werejaguar takes damage from a silver weapon, its regeneration doesn't function on its next turn)

AC 24; **Fortitude** 22, **Reflex** 18, **Will** 24

Saving Throws +2 **Action Points** 1

Speed 9, climb 6 (not in human form)

m **Holy Obsidian Dagger Strike** (standard; at-will) | **Weapon**

+13 vs. AC; 2d4+5 damage and one ally within 5 squares gains +4 to hit the target until the end of his next turn.

m **Claw** (standard; at-will)

+13 vs. AC; 1d8+5 damage

M **Claw, Claw, Rend** (standard; at-will)

Make two **Claw** attacks on the same target; if both hit, add 2d6 damage for rending by the back claws.

R **Curse of Atzanteotl** (standard; at-will) | **Divine, Healing, Radiant**

Ranged 5; +11 vs. Reflex; 1d6+4 radiant damage and one ally within line of sight can choose to either gain 6 temp HP or make a saving throw

The Blood is the Strength (immediate reaction; at-will) | **Charm, Divine, Healing**

Whenever the Werejaguar Priest bloodies a foe, that foe is *dazed* until the end of his next turn and the Werejaguar Priest gains 18 temporary HP.

Death From Above

The Werejaguar adds +2 to hit when leaping down from above at a target. This stacks with any other bonuses gained by such an attack.

Blood for the Sun (minor; encounter) | **Divine, Healing**

Upon reducing a foe to zero HP, the werejaguar burns a healing surge, adding 3d6+5 HP..

Change Shape (minor; at-will) | **Polymorph**

A werejaguar can alter its physical form to appear as a Jaguar or a unique human (see Change Shape, page 280 of the MM). It loses its claw attack in human form.

Alignment Evil **Languages** Neathar, Azcan

Skills Nature +13, Perception +13, Religion +10, Stealth +13

Str 18 (+8) **Dex** 14 (+6) **Wis** 18 (+8)

Con 16 (+7) **Int** 12 (+5) **Cha** 14 (+6)

Equipment Ceremonial Robes of Atzanteotl, Obsidian Dagger, Sacrificial Bowl, Holy Symbol of Atzanteotl

As noted above, some priests of Atzanteotl become holy were-jaguars, using their powers to further enforce his will and find sacrificial victims.

Malfera

Nasty creatures from the Dimension of Nightmare, they are typically turned loose on the Prime by Immortals or their servants, though they may leak through at spots where Nightmare and Normal are closer than usual. Humanoid in form, the Malfera has a head like an elephant with a short trunk but with a large horn on top and long tusk-like fangs on either side of the trunk. Its chest is a slimy mass of tentacles and its long muscular arms end in jagged pincers. Its feet are webbed and clawed. Its body is night-black but with red veins and eyes. It is brought to the Prime to kill things. Malfera know a handful of rituals which they will use as appropriate.

Malfera, Level 12 Elite Brute

Large aberrant humanoid XP 1400

Initiative +10 **Senses** Perception +10; blindsight 10

HP 300; **Bloodied** 150

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

Resist acid 15

Saves +2 **Action Point** 1

Speed 6

m **Pincer Snap** (standard; at-will)

Reach 2; +15 vs. AC; 3d6 +5

M **Twin Pincer Strike** (standard; at-will)

The Malfera makes two **Pincer Snap** attacks

M **Pincer Grapple** (standard; at-will)

Reach 2; +13 vs. Reflex; 2d6+5 and target is *restrained*; this must be escaped as per a normal grab.

M **Tentacle Attack** (standard; at-will against *restrained, unconscious, or immobilized* victims) | **Acid**

Reach 2; +13 vs. Fortitude; 3d6+5 and 10 ongoing acid damage

C **Poisonous Breath** (standard; refresh 5-6) | **Poison**

Close Blast 3; +13 vs. Fortitude; 2d6+5 poison damage

Rituals

Malfera typically know these rituals: *Silence, Endure Elements, Knock, Sending, Wizard's Sight*

Alignment Evil **Languages** Nightmare

Skills Arcana +15, Stealth +15

Str 22 (+12) **Dex** 19 (+10) **Wis** 18 (+10)
Con 20 (+11) **Int** 18 (+10) **Cha** 8 (+5)

Manscorpions

Manscorpions have the upper body of a human and the lower body of a scorpion, being rather like a scorpion version of a centaur. They favor deserts and mountains and caverns but can live anywhere they fit into. They keep giant scorpions as pets, but tend to be hostile to everything else. They tend to operate in small warparties, raiding more civilized folk.

Manscorpion Archer, Level 8 Artillery

Large natural humanoid (Manscorpion) XP 350

Initiative +9 **Senses** Perception +6

HP 70; **Bloodied** 35

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

Immune poison (Scorpions and Manscorpions only)

Resist poison 10

Speed 12

m **Scorpion's Sting** (standard; at-will) | **Poison**

Reach 2; +11 vs. Fortitude; 1d8+5 poison damage + *slow* (save ends)

r **Longbow** (standard; at-will)

Ranged 15/30; +13 vs. AC; 2d6+5 damage

R **Ankle Shot** (standard; refresh 5-6)

Ranged 15/30; +11 vs. Fortitude; 3d8+5 damage and *slow* (save ends)

Alignment Evil **Languages** Common, Manscorpion

Str 16 (+7) **Dex** 20 (+9) **Wis** 14 (+6)

Con 16 (+7) **Int** 12 (+0) **Cha** 8 (+3)

Equipment Large Longbow

Manscorpion Archers provide support fire for the warriors and priests, using their high speed to stay well clear of enemies and using Ankle Shot as needed to try to prevent foes catching up to them.

Manscorpion Priest, Level 10 Controller (Leader)

Large natural humanoid (Manscorpion) XP 500

Initiative +9 **Senses** Perception +6

HP 70; **Bloodied** 35

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

Immune poison (Scorpions and Manscorpions only)

Resist poison 10

Speed 12

m **Poison Sting** (standard; at-will) | **Poison**

Reach 2; +14 vs. Fortitude; 1d8+5 poison damage + *slow* (save ends)

m **Holy Strike** (standard; at-will) **Divine, Radiant**

Reach 2; +15 vs. AC; 2d6+3 radiant damage and one ally gains +2 to hit the target until the end of his next turn

C Poison Breath (standard; refresh 5-6) | **Divine, Poison**

Close Blast 5; +14 vs. Fortitude; 2d8+5 poison damage and 5 ongoing poison damage (save ends)

Unholy Word (immediate interrupt, 2/encounter) | **Curse, Divine**

Close Burst 5; single target of the Priest's choice; the Priest forces the target to reroll a successful saving throw, taking the second result instead. (This cannot be used on a death save.)

Alignment Evil **Languages** Common, Manscorpion

Str 17 (+7) **Dex** 16 (+9) **Wis** 21 (+6)

Con 17 (+7) **Int** 18 (+0) **Cha** 18 (+3)

Equipment Glaive-Guisarme, Holy Symbol

Manscorpion Priests lead lesser Manscorpions to war; they are far less common than Warriors and Archers. A few priests grow greatly in power, becoming much stronger.

Manscorpion Warrior, Level 8 Soldier

Large natural humanoid (Manscorpion) XP 350

Initiative +8 **Senses** Perception +6

HP 90; **Bloodied** 45

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

Immune Poison (Scorpions and Manscorpions only)

Resist Poison 10

Speed 12

m **Halberd** (standard; at-will)

Reach 3; +15 vs. AC; 2d6 +5

M **Scorpion's Sting** (standard; at-will) | **Poison**

Reach 2; +13 vs. Fortitude; 1d8+5 poison damage + *slow* (save ends)

M **Paralyzing Sting** (standard; refresh 5-6)

Reach 2; +13 vs. Fortitude; 2d6+5 poison damage and *slow* (save ends). **If First Save Failed:** *immobilized* (save ends)

Threatening Reach

They gain opportunity attacks against anyone who moves or uses a ranged or area attack inside their reach.

Alignment Evil **Languages** Common, Manscorpion

Skills Endurance +13, Nature +11

Str 18 (+8) **Dex** 14 (+6) **Wis** 14 (+6)

Con 18 (+8) **Int** 12 (+5) **Cha** 8 (+3)

Equipment Large Halberd

Most Manscorpions favor the use of pole-arms in combat, which allows them a mix of moderately strong defense and offense. They move to cover their archers and the priests.

Mek

Meks are giant, usually humanoid constructs created for war and guardianship. They resemble the now long extinct insectoid race who made them, though some are unusual. Some Meks roam as rogues, killing everything but most surviving ones have been mastered by someone, who uses them as a soldier or guard.

Mek, Level 14 Elite Brute

Huge natural animate (construct) XP 2000

Initiative +10 **Senses** Perception +7

HP 346; **Bloodied** 173

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

Immune disease, poison, sleep

Vulnerable: cold attacks induce *slow* on Meks until the end of their next turn

Saves +2 **Action Points** 1 (*Any attack by a Mek which uses an extra action from an action point renders the target **prone** and **immobilized** (save ends)*)

Speed 6

m **Fist** (standard; at-will)

Reach 3; +7 vs. AC; 3d6+6

m **Double Fist** (standard; at-will)

The Mek takes 2 **Fist** attacks

Paralysis Breath (standard; refresh 5-6) | **Poison**

Close Burst 3; +15 vs. Fortitude; 3d8+6 poison damage and *immobilize* (save ends)

Alignment Unaligned **Languages** The Language of their Ancient Masters

Str 23 (+13) **Dex** 16 (+10) **Wis** 16 (+10)

Con 23 (+13) **Int** 4 (+4) **Cha** 4 (+4)

Mujina

Mujina are human in form except for having an utterly blank facial area; they can use magic to appear with any human face they desire, however. Mujina hate any species with individual characteristics, but they especially hate the diversity of humans and seek to destroy them. They are not idiots, though, and are careful to use their abilities to cover themselves. Older, wiser Mujina often found criminal syndicates used to bring down and corrupt entire communities without getting caught.

Mujina, Level 8 Elite Skirmisher

Medium natural humanoid XP 700

Initiative +9 **Senses** Perception +8

HP 176; **Bloodied** 88

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

Saves +2 **Action Points** 1

Speed 6

m **Longspear** (standard; at-will)

Reach 2; +13 vs. AC; 1d10+6

M **Dual Weapon Fighter** (standard; at-will)

The Mujina makes 2 **Longspear** attacks

R **Face the Faceless** (standard; refresh 5-6) | **Arcane, Fear, Psychic**

The Mujina suddenly reveals its true blank face.

Ranged 10; +11 vs. Will; 1d8+5 psychic damage and the Mujina gains combat advantage on his foe until the end of his next turn.

Surprise Attack

The Mujina does +2d6 damage on foes it has combat advantage on

Change Face (minor; at-will) | **Polymorph**

A Mujina can alter the appearance of its face to take on the appearance of any Medium human, including a unique individual (see Change Shape, MM page 280).

Alignment Chaotic Evil **Languages** Common, Elven

Skills Bluff +16, Insight +13, Stealth +12, Streetwise +14

Str 16 (+7) **Dex** 17 (+7) **Wis** 18 (+8)

Con 16 (+7) **Int** 17 (+7) **Cha** 20 (+9)

Mujina typically open with a surprise attack, then the next round burn an action point, use Face the Faceless on someone, then go to town on them with their twin spear attacks, hopefully backed by their Surprise Attack ability.

Nightgleet

Nightgleet are nocturnal predators of the Five Shires. They prefer to hunt at night, as it makes surprise attacks easier. They are smart enough to run away if seriously threatened, then they will try to stalk their hunters and attack again when their hunters are engaged with another foe. They resemble nine to twelve foot long giant eels with wings and have nasty teeth they use to lock onto people and drink their blood.

Nightgleet Level 4 Brute

Medium natural beast XP 175

Initiative +4 **Senses** Perception +9; darkvision

HP 65; **Bloodied** 32

AC 16; **Fortitude** 16, **Reflex** 16, **Will** 16

Speed 3; Fly 6

Resist Blunt Weaponry 10

m **Bite** (standard; at-will) | **Weapon**

+5 vs. Fortitude; 2d8+4 and *restrained* (escapable as if escaping a Grab)

M **Suck Blood** (standard; at-will only against *restrained* target)

+7 vs. Fortitude; 3d8+4 and *restrained* (escapable as if escaping a Grab). The Nightgleet heals 5 points of damage every time it succeeds with this attack.

C **Stench** (immediate reaction when struck or burned; refresh 4-6)

Close Burst 1; +5 vs. Fortitude; 1d8+5 and push 4 squares

Alignment Evil **Languages** ---

Skills Intimidate +6, Nature +9, Perception +9, Stealth +9

Str 18 (+6) **Dex** 15 (+4) **Wis** 14 (+4)

Con 15 (+4) **Int** 14 (+4) **Cha** 12 (+3)

Nekrozon / Catoblepas

Nekrozon, also known as Cateoblepas are swamp dwelling predators with the body of a buffalo, but a very long tail, a long neck and a boar's head. They prefer swamps and are greatly feared for their deadly gaze. Nekrozon don't normally hunt humans, but do respond with hostility to anything which threatens them or their young or food they've just secured.

Lesser Nekrozon, Level 7 Artillery

Large natural beast XP 300

Initiative +8 **Senses** Perception +3

HP 64; **Bloodied** 32

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

Resist Necrotic 15

Speed 4 (swampwalk)

m **Tail Bash** (standard; at-will)

Reach 2; +12 vs. AC; 2d6+3 and *prone*

R **Glimpse of Death** (standard; at-will) | **Necrotic**

For a moment, you catch a glimpse of death in the eyes of the Nekrozon.

Ranged 12; +12 vs. Fortitude; 2d6+5 necrotic damage

R **Full Bore Stare** (standard; refresh 5-6) | **Necrotic**

You gaze into the eyes of the Nekrozon and DEATH awaits you.

Ranged 12; +12 vs. Fortitude; 3d10+5 necrotic damage and lose 1 healing surge

Alignment Unaligned **Languages** --

Skills Athletics +11, Stealth +9

Str 14 (+6) **Dex** 18 (+4) **Wis** 14 (+3)

Con 16 (+5) **Int** 6 (+1) **Cha** 4 (-1)

The most common form of Nekrozon, they are usually found in small groups in the swamp. A few manage to live long enough to become much more potent.

Greater Nekrozon, Level 17 Elite Artillery

Huge natural beast XP 3200

Initiative +14 **Senses** Perception +12

HP 258; **Bloodied** 129

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

Resist Necrotic 20

Saves +2 **Action Points** 1

Speed 4; swampwalk

m **Tail Bash** (standard; at-will)

Reach 3; +22 vs. AC; 2d6+5, *prone* and push 3

R **Glimpse of Death** (standard; at-will) | **Necrotic**

For a moment, you catch a glimpse of death in the eyes of the Nekrozon.

Ranged 20; +22 vs. Fortitude; 2d6+5 necrotic damage and *dazed* (save ends)

R **Full Bore Stare** (standard; refresh 5-6) | **Necrotic**

You gaze into the eyes of the Nekrozon and DEATH awaits you.

Ranged 15; +22 vs. Fortitude; 3d10+5 necrotic damage and lose 1 healing surge and *stunned* (save ends)

R **Death Gaze** (standard; encounter) | **Necrotic**

You lock gazes with the Nekrozon accidentally and the full force of its power is unleashed on you.

Ranged 10; +22 vs. Reflex; 4d10+5 necrotic damage and lose 2 healing surges and *unconscious* (save ends)

Alignment Unaligned **Languages** --

Skills Athletics +17, Stealth +19

Str 19 (+12) **Dex** 23 (+14) **Wis** 19 (+12)

Con 21 (+13) **Int** 6 (+6) **Cha** 4 (+5)

Greater Nekrozon are fairly rare; most Nekrozon don't live long enough to achieve this level of power. They are sought out by those seeking particularly potent guard creatures.

Nightshade

Nightshades are horrible creatures of evil unleashed upon the Prime usually by Titans or Immortals. Nightwalkers (MM 197) are one kind of Nightshade; several more are described below. Undead often serve and follow Nightshades.

Nightcrawler, Level 25 Elite Soldier

Gargantuan shadow beast XP 14000

Aura 12; this aura ruins any consumable items; mundane items are automatically ruined, while alchemical and magical items require a hit on +30 vs. Will to ruin. However, this aura also gives a notable chill; anyone who has encountered a nightcrawler before will recognize it must be present, even if invisible. A DC 30 Arcana check will convey this knowledge also.

Initiative +19 **Senses** Perception +19

HP 472; **Bloodied** 236

AC 41; **Fortitude** 39, **Reflex** 37, **Will** 37

Immune poison

Resist necrotic 20

Speed 6; Burrow 6

m **Poison Tail** (standard; at-will)

Reach 4; +32 vs. AC; 3d8+9 poison damage

m **Bite** (standard; at-will)

Reach 3; +30 vs. Reflex; 2d8 + 9 damage, plus the target is **grabbed** (until escape). The Nightcrawler cannot make bite attacks while grabbing a creature, but it can use *clamping jaws*.

M **Clamping Jaws** (standard; at-will)

If a Nightcrawler begins its turn with a target **grabbed** in its jaws, it makes an attack against the grabbed creature: +30 vs. Reflex; 2d8 + 9 damage. *Miss*: Half damage.

M Swallow (standard; at-will)

The Nightcrawler attempts to swallow a bloodied Large or smaller creature it is grabbing; +30 vs. Fortitude; on a hit, the target is swallowed and **restrained** (no save) and takes 10 damage plus 20 necrotic damage and loses 1 healing surge on subsequent rounds at the start of the Nightcrawler's turn. The swallowed creature can make **melee basic attacks** only, and only with one-handed or natural weapons. If the purple worm dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the purple worm.

R Death Glare (standard; refresh 5-6) | **Arcane, Necrotic**

Ranged 10; +30 vs. Fortitude; 5d10+9 necrotic damage

R Charm Person (standard; refresh 5-6) | **Arcane, Charm**

Ranged 10; +30 vs. Will; target is **dominated** (save ends)

Invisibility (standard; at-will) | **Arcane, Illusion**

The Nightcrawler becomes invisible until the end of its next turn; **Sustain minor**: The Nightcrawler remains invisible for another turn.

R Dispel Magic (standard; refresh 5-6) | **Arcane**

Ranged 10; trace to one square of the conjuration or zone targeted; +30 vs. Will; this negates one targeted zone or conjuration.

R Shrink (minor; refresh 5-6) | **Arcane, Polymorph**

Ranged 12; +30 vs. Fortitude; Target shrinks one size; reduce reach by 1 if it has **Reach** 2 or higher and reduce damage die types by one step. (This power cannot be used on itself.)

Alignment Chaotic Evil **Languages** Common, Primordial, Supernal

Skills Bluff +24, Stealth +24

Str 28 (+21) **Dex** 24 (+19) **Wis** 25 (+19)

Con 28 (+21) **Int** 24 (+19) **Cha** 25 (+19)

Nightcrawlers resemble undead purple worms made out of pure darkness. They use their invisibility and stealth to approach by surprise when possible. Unfortunately, their aura often gives them away.

Nightwing, Level 18 Elite Lurker

Gargantuan shadow beast XP 4000

Aura 8; this aura ruins any consumable items; mundane items are automatically ruined, while alchemical and magical items require a hit on +21 vs. Will to ruin. However, this aura also gives a notable chill; anyone who has encountered a nightwing before will recognize it must be present, even if invisible. A DC 30 Arcana check will convey this knowledge also.

Initiative +19 **Senses** Perception +19

HP 272; **Bloodied** 136

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

Immune poison

Resist necrotic 20

Speed 4; Fly 12

m **Bite** (standard; at-will)

Reach 4; +23 vs. AC; 1d10+7 damage. On a successful hit, you may use **Controlling Bite** if it is currently refreshed.

M **Controlling Bite** (Free action on a successful **Bite**; refresh 4-6) | **Arcane, Psychic**
Reach 4; +21 vs. Will; 2d8+7 psychic damage and *dominated* (save ends)

Bomb Dive (standard; refresh 5-6)

The Nightwing makes a standard move, making a **Bite** attack with combat advantage at some point during that movement without drawing opportunity attacks from the movement. This ends its turn and counts as a **charge**.

R **Death Glare** (standard; refresh 5-6) | **Arcane, Necrotic**

Ranged 10; +21 vs. Fortitude; 4d10+7 necrotic damage

Haste (move; refresh 5-6) | **Arcane**

The Nightwing takes a base move, adding +6 to its movement base or it can shift 3 squares.

Surprise Attacker

+3d6 damage when attacking with combat advantage.

Invisibility (minor; at-will) | **Arcane, Illusion**

The Nightwing becomes *invisible* until the end of its next turn; if it attacks anyone, it becomes visible after the attack.

Alignment Chaotic Evil **Languages** Common, Primordial, Supernal

Skills Bluff +24, Stealth +24

Str 22 (+15) **Dex** 25 (+16) **Wis** 22 (+15)

Con 22 (+15) **Int** 24 (+16) **Cha** 22 (+15)

Nightwings resemble bats made of pure darkness. They prefer to use hit and run tactics against foes, staying mobile and in the air out of reach of retaliation. It ideally begins its turn invisible, moves, attacks, then turns invisible again. Indeed, Nightwings are often invisible when not in combat, then suddenly strike from surprise to begin a combat when possible.

Nosferatu

Template (based on Vampire Lord, p. 182 of DMG):

Nosferatu Elite Controller or Skirmisher

Humanoid (undead) XP Elite

Abilities are same as a Vampire Lord, except:

Its regeneration is only 3 but older Nosferatu can still regenerate in sunlight

Its prey only become vampires if it desires it

Nuckalavee

The Nuckalavee has a human torso and arms attached to a horse-like body, though his legs gradually turn into fins as you move down them. His vaguely human head is vastly distorted with a huge gaping mouth and a baleful single huge eye with red flames burning inside it. His skin is transparent, allowing you to see his black blood as it flows through yellow veins and to make out every movement of his muscles and sinews. It favors stagnant fresh water or any kind of salt water, as it cannot cross flowing fresh water. It is amphibious, able to operate on both water and land. They are friendly with undead.

Nuckalavee, Level 11 Brute

Large natural beast XP 600

Aura 3; Anyone who begins their turn in this aura is attacked by fear. +12 vs. Will; *dominated* to keep taking move actions to run away (save ends)

Initiative +9 **Senses** Perception +8

Regeneration 5

HP 140; **Bloodied** 70

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

Resist fire 15

Speed 6; Swim 18

m **Fist** (standard; at-will) | **Arcane, Necrotic**

Reach 2; +14 vs. AC; 2d6+5 and 10 ongoing necrotic damage

C Cold Breath (standard; refresh 5-6) | **Arcane, Cold**

Close Blast 5; +12 vs. Fortitude; 4d8+5 cold damage

Alignment Evil **Languages** Common

Skills Athletics +15

Str 21 (+10) **Dex** 18 (+9) **Wis** 16 (+8)

Con 20 (+10) **Int** 16 (+8) **Cha** 16 (+8)

Nuckalavee Warlock, Level 13 Artillery

Large natural beast XP 800

Aura 3; Anyone who begins their turn in this aura is attacked by fear. +16 vs. Will; *Dominated* to keep taking move actions to run away (save ends)

Initiative +10 **Senses** Perception +10

Regeneration 5

HP 106; **Bloodied** 53

AC 25; **Fortitude** 25, **Reflex** 23, **Will** 25

Resist Fire 15

Speed 6; Swim 18

m **Fist** (standard; at-will) | **Arcane, Necrotic**

Reach 2; +18 vs. AC; 1d10+6 and 5 ongoing necrotic damage

R **Hellish Rebuke** (standard; at-will) | **Arcane, Fire**

Ranged 10; +16 vs. Reflex; 1d6+6 fire damage; if the Nucklavee is damaged by the target before his next turn, the target takes another 1d6+6 fire damage

R **Infernal Moon Curse** (standard; refresh 5-6) | **Arcane, Poison**

Ranged 10; +16 vs. Reflex; 2d10+6 poison damage and the target is held immobilized five feet above the ground (one square above it) until the end of his next turn.

A **Infernal Eruption** (standard; encounter) | **Arcane, Fire**

Burst 2 within 10 squares; +16 vs. Reflex; 3d10+6 fire damage and 10 ongoing fire damage (save ends)

C **Cold Breath** (standard; refresh 5-6) | **Arcane, Cold**

Close Blast 5; +16 vs. Fortitude; 4d8+5 cold damage

Warlock's Curse (minor; refresh special*)

The Nucklavee designates a target who takes +2d6 from his non-melee attacks until that target drops to 0 HP; *he cannot use this power again until that happens.

Infernal Pact (immediate reaction; at-will) | **Healing**

If the subject of the Nucklavee's Warlock's Curse drops to 0 or less HP, the Nucklavee Warlock immediately gains 14 temporary HP.

Alignment Evil **Languages** Common, Abyssal

Skills Athletics +15

Str 18 (+10) **Dex** 18 (+10) **Wis** 18 (+10)

Con 22 (+12) **Int** 16 (+9) **Cha** 22 (+12)

Some Nucklavee learn to wield magic by pacting with dark powers. They tend to lead small marauding bands of Nucklavee.

Oards

The Oards are humanoid cyborgs from a possible future of high technology and science, come to the past in order to manipulate it to ensure they become the true future. (Introduced in **CM9 When Chaos Reigns**, in which the PCs try to stop them). They all look very similar to outsiders, especially since they wear identical jumpsuits. Their artificial brains help them to resist illusions and mental attacks.

Oard Scholar, Level 10 Controller

Medium Time-Travelling Humanoid (Oard) XP 500

Initiative +9 **Senses** Perception +10

HP 77; **Bloodied** 38

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

Resist illusions 10, **psychic** 10

Vulnerable lighting 5 (too much electronics and batteries in his equipment...)

Speed 6

m **Vibro Blade** (standard; at-will) | **Force**

This blade, made of shaped Omega particles, vibrates at tremendously high speed, adding to the damage it inflicts to its targets.

+15 vs. AC; 2d6+5 force damage

A **Ionization Inducer** (standard; at-will) | **Lightning**

This small hand-held device induces negative ionization in the target zone, causing positively charged ions to discharge lightning into the area of effect.

Burst 1 within 10 squares; +14 vs. Reflex; 1d8+5 lightning damage

A **Self-Propelled Explosive Armament** (standard; refresh 5-6) | **Fire**

These small rockets can be quickly configured for use on the battlefield, then released to seek out targets and explode. They contain a mixture of napalm and tear gas, allowing for rapid dispersal of large groups.

Burst 2 within 20 squares; +14 vs. Reflex; 2d8+5 fire damage, 5 ongoing fire damage (save ends), and *slow* (save ends)

R **Quantum Field Destabilizer** (standard; refresh 5-6)

By observing Quantum fields, this device forces stability upon them in an entirely natural configuration.

Ranged 10; +14 vs. Will of the Conjunction or Zone's creator; on a success, a targeted conjunction or zone is destroyed.

Alignment Evil **Languages** Common, Oard, possibly others

Skills Arcane Studies +15, Debate +14, Psychohistory +15, Science +15, Temporal Theory +15

Str 16 (+8) **Dex** 18 (+9) **Wis** 21 (+10)

Con 16 (+8) **Int** 21 (+10) **Cha** 18 (+9)

Equipment *Image Inducer* (minor, at-will, Using their image inducers, Oards can appear as any sort of medium humanoid, including unique individuals. This also disguises their gear.), *Speech Bracelet* (50 mile 2-way communications device), *Protection Belt* (projects his forcefield armor. This requires an armor proficiency to use and provides protection equal to Scale), *Trans-Scanner* (studies environment out to 180', reports on life forms and substances found)

Oard Scholars direct the psychohistorical operations of the Oard, using their knowledge of the past and of the laws of history to determine the necessary actions to rewrite that history as the Oards desire. In the field, they work to counter wielders of divine and arcane magics and to break up large groups of enemies.

Oard Scout, Level 9 Lurker

Medium Time-Travelling Humanoid (Oard) XP 400

Initiative +9 **Senses** Perception +14

HP 77; **Bloodied** 38

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

Resist illusions 10, **psychic** 10

Vulnerable lighting 5 (too much electronics and batteries in his equipment...)

Speed 6

r **Ray Glove** (standard; at-will) | **Fire**

This standard-issue glove accessor contains multiple lasers, used for sighting and tagging targets, along with built-in guidance for the deadly level lasers to ensure a solid hit.

Ranged 20; +14 vs. Reflex; 1d8+5 fire damage and an ally gets +2 to hit the target until the end of his next turn.

m **Vibro Blade** (standard; at-will) | **Force**

This blade, made of shaped Omega particles, vibrates at tremendously high speed, adding to the damage it inflicts to its targets.

+14 vs. AC; 2d6+5 force damage

M Followup Assault (minor; 1/round with combat advantage)

If the Scout has combat advantage on a target and hits with a **Vibro Blade** attack, he can make a second **Vibro Blade** attack.

Bodyslide Evacuation (immediate reaction when hit in Melee; refresh 5-6)

Displacement Belt teleports the Oard Scout up to 6 squares away.

Alignment Evil **Languages** Common, Oard, possibly others

Skills Covert Operations +14, Deception Science +12, Psychology +14, Security Penetration +14 (17)

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

Con 17 (+7) **Int** 12 (+5) **Cha** 17 (+7)

Equipment *Climbing Assistance System* (+3 to any use of Athletics or Acrobatics for climbing and avoiding falling), *Image Inducer* (minor, at-will, Using their image inducers, Oards can appear as any sort of medium humanoid, including unique individuals. This also disguises their gear.), *Speech Bracelet* (50 mile 2-way communications device), *Displacement Belt* (This combines a forcefield with emergency evacuation bodyslide evacuation technology. This requires an armor proficiency to use and provides protection equal to Scale), *Security Bypass Kit* (adds +3 to any use of Security Penetration Skill)

Oard scouts infiltrate institutions, commit sabotage and assassinations, gather intelligence, and report back in. They sometimes assassinate a target, use their Image Inducer to impersonate him, then use Deception Science and Psychology to spread lies and chaos in enemy ranks while wearing a 'friendly' face. Their knowledge of how people think is also useful for counter-intelligence work to weed out truth from enemy lies.

Oard Sniper, Level 9 Artillery

Medium Time-Travelling Humanoid (Oard) XP 400

Initiative +9 **Senses** Perception +12

HP 72; **Bloodied** 36

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

Resist illusions 10, **psychic** 10

Vulnerable lighting 5 (too much electronics and batteries in his equipment...)

Speed 6

r **Blaster Tube** (standard; at-will) | **Force**

This is a short-range riot weapon, originally developed to deal with massed, expendible rioters. It fires tiny blades of shaped Omega particles over a broad front.

Close Blast 3; +14 vs. Reflex; 1d8+5 force damage

R **Plasma Rifle, 40 Watt Range** (standard; at-will) | **Lightning**

This is a sniper's weapon; it ionizes a single target, then uses the electrical differential to generate a lightning bolt from the weapon to the target, disrupting his electronics and overloading his nervous system.

Ranged 15/30; +16 vs. AC; 2d6+5 lightning damage

m **Combat Gauntlet** (standard; at-will) | **Force**

Standard-issue Combat Gauntlets stiffen themselves with a shaped field of Omega Particles for extra damage.

+14 vs. AC; 1d8+5 force damage

R Rapid-Fire Mode (standard action; refresh 5-6)

Make 2 **Lightning Rifle** Attacks at +18 vs. AC.

Alignment Evil **Languages** Common, Oard, possibly others

Skills Body Sciences +12, Motion Studies +14

Str 17 (+7) **Dex** 20 (+9) **Wis** 17 (+7)

Con 12 (+5) **Int** 20 (+9) **Cha** 14 (+6)

Equipment *Image Inducer* (minor, at-will, Using their image inducers, Oards can appear as any sort of medium humanoid, including unique individuals. This also disguises their gear.), *Protection Belt* (projects his forcefield armor. This requires an armor proficiency to use and provides protection equal to Scale), *Targetting Helmet* (includes electronic sighting and targetting assistance)

Highly accurate and deadly, Oard Snipers exploit terrain to their advantage to strike from cover; they're quite good at getting into and out of high places, the back of moving vehicles, etc. They also provide fire support for operations.

Oard Soldier, Level 9 Soldier

Medium Time-Travelling Humanoid (Oard) XP 400

Initiative +11 **Senses** Perception +12

HP 100; **Bloodied** 50

AC 25; **Fortitude** 21, **Reflex** 21, **Will** 19

Resist illusions 10, **psychic** 10

Vulnerable lighting 5 (too much electronics and batteries in his equipment...)

Speed 6

r **Blaster Tube** (standard; at-will) | **Force**

This is a short-range riot weapon, originally developed to deal with massed, expendible rioters. It fires tiny blades of shaped Omega particles over a broad front.

Close Blast 3; +14 vs. Reflex; 1d8+5 force damage

m **Combat Gauntlet** (standard; at-will) | **Force**

Standard-issue Combat Gauntlets stiffen themselves with a shaped field of Omega Particles for extra damage. Expert soldiers learn to punch with enough skill to substantially increase the damage inflicted.

+16 vs. AC; 1d6+3 damage and 1d6+2 force damage

Point Defense (immediate reaction when hit in Melee; refresh 5-6)

Superior Protection Belt attacks the person making the attack; +14 vs. Reflex; 3d10+5 Force damage

Alignment Evil **Languages** Common, Oard, possibly others

Skills Body Sciences +12, Field Medicine +12, Security Systems + 12, Weapons Technology +12

Str 17 (+7) **Dex** 20 (+9) **Wis** 17 (+7)

Con 20 (+9) **Int** 17 (+7) **Cha** 12 (+5)

Equipment *Image Inducer* (minor, at-will, Using their image inducers, Oards can appear as any sort of medium humanoid, including unique individuals. This also disguises their gear.), *Med-Kit* (used by Oards with the Field Medicine skill to fix people up with

hyposprays, artificial skin, antibiotics and healing nano), *Speech Bracelet* (50 mile 2-way communications device), *Superior Protection Belt* (projects his forcefield armor. This requires an armor proficiency to use and provides protection equal to Plate)

Oard Soldiers act as security for Oard facilities and muscle for raids when necessary. They also train in field medicine and weapons maintenance and construction.

Oozes

Lava Ooze, Level 10 Elite Brute

Large natural beast (blind, ooze) XP 1000

Initiative +7 **Senses** Perception +6; blindsight 10, tremorsense 10

HP 260; **Bloodied** 130

AC 22; **Fortitude** 23, **Reflex** 20, **Will** 19

Resist Fire 20, **Psychic** 10

Vulnerable cold 10

Saves +2 **Action Point** 1

Speed 4

m **Pseudopod** (standard; at-will)

Reach 2; +13 vs. AC; 2d6 +5 and 5 ongoing fire damage

M **Twin Pseudopods** (standard; at-will)

The Lava Ooze makes two **Pseudopod** attacks

Lava Rupture (immediate reaction when first bloodied and when reduced to zero HP; 2/ encounter)

Close Burst 2; +13 vs. AC; 3d8 +5 and 5 ongoing fire damage

Fluid

Unlike most large creatures, it can compress itself enough to move at half speed through even the tiniest crack. This also gives it a +4 bonus to escape being **grabbed** or **restrained**.

Alignment Unaligned **Languages** --

Str 21 (+10) **Dex** 14 (+7) **Wis** 12 (+6)

Con 20 (+10) **Int** 1 (+0) **Cha** 1 (+0)

Though native to the Prime, Lava Oozes can sometimes be found on the Elemental Plane of Fire as well. Like most oozes, they spend their life cruising around finding things to eat and making a mess. They resemble a mobile patch of lava.

Pegataurs

Long ago, a wizard of the city of Shraek in Alphatia decided to create these creatures, fusing together Shiye Elves and Pegasi. The result are winged, elf-like Centaurs. They are now a full-fledged independent community in Alphatia. They are mostly found in Floating Ar, Blackheart, and Shiye-Lawr. They are friendly to both Elves and Pegasi (and normal horses).

Warrior Pegataur, Level 7 Skirmisher

Large fey humanoid (centaur) XP 350

Initiative +9 **Senses** Perception +5

HP 80; **Bloodied** 40

AC 21; **Fortitude** 19, **Reflex** 20, **Will** 18

Speed 9; flight 18

m **Hoof** (standard; at-will)

Reach 2; +11 vs. AC; 2d6+5

r **Longbow** (standard; at-will)

Ranged 15/30; +12 vs. AC; 1d10+6

Pick just one of the following powers:

C **Fire Aura** (standard; encounter) | **Arcane, Fire**

Close Burst 3; targets enemies only; +10 vs. Reflex; 1d8+5 fire damage and 5 ongoing fire damage (save ends)

A **Ice Storm** (standard; encounter) | **Arcane, Cold, Zone**

Area Burst 2 **within** 10 squares; +10 vs. Reflex; 1d8+5 cold damage and *slow* (save ends). The zone lingers until the end of the Pegataur's next turn. Anyone who enters the zone or begins inside it is subject to attack again.

A **Sleep** (standard; encounter) | **Arcane, Sleep**

Area Burst 2 **within** 10 squares; +10 vs. Fortitude; target is *slowed* (save ends).

If First Save is Failed: Target is *unconscious* (save ends)

Mobile Skirmisher

Adds +1d6 damage when he moves 4 or more squares from his starting point in a single turn.

Skills Acrobatics + 12, Nature +10

Str 16 (+6) **Dex** 19 (+7) **Wis** 14 (+5)

Con 16 (+6) **Int** 17 (+6) **Cha** 12 (+4)

Like most Mystaran Elves, the average Pegataur dabbles in both magic and fighting skills. They use their vast mobility to stay out of the range of all but the quickest foes, shelling them with bow shots and spells.

Hero Pegataur, Level 15 Skirmisher

Large fey humanoid (centaur) XP 1200

Initiative +9 **Senses** Perception +5

HP 148; **Bloodied** 74

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

Speed 9; flight 18

m **Hoof** (standard; at-will)

Reach 2; +19 vs. AC; 2d8+6

r **Longbow** (standard; at-will)

Ranged 15/30; +20 vs. AC; 2d8+6

Pick Two of the following powers:

Blur (minor; encounter) | **Arcane, Illusion**

Add +2 to all defenses until the end of the encounter; you have concealment against enemies more than 5 squares away.

Dimension Door (move; encounter) | **Arcane, Teleportation**

Teleport 10 squares; the Pegataur may voluntarily take its rider with it or leave him behind.

R Dispel Magic (standard; encounter) | **Arcane**

Ranged 10; +18 vs. Will of the zone or conjuration's creator; the targetted zone or conjuration is destroyed.

C Flame Arrows (standard; encounter) | **Arcane, Fire, Zone**

Close Burst 1; Until the end of his next turn, all **Longbow** attacks made from inside the zone add 5 ongoing fire damage to their normal damage. **Sustain**

minor: The effect lasts another turn.

A Howling Snow Storm (standard; encounter) | **Arcane, Cold, Zone**

Area Burst 2 within 10 squares; +18 vs. Reflex; 3d10+6 cold damage and Immobilize (save ends). The zone lingers until the end of the Pegataur's next turn. Anyone who enters the zone or begins inside it is subject to attack again (which only does 2d8+5 cold damage).

A Prismatic Burst (standard; encounter) | **Arcane, Radiant**

Area Burst 2 within 10 squares; +18 vs. Will; 3d10+6 radiant damage and target is *blinded* to the end of your next turn.

Mobile Skirmisher

Adds +2d6 damage when he moves 4 or more squares from his starting point in a single turn.

Skills Acrobatics + 18, Nature +16

Str 20 (+12) **Dex** 23 (+13) **Wis** 18 (+11)

Con 20 (+12) **Int** 21 (+12) **Cha** 16 (+10)

Hero Pegataurs are fairly rare and potent.

Phoenix

Natives of the Elemental Plane of Fire, Phoenixes can be found anywhere on the Prime, though they're certainly rare. They are friendly to anyone who approaches in a non-hostile manner but won't stick their neck out for others without something for them. They are understandably terrified by water and cold. Phoenix feathers sometimes are imbued with magic (they can serve as a source of residuum if you choose to award them treasure.)

Greater Phoenix, Level 19 Solo Soldier

Large elemental beast (bird, fire) XP 400

Aura 6; Anyone who begins their turn inside the Phoenix's aura is attacked by fire. +24 vs. Reflex; 2d6+7 fire damage

Initiative +8 **Senses** Perception +3

HP 888; **Bloodied** 444

AC 35; **Fortitude** 31, **Reflex** 32, **Will** 30

Resist fire 20

Vulnerable water 5

Speed 6

m **Claw** (standard; at-will) | **Fire**

Reach 2; +24 vs. Reflex; 1d10 damage +8 fire damage

M **Bite** (standard; at-will) | **Fire**

Reach 2; +26 vs. AC; 2d6+7 and 10 ongoing fire damage

M **Claw/Claw/Bite** (standard; at-will)

The Phoenix makes 2 **Claw** and 1 **Bite** attack.

M **Wing Smite** (standard; refresh 5-6)

Reach 3; +24 vs. Reflex; 2d8+7 and 10 fire damage and *prone* (no save needed to end) and *dazed* (save ends)

C **Stoke the Flames** (standard; refresh 6) | **Fire, Healing**

Close Burst 3; +24 vs. Reflex; 3d10+7 fire damage and the Phoenix recovers 111 HP.

C **Rebirth Explosion** (immediate reaction when reduced to 0 HP by anything other than cold or water damage; encounter) | **Fire**

Close Burst 4; +14 vs. Reflex; 4d10+7 fire damage and the Phoenix enters its **Egg State**.

Egg State (immediate reaction to its own **Rebirth Explosion**; encounter) | **Fire, Healing**

When reduced to 0 by something other than water or cold, the Phoenix turns into an egg.

Any attack on the egg that inflicts damage before its next turn kills it permanently.

Otherwise, it explodes out of the egg on its next turn, restored to 1/4th of its full hit points (222).

Alignment Unaligned **Languages** Common, Primordial +2 others

Skills Acrobatics +21, Arcana +20, History +20, Religion +20

Str 22 (+15) **Dex** 25 (+16) **Wis** 20 (+14)

Con 22 (+15) **Int** 22 (+15) **Cha** 20 (+14)

Greater Phoenixes are very rare and only come to the Prime with some purpose in mind. They are very educated and erudite if you can convince them to take a little while to talk to you.

Lesser Phoenix, Level 9 Elite Soldier

Medium elemental beast (bird, fire) XP 400

Aura 3; Anyone who begins their turn inside the Phoenix's aura is attacked by fire. +14 vs. Reflex; 1d8+5 fire damage

Initiative +11 **Senses** Perception +6

HP 234; **Bloodied** 117

AC 25; **Fortitude** 21, **Reflex** 23, **Will** 20

Resist fire 15

Vulnerable water 5

Speed 6

m **Claw** (standard; at-will) | **Fire**

+14 vs. Reflex; 1d6 damage +5 fire damage

M **Bite** (standard; at-will) | **Fire**

+16 vs. AC; 1d8+5 and 5 ongoing fire damage

M **Claw/Claw/Bite** (standard)

The Phoenix makes 2 **Claw** and 1 **Bite** attack.

C Rebirth Explosion (immediate reaction when reduced to 0 HP by anything other than cold or water damage; encounter)

Close Burst 3; +14 vs. Reflex; 3d10+5 fire damage and the Phoenix enters its **Egg State**.

Egg State (immediate reaction to its own **Rebirth Explosion**; encounter) | **Fire, Healing**

When reduced to 0 by something other than water or cold, the Phoenix turns into an egg.

Any attack on the egg that inflicts damage before its next turn kills it permanently.

Otherwise, it explodes out of the egg on its next turn, restored to 1/4th of its full hit points (24).

Alignment Unaligned **Languages** Common, Primordial

Skills Acrobatics +14

Str 17 (+7) **Dex** 20 (+9) **Wis** 15 (+6)

Con 17 (+7) **Int** 12 (+4) **Cha** 15 (+6)

Lesser phoenixes are more common than the rare greater phoenixes and usually travel with a small flock. They often come to the Prime without any major overarching plan, just the desire to see new things.

Phygorax

Six foot long undead fish with long spines sticking up from the top of their ‘back’. They live deep underground, using illusions generated through reading creatures’ minds to find what they like in order to trick creatures into touching their energy-draining spines. Once the creatures die, they devour them. Normally, they use this power on stupid, weak fish and may be somewhat nonplussed when the PCs survive and begin trying to kill them. However, since they live deep in the ocean, PCs are few and far between down where there is no light from the surface. Anyone not devoured will rise in 1-6 days as a Phygorax.

Phygorax, Level 8 Controller

Large natural beast (fish, undead) XP 350

Initiative +7 **Senses** Perception +11; darkvision

HP 88; **Bloodied** 44

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

Immune disease; poison; sleep; breathing

Resist illusions 10 **necrotic** 10

Vulnerable radiant 5

Speed Swim 6

m **Tempting Illusion** (standard; at-will) | **Arcane, Illusion**

Reach 2; +12 vs. Will; 1d8+5 necrotic damage and the target is –2 to attacks until the end of its next turn.

M **Grand Fisher’s Illusion** (standard; refresh 5-6)

The Phygorax tempts you with your heart’s desire, so close you could touch it...

Reach 2; +12 vs. Will; 3d8+5 necrotic damage and lose 2 healing surges

Pleasing to All Sight (minor; at-will) | **Arcane, Illusion, Invisibility**

Phygorax cloak themselves in illusion to avoid scaring off savvy prey; viewers see them as something harmless or which they would expect to see there. This renders them

effectively *invisible*. This power lasts one encounter, or until they make an attack on someone, which shuts it off.

Alignment Chaotic Evil **Languages** Common, Aquatic

Skills Bluff +14, Insight +11, Nature +11

Str 16 (+7) **Dex** 16 (+7) **Wis** 14 (+6)

Con 16 (+7) **Int** 16 (+7) **Cha** 20 (+9)

Plasm

Plasms are elemental creatures which resemble human skeletons made of elemental matter. They heal swiftly when in contact with their element. They are usually only found on the Elemental Planes.

Lesser Plasm, Level 6 Soldier

Medium elemental humanoid (one element*) XP 250

Initiative +8 **Senses** Perception +11

Elemental Regeneration 5*

HP 75; **Bloodied** 37

AC 22; **Fortitude** 19, **Reflex** 18, **Will** 18

Immune disease; poison

Resist special 10*

Speed 6

m **Claws** (standard; at-will)

+13 vs. AC; 1d10+4 (damage type is same as their elemental nature).

M **Twin Claw Attack** (standard; refresh 4-6)

The Lesser Plasm makes 2 **Claw** attacks

Elemental Protection

+2 to all defenses when surrounded by their element.

* **Elemental Nature**

Plasms are attuned to one of the following: *Acid, Cold, Fire, Force, Lightning, Thunder* and **resist** it at 10. They also regenerate 5 HP a turn when in contact with that element. (If hit by that element, they will regenerate on their next turn even if not in current contact with it.)

Alignment Chaotic Evil **Languages** Primordial

Str 18 (+7) **Dex** 16 (+6) **Wis** 16 (+6)

Con 18 (+7) **Int** 8 (+2) **Cha** 16 (+6)

Not the sharpest tools in the Elemental shed, Lesser Plasms basically spend their time marauding about provoking other creatures into killing them. Stronger, smarter creatures sometimes form them into warparties to use to turn loose on their foes. Most live in the Elemental Planes, but sometimes other beings bring them to the Prime or other places and turn them loose to slash and maraud.

Giant Plasm, Level 12 Soldier

Large elemental humanoid (one element*) XP 700

Initiative +12 **Senses Perception** +15

Elemental Regeneration 10*

HP 125; **Bloodied** 62

AC 28; **Fortitude** 25, **Reflex** 24, **Will** 24

Immune disease; poison

Resist special 15*

Speed 9

m **Claws** (standard; at-will)

Reach 2; +19 vs. AC; 2d6+5 (damage type is same as their elemental nature).

M **Twin Claw Attack** (standard; refresh 4-6)

The Lesser Plasm makes 2 **Claw** attacks

M **Mighty Elemental Strike** (standard; refresh 5-6)

Reach 2; +19 vs. AC; 3d8+5 (damage type is same as their elemental nature) and 10 ongoing (damage type is same as their elemental nature)

Elemental Protection

+2 to all defenses when surrounded by their element.

***Elemental Nature**

Plasms are attuned to one of the following: *Acid, Cold, Fire, Force, Lightning, Thunder* and resist it at 15. They also regenerate 10 HP a turn when in contact with that element. (If hit by that element, they regenerate 10 HP as a free action on their next turn if not already in contact with their element.)

Alignment Evil **Languages** Common, Primordial

Str 21 (+11) **Dex** 19 (+10) **Wis** 19 (+10)

Con 21 (+11) **Int** 12 (+7) **Cha** 19 (+10)

Greater Plasms are moderately intelligent, and set themselves up as leaders of elemental creatures when possible, though many still end up as flunkies of something else. They're smart enough to use intelligent tactics, though not deeply cunning. They are slightly less malicious than Lesser Plasms, having better impulse control.

Possessions

Possessions are grey undead spirits which resemble clouds. They possess objects, specifically those connected to tragedies and death. They feed on tragedy, death, and disaster and will use their powers to spread catastrophe everywhere. Their precise powers vary according to what they are controlling. A few examples are presented below. They can possess people who pick them up or control them; this is basically a plot device to be used on NPCs.

Possessed Cloak, Level 8 Lurker

Medium animate clothing accessory (undead) XP 350

Initiative +9 **Senses Perception** +11

HP 71; **Bloodied** 35

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

Immune disease; poison; sleep; breathing

Resist necrotic 10 psychic 10

Vulnerable radiant 5

Speed Fly 6

m **Whipcrack** (standard; at-will)

Like a rolled up wet towel, the cloak rolls itself up and whips someone.

+13 vs. AC; 2d6+5.

M **Cloaker Attack** (standard; at-will)

+11 vs. Reflex; 1d8+5 and the target is *restrained*; this functions as a normal **grab** and must be escaped as such. Except with regard to its **Cloak of Displacement** power, the Cloak must use normal protocols to pull any grabbed victim with it if it moves.

M **Smother** (standard; at-will)

Only against a *restrained, unconscious, or immobilized* target. +11 vs. Fortitude; 2d8+5 damage.

Cloak of Displacement (immediate interrupt when attacked; refresh 5-6)

The Cloak wasn't quite where you thought it was.

+11 vs. Reflex; The cloak shifts one and the attack misses. The cloak pulls any **grabbed** targets with it.

Hiding Boost

If the cloak is possessing someone, it uses its own Stealth or adds +3 to theirs if theirs is better.

Alignment Evil **Languages** Understands Common; *Telepathic Link to Wearer*

Skills Bluff +12, Stealth +14

Str 17 (+7) **Dex** 20 (+9) **Wis** 14 (+6)

Con 17 (+7) **Int** 14 (+6) **Cha** 17 (+7)

Possessed Crown, Level 8 Controller

Medium animate hat (undead) XP 350

Initiative +7 **Senses** Perception +9

HP 82; **Bloodied** 41

AC 22; **Fortitude** 17, **Reflex** 20, **Will** 22

Immune disease; poison; sleep; breathing

Resist necrotic 10 psychic 10

Vulnerable radiant 5

Speed Fly 6

r **Minddagger** (standard; at-will) | **Arcane, Psychic**

Ranged 10; +12 vs. Will; 2d6+5 psychic damage

C **Psychic Blast** (standard; at-will) | **Arcane, Psychic**

Close Blast 4; +12 vs. Will, 1d8+5 psychic damage and push 2

R **Id Insinuation** (standard; refresh 5-6) | **Arcane, Charm**

Ranged 10; +12 vs. Will; target is *dominated* (save ends)

Alignment Evil **Languages** Understands Common; *Telepathic Link to Wearer*

Skills Bluff +14, Insight

Str 10 (+4) **Dex** 17 (+7) **Wis** 20 (+9)

Con 10 (+4) **Int** 17 (+7) **Cha** 20 (+9)

Possessed Warhammer, Level 8 Brute

Medium animate weapon (undead) XP 350

Initiative +7 **Senses** Perception +7

HP 110; **Bloodied** 55

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

Immune disease; poison; sleep; breathing

Resist necrotic 10 **psychic** 10

Vulnerable radiant 5

Speed Fly 6

m **Bashing Attack** (standard; at-will)

+11 vs. AC; 2d8+5.

M **Mighty Strike** (standard; refresh 5-6) | **Thunder**

+9 vs. Fortitude; 3d10+5 thunder damage and push 3 and *prone*

Alignment Evil **Languages** Understands Common; *Telepathic Link to Wearer*

Skills Intimidate +9

Str 20 (+9) **Dex** 17 (+7) **Wis** 17 (+7)

Con 20 (+9) **Int** 10 (+4) **Cha** 10 (+4)

Primates

Snow Ape, Level 4 Lurker

Medium natural humanoid (primate) XP 175

Initiative +8 **Senses** Perception +8

HP 46; **Bloodied** 23

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

Speed 6

m **Club** (standard; at-will)

+9 vs. AC; 1d10+4.

M **Grab** (standard; at-will)

+7 vs. Reflex; target is *restrained* and must escape according to normal rules for Escaping a **grab**. Target doesn't automatically move with the ape, who must use usual rules to drag him along. The round this attack hits, the Snow Ape gets a **Crushing Hug** on the target as an immediate Action.

M **Crushing Hug** (standard; at-will if target is *restrained, immobilized, or unconscious*)

Only usable against targets who are *restrained, immobilized, or unconscious*

+7 vs. Fortitude, 3d6+4 damage

Protective Coloration

Snow Apes gain +5 stealth in snowy / white environments.

Alignment Unaligned **Languages** Snow Ape and Snow Ape Code

Skills Athletics +11, Stealth +9

Str 18 (+6) **Dex** 14 (+4) **Wis** 12 (+3)

Con 16 (+5) **Int** 8 (+1) **Cha** 4 (-1)

These white furred apes are fairly intelligent, able to make simple tools. Their white fur helps them to blend into their native environment. They are fairly reclusive but also unpleasant, liking to ambush their foes and then grapple them with one arm and beat them to death with a club in the other. They have a simple code of stacked snowballs for communication. They like the taste of humans and similar creatures but are smart enough to avoid groups they can't easily overpower unless desperately hungry.

Rock Baboon, Level 2 Skirmishers

Medium natural humanoid (primate) XP 125

Initiative +6 **Senses** Perception +2

HP 38; **Bloodied** 19

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

Speed 6

m **Stick Club** (standard; at-will)

+7 vs. AC; 1d8+4.

M **Bite** (standard; at-will)

+5 vs. Reflex; 1d6+4

C **Baboon Display** (standard; at-will) | Fear, Psychic

Close Burst 3; +5 vs. Will; 1d4+3 psychic damage, and push 3

Pack Hunters

+1d6 damage if 2 or more allies are adjacent to the target

Alignment Unaligned **Languages** Baboon howling

Skills Athletics +8, Intimidate +10, Nature +7

Str 14 (+3) **Dex** 18 (+4) **Wis** 12 (+2)

Con 14 (+3) **Int** 4 (+1) **Cha** 14 (+3)

Rock Baboons are unusually large versions of baboons, and are omnivorous but more meat-oriented than regular baboons. They avoid fights with humans when possible, preferring to mug and devour domesticated and herd animals. They can't make tools but know enough to pick up a stick or a rock and hit with it. They are fierce with vicious tempers and spend a lot of time intimidating each other. Or trying. As this establishes dominance.

Reflector

Reflectors resemble shiny naked metal humans without full genitalia. If cracked open, they are full of spongy pink brain material. They seem dedicated to stealing valuables and work in teams to do so; when a group accumulates sufficient wealth, it uses ritual magic to vanish off to somewhere, possibly the future or other planes. Or some wizard's house. They avoid direct violence through melee, using their electrical powers or their knowledge of sophisticated unarmed combat to deal with foes.

Greater Reflector, Level 9 Artillery

Medium animate humanoid (Reflector) XP 400

Initiative +9 **Senses** Perception +7

HP 77; **Bloodied** 77

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

Immune disease; poison; sleep; breathing

Resist lightning 10

Speed 6

m **Judo Throw** (standard; at-will)

+14 vs. Reflex; 1d8+5 (from hitting the ground), push 1 and *prone*

r **Zap** (standard; at-will) | **Lightning**

Ranged 20; +16 vs. AC; 2d6+5 lightning damage

R **Direct Current** (standard; refresh 5-6) | **Lightning**

Ranged 15; +16 vs. AC; 3d10+5 lightning damage

Alignment Unaligned **Languages** Common, Possibly Future Languages

Skills Stealth +14, Streetwise +12, Thievery +14

Str 20 (+9) **Dex** 20 (+9) **Wis** 17 (+7)

Con 17 (+7) **Int** 17 (+7) **Cha** 17 (+7)

Lesser Reflector, Level 3 Artillery

Medium animate humanoid (Reflector) XP 150

Initiative +3 **Senses** Perception +3

HP 41; **Bloodied** 20

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

Immune disease; poison; sleep; breathing

Resist lightning 10

Speed 6

m **Judo Throw** (standard; at-will)

+8 vs. Reflex; 1d6+3 (from hitting the ground), Push 1 and *prone*

r **Zap** (standard; at-will) | **Lightning**

Ranged 20; +10 vs. AC; 1d10+4 lightning damage

R **Direct Current** (standard; refresh 5-6) | **Lightning**

Ranged 15; 10 vs. AC; 2d10+3 lightning damage

Alignment Unaligned **Languages** Common, Possibly Future Languages

Skills Stealth +8, Streetwise +8, Thievery +8

Str 17 (+4) **Dex** 14 (+3) **Wis** 14 (+3)

Con 17 (+4) **Int** 14 (+3) **Cha** 14 (+3)

Rhagodessa

Dungeon and cave dwelling giant-spiderlike predators about the size of a small horse. They have sticky forelegs with which they grapple foes, who they then chew on with their mandibles. They are animal in intelligence but smart enough to know when they're in over their head...not necessarily smart enough to avoid getting in over their head to start with, though.

Rhagodessa, Level 4 Lurker

Large natural beast XP 175

Initiative +8 **Senses** Perception +9; darkvision

HP 45; **Bloodied** 22

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

Speed 8; climb 5

m **Grab** (standard; at-will)

+7 vs. Reflex; target is *restrained* and must escape according to normal rules for escaping a **grab**.

m **Bite** (standard; at-will)

+9 vs. AC; 1d10+4.

M **Mandible Crush** (standard; at-will against *restrained* targets)

+7 vs. Reflex; 2d8+4

M **Death From Above** (standard; refresh 5-6)

The Rhagodessa must be at least 1 square up a wall or in some other way off the ground to use this; the Rhagodessa jumps up to 6 squares and attacks; this counts as a **charge**.

+7 vs. Reflex; 3d8+4 damage

Surprise Assault

Rhagodessa gain +1d6 damage when they have combat advantage, +2d6 if using **Death from Above** with combat advantage.

Alignment Unaligned **Languages** --

Skills Dungeoneering + 9, Stealth +11

Str 15 (+4) **Dex** 18 (+6) **Wis** 15 (+4)

Con 15 (+4) **Int** 4 (-1) **Cha** 4 (-1)

Rock Fang

Most commonly found in the Shadowdeep of the Five Shires, Rockfangs resemble rock formations if such things commonly had teeth, a long tail with a stinger, arms, claws...okay, maybe they don't resemble rock formations all that much. Rockfangs like to cling up a wall and grab people with their tails, then pull them up and eat them.

Rock Fang Level 6 Skirmisher

Medium elemental beast XP 250

Initiative +8, **Senses** Perception +11; *Darkvision*

HP 88; **Bloodied** 64

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

Speed 6; Burrow 4; Climb 4

m **Claws** (standard; at-will) | **Weapon**

Reach 2; +11 vs. AC; 1d6+4

m **Bite** (standard; at-will) | **Weapon**

+11 vs. AC; 1d10+4

M **Tail 'Fang' Strike** (standard; at-will) | **Weapon**

Reach 3; +9 vs. AC; 2d8+4

M Twin Claw Assault (standard; at-will) | **Weapon**

The Rock Fang takes 2 **Claw** attacks

M Tail Grab (standard; at-will) | **Weapon**

Reach 3; +9 vs. Reflex; 1d10+4 and the target is *restrained* (escapable as per *grab*). The target is pulled up to 3 squares, ending adjacent to the Rockfang. The Rockfang cannot use its **Tail ‘Fang’ Strike** while restraining someone.

M Rend and Tear (standard; at-will) | **Weapon**

Only against a *restrained* target; the Rock Fang may take 2 **Claw** attacks and 1 **Bite** attack against someone it has *restrained*

M Lighting Fang Attack (standard; refresh 5-6) | **Weapon**

The Rock Fang takes 2 **Tail ‘Fang’ Strikes**. It cannot use this power while it has a target *restrained*.

Rubbery Body

Add +4 when escaping a grab or saving against the *restrained* condition.

Alignment Unaligned **Languages** ---

Skills **Athletics + 14, Perception + 11, Stealth +11**

Str 19 (+7) **Dex** 16 (+6) **Wis** 16 (+6)

Con 16 (+6) **Int** 10 (+3) **Cha** 6 (+1)

Equipment Gravel paste all over its body.

Sacrol

Found on battlefields and other places of mass slaughter, Sacrol embody the desire of the dead for vengeance. They resemble a humanoid skull surrounded by a huge cloud of mist. They are capable of animating lesser undead to serve them.

Sacrol, Level 8 Elite Brute

Large natural Undead XP 700

Initiative +7 **Senses** Perception +12

HP 220; **Bloodied** 110

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

Immune disease; poison; sleep; breathing

Resist lightning 10 **necrotic** 10

Vulnerable radiant 5

Saves +2

Action Points 1 (Sacrol gain +4 damage to any attack made using an action point)

Speed 6

m **Mist Tendril** (standard; at-will) | **Necrotic**

Reach 2; +9 vs. Reflex; 1d8+5 necrotic damage and target is *restrained*. Treat as a normal grab action for purposes of escaping the *restrained* condition.

M **Strangle** (standard; at-will) | **Necrotic**

Reach 2; Only against a *restrained, immobilized, or unconscious* target; +9 vs. Fortitude; 3d8+5 necrotic damage

M **Twin Tendril Assault** (standard; at-will)

The Sacrol makes 2 **Mist Tendril** attacks

C Howls of the Damned (standard; refresh 5-6) | **Fear, Psychic**
Close Burst 3; +9 vs. Will; 3d10+5 necrotic damage and push 3
Alignment Evil **Languages** Common, Possibly Others
Skills Intimidate +12
Str 20 (+9) **Dex** 17 (+7) **Wis** 17 (+7)
Con 20 (+9) **Int** 17 (+7) **Cha** 17 (+7)

Seergar

Seergar are pack-hunting winged lions who dwell in the Cruth mountains, raiding into the Five Shires and Darokin. They are noteworthy for their aerial speed and nimbleness and for the fierce hunting cry they give to summon their fellows or to frighten their foes. They stay airborne in battle when possible so they can use all their claws.

Seergar Level 7 Skirmisher

Medium natural beast XP 300

Aura 3: Any horses inside the aura will flee their presence at the start of the horse's rider's turn. (+12 vs. Will; the horse is *dominated* for one turn to take a full move +2 away from the Seergar)

Initiative +8 **Senses** Perception +9; darkvision

HP 80; **Bloodied** 40

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

Speed 9; Fly 11

m **Claw** (standard; at-will)

+12 vs. AC; 1d6+5

m **Bite** (standard; at-will)

+10 vs. AC; 2d8+4

M **Foreclaw Attack** (standard; at-will)

Take 2 **Claw** attacks

M **Aerial Assault** (standard; refresh 5-6)

Take up to a full move by flying, then take 4 **Claw** Attacks or 2 **Claws** and 1 **Bite** against a single target. This counts as a **charge** action.

C Triumphant Shout (immediate reaction; at-will) | **Fear, Psychic**

When the Seergar reduces a target to zero HP, **Close Burst** 3; +10 vs. Will; targets take 3d10+5 psychic damage and are pushed 6 squares.

Aerial Assault

Gains combat advantage against ground-bound foes if it has moved at least 3 squares by flying since the start of its current turn

Alignment Unaligned **Languages** ---

Skills Intimidate +8, Nature +9, Perception +9,

Str 19 (+7) **Dex** 16 (+6) **Wis** 14 (+4)

Con 16 (+6) **Int** 10 (+3) **Cha** 10 (+3)

Equipment ----

Shadows

Strange human-like creatures from the Shadowfell, these resemble human shadows standing upright on the ground. They hunger for life force and lurk about shadowy, dark and haunted places.

Shadow, Level 2 Skirmishers

Medium shadow humanoid (shadow) XP 125

Initiative +7 **Senses** Perception +2

HP 39; **Bloodied** 19

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

Resist insubstantial

Speed 6

m **Shadow Touch** (standard; at-will) | **Necrotic**

+7 vs. AC; 1d6+3 necrotic damage and -2 to hit until the end of his next turn

M **Shadow Caress** (standard; refresh 5-6) | **Necrotic**

+5 vs. Fortitude; 3d6+3 necrotic damage and -3 to hit (save ends)

Shadow Taint

+1d6 necrotic damage if 2 or more Shadows are also adjacent to the target of an attack

Alignment Evil **Languages** --

Skills Intimidate +8, Stealth +12

Str 15 (+3) **Dex** 18 (+5) **Wis** 12 (+2)

Con 15 (+3) **Int** 10 (+1) **Cha** 14 (+3)

Shadowelves

Shadowelves are a race of elves who dwell in caverns below part of the Known World, worshipping Rad, growing fungus, training spiders and other insects, and plotting a horrible revenge on Alfheim. They are warm and very communal among themselves, but somewhat distrustful and fearful of outsiders, especially dwarves. Their religion revolves around the collection of soul gems, believed to contain the souls of their ancestors; they are collected by the shamans of the cult of Rad, their patron Immortal. All young adult Shadowelves serve a term in the military and learn to work together.

PC Shadowelves get +2 to Intelligence and Strength, add +2 to Dungeoneering and Religion, get Darkvision, may treat any underground difficult terrain as normal terrain for shifting, move 1 extra square per turn in underground environments, and receive the encounter power *Military Training*.

Military Training (minor, encounter) | **Martial**

Close Burst 5; all allies within the burst may shift 2 as a minor action until the end of your next turn.

Celbryl Clan Shadowelven Mage Level 4 Artillery

Medium fey humanoid XP 175

Initiative +3 **Senses** Perception +8; darkvision

HP 41; **Bloodied** 20

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

Speed 7; 8 *when underground and he treats difficult underground terrain as normal for shifting purposes*

m **Shortsword** (standard; at-will) | **Martial, Weapon**

+9 vs. AC; 1d6+4 damage

r **Magic Missile** (standard; at-will) | **Arcane, Force**

Ranged 20; +9 vs. Reflex; 2d4+5 force damage and the Celebryl Clan Shadowelven Mage gains +2 to hit the target if attacks it again before the end of his next turn.

R **Corruscating Flash** (standard; at-will) | **Arcane, Radiant**

Ranged 20; +9 vs. Reflex; 1d10+4 radiant damage and the target cannot benefit from any level of concealment until the end of his next turn

R **Light (minor; at-will)**

Ranged 5; Celebryl Clan Shadowelven Mages may use the **Wizard Cantrip: Light** at-will

A **Reveal the Hidden** (standard; encounter) | **Arcane, Radiant, Zone**

Area Burst 1 **within** 10 squares; enemies only; +9 vs. Fortitude; 3d6+4 radiant damage. Any creature which has darkvision becomes *blinded* (save ends). Anything concealed inside the zone is treated as not under concealment until the end of his next turn. Sustain Minor: The zone endures another turn.

C **Military Training** (minor, encounter) | **Martial**

Close Burst 5; all allies within the burst may shift 2 as a minor action until the end of your next turn.

Ritual Magic

Celbryl Clan Shadowelves study some ritual magic, especially Arcana rituals.

Alignment Unaligned **Languages** Shadowelven, 1 other

Skills Arcana +11, Diplomacy +9, Dungeoneering +10, Nature +8, Religion +8

Str 12 (+3) **Dex** 13 (+3) **Wis** 12 (+3)

Con 11 (+2) **Int** 18 (+6) **Cha** 14 (+4)

Equipment Cloth Armor, Wand, Shortsword, Travel Rations

The Shadowdeep is FULL OF DARKNESS. The Celebryl fill it with the light of the City of Stars, destroying those things which lurk in the dark to do evil to Shadowelves (humanoids, undead, spiders, dwarves, adventurers, etc.)

Felestyr Clan Shadowelven Miner Level 4 Brute

Medium fey humanoid XP 175

Initiative +3 **Senses** Perception +10; darkvision

HP 66; **Bloodied** 33

AC 16; Fortitude 18, Reflex 15, Will 16

Speed 7; 8 *when underground and he treats difficult underground terrain as normal for shifting purposes*

m Mining Hammer (standard; at-will) | **Martial, Weapon**

+7 vs. AC; 2d8+4 damage and *prone*

C Now I'm Angry (immediate reaction when bloodied, encounter) | **Martial**

The Miner gains 10 temporary hit points and gains +4 damage against whoever bloodied him for the rest of the fight.

C Military Training (minor, encounter) | **Martial**

Close Burst 5; all allies within the burst may shift 2 as a minor action until the end of your next turn.

Alignment Unaligned **Languages** Shadowelven

Skills Athletics + 11, Dungeoneering +11, Endurance +8, Intimidate +7, Religion +5

Str 18 (+6) Dex 12 (+3) Wis 15 (+4)

Con 16 (+5) Int 12 (+3) Cha 11 (+2)

Equipment Leather Armor, Mining Hammer, Fungal Alcohol, Travel Rations

The Felestyr clan are the finest miners in the Shadowelven lands; they are also not people you want angry at you, as you are a fine way for them to work off the frustrations caused by many long hours in the mines and times they were yelled at for breaking a soul crystal. Yes, you will do quite well.

Gebalf Clan Shadowelven 'Harvester' of Spider Silk Level 4 Lurker

Medium fey humanoid XP 175

Initiative +10 Senses Perception +9; darkvision

HP 41; Bloodied 20

AC 16; Fortitude 16, Reflex 18, Will 16

Speed 7; 8 *when underground and he treats difficult underground terrain as normal for shifting purposes*

m Shortsword To the Eyes (standard; at-will) | **Martial, Weapon**

+9 vs. AC; 1d6+4 damage and the target treats all foes as having partial concealment until the end of his next turn.

M I Hate to Stab and Run (standard; at-will) | **Martial, Stealth, Weapon**

+7 vs. Fortitude; 1d6+4 damage and the Gebalf Clan Shadowelf may enter stealth even if he isn't concealed, until the start of his next turn; said stealth ends if he is not under conditions to be stealthy at the start of his next turn.

M Time to Save Teleri From Being Eaten (standard, encounter) | **Martial, Stealth, Weapon**

+7 vs. Will; 2d6+4 damage and one ally adjacent to the target immediately saves at +5 against all conditions which restrict his movement; if he is able to move after the saves, he may enter stealth by a successful stealth check, irregardless of whether he normally could enter stealth in his current location. He may immediately shift 3 if he can move at all after the saves. This lasts until the end of the ally's next turn.

C Military Training (minor, encounter) | **Martial**

Close Burst 5; all allies within the burst may shift 2 as a minor action until the end of your next turn.

Ambush Expert

He inflicts +2d6 damage if he has combat advantage on a foe.

Alignment Unaligned **Languages** Shadowelven, Intuitive Understanding of Spider Noises

Skills Athletics + 9, Acrobatics +14*, Dungeoneering +11, Religion +4, Stealth +14*, Thievery +11

* Virtually all Gebalf Clan Shadowelven 'Harvester' of Spider Silk take Skill Focus: Athletics and Skill Focus: Stealth as their first two feats, unless they enjoy pain and/or being eaten.

Str 14 (+4) **Dex** 18 (+6) **Wis** 14 (+4)

Con 11 (+2) **Int** 10 (+2) **Cha** 13 (+3)

Equipment Leather Armor, Shortsword

Gebalf clan makes clothing but especially they make spider silk clothing. And spider web weapons. This means the crazy members of clan Grunalf ambush wild spiders and steal their silk and webs. This is exactly as dangerous as it sounds, especially when you remember they want to avoid killing their herds of insane, flesh-eating spiders who shoot paralytic webs. A good spider wrangler becomes very rich; the rest become spider chow. Which seems to make the best silk. The military training of all young shadowelves is a huge advantage to spider-wranglers

Porador Clan Shadowelven Baker Level 4 Controller (Leader)

Medium fey humanoid XP 175

Initiative +5 **Senses** Perception +6; darkvision

HP 52; **Bloodied** 26

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

Speed 7; 8 *when underground and he treats difficult underground terrain as normal for shifting purposes*

m **Ladle** (standard; at-will) | **Martial, Weapon**

He splatters his foe with edible fungus which also marks the target for a friend to hit.

+9 vs. AC; 1d6+4 damage and the next ally to attack the target before the end of his next turn gets a +2 power bonus to hit.

r **Hurl Fungus** (standard; at-will) | **Martial, Poison, Weapon**

Ranged 10/20; +8 vs. Reflex; 1d6+4 poison damage and the target is *slowed* until the end of his next turn.

C **Snack Time** (standard, encounter) | **Healing, Martial**

Close Burst 1; all allies gain 8 temporary HP and +2 to hit until the end of his next turn

C Military Training (minor, encounter) | **Martial**

Close Burst 5; all allies within the burst may shift 2 as a minor action until the end of your next turn.

Alignment Unaligned **Languages** Shadowelven

Skills Dungeoneering +13, Endurance +8, Heal +11, Religion +6

Str 13 (+3) **Dex** 16 (+5) **Wis** 18 (+6)

Con 12 (+3) **Int** 15 (+4) **Cha** 10 (+3)

Equipment Leather Armor, Ladle, Cooking Gear, 3 weeks travelling rations, Ingredients, Recipe Book

The Porador clan grow huge amounts of fungus and other foods and turn them into travel rations. Mostly fungus. Everyone does basic military service, so even a chef may prove resistant to invaders in the Shadowelf lands.

Shadowelven Shaman Level 4 Controller (Leader)

Medium fey humanoid XP 175

Initiative +2 **Senses** Perception +6; darkvision

HP 52; **Bloodied** 36

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

Speed 7; 8 *when underground and he treats difficult underground terrain as normal for shifting purposes*

m **Protecting Strike** (standard; at-will) | **Divine, Radiant, Weapon**

+9 vs. AC; 1d6+4 radiant damage and one ally within 5 squares gains a +2 power bonus to AC until the end of his next turn

C **Light of Rafiel** (standard; at-will) | **Divine, Implement, Radiant**

Close Blast 3; +6 vs. Fortitude; 1d6+4 radiant damage and any enemy with low-light or darkvision is *blinded* until the end of his next turn. All other targets grant combat advantage due to disorientation until the end of his next turn.

C **Rafiel Will Guide You** (standard; encounter) | **Divine, Healing, Radiant**

Close Burst 3; he gains 8 temporary HP; he and all allies within the area of effect may save against all current conditions, then may shift 3 and add +2 to all defenses until the end of his next turn.

C **Military Training** (minor, encounter) | **Martial**

Close Burst 5; all allies within the burst may shift 2 as a minor action until the end of your next turn.

Ritual Magic

Shadowelven Shamans study some ritual magic, especially Healing rituals.

Alignment Unaligned **Languages** Shadowelven, 1 other

Skills Arcana +8, Diplomacy +9(12)*, Dungeoneering +8, Heal +11, Insight +11, Religion +11

*+3 to Diplomacy to persuade any person who worships Rafiel due to the Mark of Rafiel.

Str 13 (+3) **Dex** 10 (+2) **Wis** 18 (+6)

Con 12 (+3) **Int** 15 (+4) **Cha** 14 (+4)

Equipment Spidersilk Robes, Mace, Mark of Rafiel (Birthmark), Soul Crystal

Shadowelven shamans are marked from birth with the Mark of Rafiel. They use soul gems to channel the power of dead shadowelves, who they believe pass into these gems between lives. They act as counsellors, healers, and leaders of the Shadowelven community and the faith of Rafiel.

Serpents

Feathered Serpent, Level 2 Skirmisher

Medium natural beast (serpent) XP 125

Initiative +6 **Senses** Perception +8

HP 37; **Bloodied** 18

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

Speed 3; Fly 14

m **Bite** (standard; at-will)

+7 vs. AC; 1d6+3 damage

Mobility

If the Feathered Serpent moves 4 or more squares in a turn, add +1d6 to its bite damage

Alignment Unaligned **Languages** – (but can be trained to respond to simple commands in spoken languages)

Skills Acrobatics +9, Perception +8, Stealth +9

Str 12 (+2) **Dex** 18 (+4) **Wis** 14 (+3)

Con 13 (+2) **Int** 6 (-1) **Cha** 8 (+0)

Feathered Serpents live near Colima in the lands of the Azcans, having been driven out of most of their original home by Atzanteotl's winged vipers. They are smart enough to be trained by humans; the humans of Colima use them as watchdogs. There is an herb (DC 20 Nature to identify), *Serpent Mint*, which gives them **Resist Poison** 5, and +1 to hit, damage, and all defenses for one encounter, along with 8 temp HP. It is rare and hard to find, but wise Feathered Serpent trainers keep a small stock if possible.

Slug, Giant

Giant Slugs usually are found deep underground or in dungeons, sometimes running wild but also tamed by a variety of underground species and put to work by them, especially Dwarves and Shadowelves.

Young Giant Slug, Level 5 Artillery

Medium natural beast (Slug) XP 200

Initiative +6 **Senses** Perception +8

HP 54; **Bloodied** 27

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

Resist non-tagged damage 5 (so damage from normal swords or arrows are resisted, but fire damage or cold, acid, etc. is not resisted by this), **acid** 10

Vulnerable salt 10

Speed 4; burrowing 2

m **Bite** (standard; at-will)

+12 vs. AC; 1d6+4 damage

A **Targetting Shot** (standard; at-will) | **Acid**

Area Burst 1 within 10; +10 vs. Reflex; 4 acid damage and the Slug gets +2 to hit the target until the end of its next 2 turns. **Miss:** The Slug gets +2 to hit the target until the end of its next turn.

A **Acidic Spit** (standard; at-will) | **Acid**

Area Burst 1 within 10; +10 vs. Fortitude; 1d6+4 acid damage and –2 to AC until the end of your next turn

Mounted Benefit

A rider with the Mounted Combat feat gains the benefits of his mount's **Flexibility** power.

Flexibility

The Young Giant slug is rubbery and hard to grapple or contain; it adds +4 to defend against being **grabbed** or any effect which would *immobilize* or *restrain* it.

Alignment Unaligned **Languages** – (but can be trained to respond to simple commands in spoken languages)

Skills Dungeoneering +8 (This basically reflects its ability to survive and flourish in this environment)

Str 15 (+4) **Dex** 18 (+6) **Wis** 12 (+3)

Con 18 (+6) **Int** 6 (+0) **Cha** 6 (+0)

Young Giant Slugs have yet to come to their full growth; they can be trained, saddled, and ridden.

Adult Giant Slug, Level 10 Artillery

Large natural beast (Slug) XP 500

Initiative +10 **Senses** Perception +12

HP 91; **Bloodied** 45

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

Resist non-tagged damage 5 (so damage from normal swords or arrows are resisted, but fire damage or cold, acid, etc. is not resisted by this), **acid** 10

Vulnerable salt 10

Speed 5; burrowing 3

m **Bite** (standard; at-will)

+17 vs. AC; 1d8+5 damage

A **Targetting Shot** (standard; at-will) | **Acid**

Area Burst 2 within 15; +15 vs. Reflex; 5 acid damage and the Slug gets +2 to hit the target (save ends). **Miss:** The Slug gets +2 to hit the target until the end of its next turn.

A **Acidic Spit** (standard; at-will) | **Acid**

Area Burst 2 within 15; +15 vs. Fortitude; 1d8+5 acid damage and –2 to AC until the end of your next turn

A **Maximized Spit** (standard; refresh 5-6) | **Acid**

Area Burst 2 within 15; +15 vs. Fortitude; 3d8+4 acid damage and 5 ongoing acid damage (save ends)

Mounted Benefit

When the rider makes a charge, the Giant Slug first takes a single target ranged 15

Targetting shot at the target; the rider then gets the hit bonus if it works.

Flexibility

The Adult Giant slug is rubbery and hard to grapple or contain; it adds +4 to defend against being **grabbed** or any effect which would *immobilize* or *restrain* it. Further, it can move through any 5' across opening or down a 5' passage by squeezing itself, dropping to speed 3.

Alignment Unaligned **Languages** – (but can be trained to respond to simple commands in spoken languages)

Skills Dungeoneering +12 (This basically reflects its ability to survive and flourish in this environment), Endurance +15

Str 18 (+9) **Dex** 21 (+10) **Wis** 15 (+7)

Con 21 (+10) **Int** 6 (+3) **Cha** 6 (+3)

Adult giant slugs are the most commonly encountered form, whether attached to huge shadowdeep plows or stalking fungal forests looking for food.

Elder Giant Slug, Level 15 Artillery

Huge natural beast (Slug) XP 1200

Initiative +13 **Senses** Perception +15

HP 119; **Bloodied** 59

AC 29; **Fortitude** 22, **Reflex** 22, **Will** 19

Resist non-tagged damage 10 (so damage from normal swords or arrows are resisted, but fire damage or cold, acid, etc. is not resisted by this), **acid** 15

Vulnerable salt 15

Speed 6; burrowing 4

m **Bite** (standard; at-will)

+22 vs. AC; 1d10+6 damage

A **Targetting Shot** (standard; at-will) | **Acid**

Area Burst 3 within 20; +20 vs. Reflex; 6 acid damage and the Slug gets +2 to hit the target (save ends). **Miss**: The Slug gets +2 to hit the target until the end of its next turn.

A **Acidic Spit** (standard; at-will) | **Acid**

Area Burst 3 within 20; +20 vs. Fortitude; 1d10+6 acid damage and –2 to AC (save ends)

A **Maximized Spit** (standard; refresh 5-6) | **Acid**

Area Burst 3 within 20; +20 vs. Fortitude; 3d10+6 acid damage and 10 ongoing acid damage (save ends)

Acid Slime Trail

Elder Giant Slugs leave behind a trail of acid slime; until the end of their next turn after leaving it, any square occupied by or moved through by an Elder Giant Slug becomes a hazard; +20 vs. Fortitude, doing 1d10+5 acid damage to anyone who enters it or begins their turn inside it.

Mounted Benefit

When the rider makes a charge, the Giant Slug first takes a single target ranged 20

Targetting shot at the target; the rider(s) then gets the hit bonus if it works. Properly saddled, three people can ride tandem on an Elder Giant Slug

Flexibility

The Elder Giant Slug is rubbery and hard to grapple or contain; it adds +4 to defend against being **grabbed** or any effect which would *immobilize* or *restrain* it. Further, it can move through any 10' across opening or down a 10' passage by squeezing itself, dropping to speed 4.

Alignment Unaligned **Languages** – (but can be trained to respond to simple commands in spoken languages)

Skills Dungeoneering +15 (This basically reflects its ability to survive and flourish in this environment), Endurance +18

Str 20 (+12) **Dex** 23 (+13) **Wis** 17 (+10)

Con 23 (+13) **Int** 6 (+5) **Cha** 6 (+5)

Elder Giant Slugs are rare; most get eaten or worked to death, but eventually they grow to a truly gigantic size, becoming very formidable hunters, farm animals, or war mounts.

Spectral Hounds

They appear like hunting dogs, except translucent; they can track prey across the planes and are used by extraplanar creatures to track down intruders from other planes.

Lesser Spectral Hound, Level 5 Skirmisher

Medium shadow beast (dog) XP 200

Initiative +7 **Senses** Perception +13 (+15)*

HP 63; **Bloodied** 31

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

Resist **Special*** 10

Vulnerable **Force** 5

Speed 6

m **Bite** (standard; at-will)

+10 vs. AC; 1d10+4 damage

M **Leg Nip** (standard; at-will if the Spectral Hound has combat advantage)

+8 vs. Fortitude; 2d6+4 and *slow* (save ends)

Pack Tactics

Spectral Hounds gain combat advantage if at least one other Spectral Hound is adjacent to their target.

Planar Bite

Spectral Hounds add +1d6 to damage inflicted on creatures of type Elemental or Immortal and their bite does full damage to insubstantial creatures.

Planar Nature

Every breed of Spectral Hound has **Resist** 10 to some form of energy common in the plane of their origin. (This cannot be Force, however)

***Planar Tracking**

Spectral Hounds can use their Perception to track beings from other planes, adding +3 to their Perception when doing so. They also have a general +2 racial bonus to Perception and Arcana. (And they can use Arcana to sense magical energies)

Alignment Unaligned **Languages** Trained to respond to simple orders and cues; communicates very basic messages by body language

Skills Arcana +7* (used to sense magic), Athletics +9

Str 15 (+4) **Dex** 18 (+6) **Wis** 18 (+6)

Con 15 (+4) **Int** 6 (+0) **Cha** 10 (+2)

Lesser Spectral Hounds are used by relatively minor extra-planar creatures to track prey and enemies from other planes. More potent breeds exist, used by stronger creatures as guard animals and hunters.

Spectral Hound, Level 15 Skirmisher

Medium shadow beast (dog) XP 1200

Initiative +15 **Senses** Perception +20 (+23)*

HP 148; **Bloodied** 74

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

Resist Special* 15

Vulnerable Force 10

Speed 6

m **Bite** (standard; at-will)

+20 vs. AC; 2d8+6 damage

M **Leg Nip** (standard; at-will if the Spectral Hound has combat advantage)

+18 vs. Fortitude; 3d6+4 and *slow* (save ends)

Skitter Rush (move; refresh 5-6)

Sliding between planes, the Spectral Hound pops in and out of reality.

The Spectral Hound moves up to 8 squares, alternately teleporting a square and moving a square. (So they teleport 1, then move 1, then teleport 1, then move 1, etc.) This is most commonly used to disengage from a fight without attracting opportunity attacks, but may also be used to bypass small hazards, etc. The Spectral hound ignores all difficult terrain penalties to movement while doing this. The Spectral Hound can then use **Leg Nip** whether or not he has combat advantage. This counts as a **charge**.

Pack Tactics

Spectral Hounds gain combat advantage if at least one other Spectral Hound is adjacent to their target.

Planar Bite

Spectral Hounds add +2d6 to damage inflicted on creatures of type Elemental or Immortal and their bite does full damage to insubstantial creatures.

Planar Nature

Every breed of Spectral Hound has **Resist** 15 to some form of energy common in the plane of their origin. (This cannot be Force, however)

Planar Tracking

Spectral Hounds can use their Perception to track beings from other planes, adding +3 to their Perception when doing so. They also have a general +2 racial bonus to Perception and Arcana. (And they can use Arcana to sense magical energies)

Alignment Unaligned **Languages** As appropriate by plane, but only understood; they can't actually speak

Skills Arcana +15 (used to sense magic), Athletics +17
Str 20 (+12) **Dex** 23 (+13) **Wis** 23 (+13)
Con 20 (+12) **Int** 13 (+8) **Cha** 14 (+9)

Mid-range planar creatures breed Spectral Hounds of a tougher stock, using them to hunt extra-planar intruders.

Superior Spectral Hound, Level 25 Skirmisher

Medium shadow beast (dog) XP 7000

Initiative +15 **Senses** Perception +23 (+26)*

HP 233; **Bloodied** 116

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

Resist **Special*** 20

Vulnerable **Force** 15

Speed 9

m **Bite** (standard; at-will)

+30 vs. AC; 3d8+9 damage

M **Leg Nip** (standard; at-will if the Spectral Hound has combat advantage)

+28 vs. Fortitude; 4d6+4 and *slow* (save ends)

M **Paralyzing Bite** (standard; refresh 5-6)

+28 vs. Fortitude; 4d10+9 and *immobilized* (save ends)

Skitter Rush (move; refresh 5-6)

Sliding between planes, the Spectral Hound pops in and out of reality.

The Spectral Hound moves up to 11 squares, alternately teleporting a square and moving a square. (So they teleport 1, then move 1, then teleport 1, then move 1, etc.) This is most commonly used to disengage from a fight without attracting opportunity attacks, but may also be used to bypass small hazards, etc. The Spectral hound ignores all difficult terrain penalties to movement while doing this. The Spectral Hound can then use **Leg Nip** whether or not he has combat advantage. This counts as a **charge**.

M **Magic Disrupting Bite** (standard; refresh 5-6) | **Arcane**

Target must be an adjacent zone or conjuration; can be used inside a zone; +28 vs. Will; target is disrupted and ceases to exist.

Pack Tactics

Spectral Hounds gain combat advantage if at least one other Spectral Hound is adjacent to their target.

Planar Bite

Spectral Hounds add +3d6 to damage inflicted on creatures of type Elemental or Immortal and their bite does full damage to insubstantial creatures.

Planar Nature

Every breed of Spectral Hound has **Resist** 20 to some form of energy common in the plane of their origin. (This cannot be Force, however)

Planar Tracking

Spectral Hounds can use their Perception to track beings from other planes, adding +3 to their Perception when doing so. They also have a general +2 racial bonus to Perception and Arcana. (And they can use Arcana to sense magical energies)

Alignment Same as their Planar Master **Languages** As appropriate by plane. (Able to speak!)

Skills Arcana +21 (used to sense magic), Athletics +24

Str 25 (+19) **Dex** 28 (+21) **Wis** 28 (+21)

Con 25 (+19) **Int** 18 (+16) **Cha** 19 (+16)

Rare and powerful, the lords of the planes use these creatures to track down and deal with those who have defied them, especially those who broke into their home plane and absconded with something. Superior Spectral Hounds are intelligent and many know some ritual magic, used in their task.

Spiders

Planar Spiders

Visitors to Mystara from another plane, Planar Spiders are as intelligent and varied in behavior as humans; those encountered in Mystara may be anything from petty wicked bandits to wise philosophers. In their home plane, they build great web-cities they regard as equal to or better than any human city; they regard most Mystara spiders the way humans regard monkeys and apes.

Planar Spider Fighter, Level 5 Soldier

Medium fey beast (spider) XP 200

Initiative +6 **Senses** Perception +3

HP 66; **Bloodied** 33

AC 21; **Fortitude** 19, **Reflex** 17, **Will** 16

Speed 9; climb 6; teleport 2

m **Bite** (standard; at-will)

+12 vs. AC; 1d10+4 and target is *marked*.

M **Pre-emptive Spider Strike** (immediate interrupt; refresh 5-6)

When a *marked* target tries to shift or move away from them, they get an immediate attack: +10 vs. Reflex; 3d6+4 and the Planar Spider may teleport to a square adjacent to where they end the move action.

Alignment Any **Languages** Common

Skills Athletics +11, Intimidate +8, Streetwise +8

Str 18 (+6) **Dex** 15 (+4) **Wis** 13 (+3)

Con 18 (+6) **Int** 15 (+4) **Cha** 13 (+3)

Planar spider Fighters work to pin down enemies and keep them off squishier allies.

Planar Spider Ranger, Level 5 Skirmisher

Medium fey beast (spider) XP 200

Initiative +8 **Senses** Perception +6

HP 63; **Bloodied** 31

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

Speed 9; climb 6, teleport 3

m **Bite** (standard; at-will)

Shift one square before or after attacking; +10 vs. AC; 1d10+4

M **Planar Jump Strike** (standard; refresh 5-6)

The Planar Spider teleports up to 6 squares (technically he phased out into another plane, then back in to attack) then attacks: +10 vs. AC; 3d6+4 and 5 ongoing damage (save ends). This counts as a **charge**, ending his turn.

C **Hunter's Quarry** (minor; 1/round)

Close Burst 10; Choose one foe in area of effect as target. +8 vs. Reflex; Until the end of his next turn, the Planar Spider Ranger inflicts +2d6 damage on that target with attacks if the target moves at all during the duration of this effect.

Alignment Any **Languages** Common

Skills Acrobatics +11, Athletics +9, Dungeoneering +11, Nature +11, Stealth +11

Str 15 (+4) **Dex** 18 (+6) **Wis** 18 (+6)

Con 15 (+4) **Int** 13 (+3) **Cha** 13 (+3)

Planar Spider Rangers are wilderness and dungeon explorers, scouts, and mobile warriors.

Planar Spider Scholar, Level 5 Controller

Medium fey beast (spider) XP 200

Initiative +8 **Senses** Perception +6

HP 61; **Bloodied** 30

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

Speed 9; climb 6; teleport 2

m **Bite** (standard; at-will)

+10 vs. AC; 1d6+4 and **slow** (save ends)

A **Thunderstrike** (standard; at-will) | **Thunder**

Burst 1 **within** 10 squares; +9 vs. Reflex; 1d6 +4 thunder damage and push 2

A **Web** (standard; refresh 5-6) | **Poison**

Burst 2 **within** 10 squares; +9 vs. Reflex; 3d6+4 poison damage and **immobilized** (save ends)

Alignment Any **Languages** Common

Skills Arcana +11, Heal +9, History +11, Nature +9, Religion +11

Str 13 (+3) **Dex** 15 (+4) **Wis** 15 (+4)

Con 13 (+3) **Int** 18 (+6) **Cha** 18 (+6)

Intellectuals and philosophers, Planar Spider Scholars also dabble in magic for self-defense. Or for killing and robbing people. Depending on their inclinations. But it's all done thoughtfully.

Planar Spider Priest, Level 8 Controller (Leader)

Medium fey beast (spider) XP 350

Initiative +6 **Senses** Perception +9

HP 89; **Bloodied** 44

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

Speed 9; climb 6; teleport 2
m **Shielding Bite** (standard; at-will)
+13 vs. AC; 1d6+4 and an ally gains +2 power bonus to AC until the end of his next turn
M **Blinding Smite** (standard; refresh 5-6) | **Divine, Radiant**
+12 vs. Reflex; 3d8+5 radiant damage and *blinded* (save ends)
C **Blessing of the Immortals** (minor 2/encounter) | **Divine, Healing**
Close Burst 5; one target can make an immediate saving throw against one condition and gains 9 temporary HP.
Alignment Any **Languages** Common
Skills Arcana +12, Diplomacy +14, Insight +14, Religion +12
Str 17 (+7) **Dex** 15 (+6) **Wis** 20 (+9)
Con 17 (+7) **Int** 17 (+7) **Cha** 20 (+9)

Planar Spider Priests are the leaders of Planar Spider society and tend to be the most powerful.

Silk Spiders

Raised by Alphatians for their silk, silk spiders are tiny spider-silk producing ten-legged spiders brought to the Known World from Old Alphatia. They are only dangerous when they swarm. Alphatians prefer to wear spider silk clothing; a 10' by 10' by 10' webbed area provides enough silk for one outfit for a full grown human or elf. They require cool, dark, dry areas to live and don't easily flourish in the wild.

Silk Spider Swarm, Level 2 Controller

Medium natural beast (Spider) XP 125
Aura 1; anyone who starts their turn adjacent to the swarm suffers a **basic attack** from it.
Initiative +4 **Senses** Perception +3
HP 38; **Bloodied** 19
AC 16; **Fortitude** 14, **Reflex** 14, **Will** 14
Speed 6
m **Bite** (standard; at-will)
+7 vs. AC; 1d10+3 damage
M **Swarm the Helpless** (standard; at-will)
This can only be used on *unconscious, immobilized, restrained, or stunned* targets. +6 vs. Fortitude; 2d6+3 damage
C **Web** (standard; refresh 5-6)
Close Blast 3; +6 vs. Reflex; target is *immobilized* (save ends); *When Save is Made:* Target is *slowed* (save ends)
Alignment Unaligned **Languages** --
Skills Athletics +17, Acrobatics
Str 14 (+3) **Dex** 17 (+4) **Wis** 14 (+3)
Con 14 (+3) **Int** 2 (-3) **Cha** 6 (-1)

Spirits

In the lands of the Ethengars and in some other places, it is possible for spirits to pass in and out of Mystara and their home, the Spirit World. Ethengar shamans train to deal with such beings.

Common Spirit Powers (Possessed by all)

Materialize/Dematerialize (standard, at-will)

Spirits may turn immaterial (or back to normal) as a standard action. This gives them Fly 6, the *insubstantial* Quality, and *invisibility* when dematerialized. A spirit may only effect other dematerialized spirits when immaterial. Dematerialized spirits are not invisible to each other.

Cantrips (standard; at-will)

Spirits may use any of the standard wizard cantrips; the most mischevious spirits use them A LOT to mess with people.

Lesser Animal Spirit Level 6 Soldier

Medium Immortal humanoid (Shapechanger) XP 250

Initiative +8 **Senses** Perception +11

HP 72; **Bloodied** 36

AC 22; **Fortitude** 19, **Reflex** 18, **Will** 18

Speed 5 or by Animal

m **Scimitar** (standard; at-will) | **Weapon**

+13 vs. AC; 1d8+5

r **Longbow** (standard; at-will) | **Weapon**

Ranged 20/40; +12 vs. AC; 1d10+4

Defender

Lesser Animal Spirits add +1 to hit and damage when defending the kind of animal they represent.

Materialize/Dematerialize (standard; 2/day)

As the common power

Animal Forms (minor; at-will) | **Polymorph**

A Lesser Animal Spirit can alter its physical form to appear as a single kind of animal, or as a unique humanoid animal (see **Change Shape**, page 280 of the MM). It will usually take on a humanoid form to fight, and flees combat in animal form.

Alignment Any **Languages** Ethengarian (with animal accent), possibly Common, speaks to animals of his type

Skills Athletics + 12, Bluff +8, Nature +11, Perception +11

Str 19 (+7) **Dex** 16 (+6) **Wis** 16 (+6)

Con 16 (+6) **Int** 10 (+3) **Cha** 10 (+3)

Equipment None in Animal Form; Ethengarian Scale, Longbow and 20 arrows, Scimitar, Light Shield

Lesser Animal Spirits watch over animals of the type they represent. Some are summoned by Shamans, whereas others normal dwell on the material plane. They aren't brilliant, but they're smart enough to have some creativity of tactics against foes.

Herbivore spirits tend to focus on using their bluff and shifting and knowledge of nature to lure foes on a wild goose chase away; carnivore spirits usually focus on violence.

Medium Animal Spirit Level 12 Soldier

Medium Immortal humanoid (Shapechanger) XP 700

Initiative +12 **Senses** Perception +15

HP 123; **Bloodied** 61

AC 28; **Fortitude** 25, **Reflex** 24, **Will** 24

Speed 5 or by Animal

m **Scimitar** (standard; at-will) | **Weapon**

+19 vs. AC; 2d6+6. On a hit, he automatically inflicts 6 points of damage on a foe adjacent to the first.

r **Longbow** (standard; at-will) | **Weapon**

Ranged 20/40; +18 vs. AC; 1d10+6 fire damage + 5 ongoing fire damage

R or M **Twin Shot** (standard; refresh 5-6)

The Medium Animal Spirit takes 2 **Longbow** Attacks or 2 **Scimitar** attacks

R or M **Disabling Strike** (standard; refresh 6)

(**Ranged** 20/40) +17 vs. Fortitude; 4d6+6 and target is *prone* and *slow* (save ends)

Defender

Medium Animal Spirits add +2 to hit and damage when defending the kind of animal they represent.

Materialize/Dematerialize (standard; 3/day)

As the common power

Animal Forms (minor; at-will) | **Polymorph**

A Medium Animal Spirit can alter its physical form to appear as a single kind of animal, or as a unique humanoid animal (see **Change Shape**, page 280 of the MM). It will usually take on a humanoid form to fight, and flees combat in animal form.

Alignment Any **Languages** Ethengarian (fluently), Common, speaks to animals of his type

Skills Athletics + 17, Bluff +12, Nature +15, Perception +15

Str 22 (+12) **Dex** 19 (+10) **Wis** 19 (+10)

Con 19 (+10) **Int** 13 (+7) **Cha** 13 (+7)

Equipment None in Animal Form; Ethengarian Scale, Longbow and 20 arrows, Scimitar, Light Shield

Medium Animal Spirits act as the guards of herds of animals, or as messengers/envoys/attack force leaders for the Greater Animal Spirits or the Spirit Lords. Depending on their task, they may be anything from friendly to extremely violent. They are otherwise like their weaker bretheren. They can be summoned by Shamans, but it's a lot harder.

Greater Animal Spirit Level 18 Soldier

Medium Immortal humanoid (Shapechanger) XP 2000

Initiative +17 **Senses** Perception +20

HP 174; **Bloodied** 87

AC 28; **Fortitude** 25, **Reflex** 24, **Will** 24

Speed 5 or by Animal

m **Scimitar** (standard; at-will) | **Weapon**

+25 vs. AC; 3d6+6. On a hit, he automatically inflicts 7 points of damage on a foe adjacent to the first.

r **Longbow** (standard; at-will) | **Weapon**

Ranged 20/40; +24 vs. AC; 1d10+7 fire damage + 10 ongoing fire damage

R or M **Twin Shot** (standard; refresh 4-6)

(**Ranged** 20/40) The Greater Animal Spirit takes 2 **Longbow** Attacks or 2 **Scimitar** attacks

R or M Disabling Strike (standard; refresh 6)

(**Ranged** 20/40) +23 vs. Fortitude; 6d6+6 and target is *prone* and *slow* (save ends)

R or M Chosen Foe (standard; encounter)

(**Ranged** 20/40) +25 vs. AC; 6d6+6 and +2 to hit and +4 to damage the target for the rest of the encounter

Defender

Medium Animal Spirits add +3 to hit and damage when defending the kind of animal they represent.

Materialize/Dematerialize (standard; 4/day)

As the common power

Animal Forms (minor; at-will) | **Polymorph**

A Greater Animal Spirit can alter its physical form to appear as a single kind of animal, or as a unique humanoid animal (see **Change Shape**, page 280 of the MM). It will usually take on a humanoid form to fight, but can fight as an animal also.

Alignment Any **Languages** Ethengarian (fluently), Common, speaks to animals of his type

Skills Athletics +22, Bluff +17, Nature +20, Perception +20

Str 25 (+16) **Dex** 22 (+15) **Wis** 22 (+15)

Con 22 (+15) **Int** 16 (+12) **Cha** 16 (+12)

Equipment None in Animal Form; Ethengarian Scale, Longbow and 20 arrows, Scimitar, Light Shield

Greater Animal Spirits command large forces of spirits or watch over especially unique, unusual, or rare groups of animals. They have many Medium and hordes of Lesser Animal Spirits at their beck and call and will often be accompanied by such. They answer to the Spirit Lords or the very most potent of shamans.

Aspect of a Spirit Lord Level 24 Elite Soldier

Medium Immortal humanoid (Shapechanger) XP 12,100

Initiative +21 **Senses** Perception +24

HP 450; **Bloodied** 225

AC 41; **Fortitude** 38, **Reflex** 36, **Will** 37

Speed 7 or by Animal

Action Points 1 **Saves:** +2

m **Scimitar** (standard; at-will) | **Weapon**

+31 vs. AC; 3d6+9. On a hit, he automatically inflicts 7 points of damage on a foe adjacent to the first.

r **Longbow** (standard; at-will) | **Weapon**

Ranged 30/60; +30 vs. AC; 1d10+10 Fire + 15 ongoing fire damage

Twin Shot (standard; at-will)

The Aspect of a Spirit Lord takes 2 **Longbow Attacks** or Two **Scimitar Attacks**

Disabling Strike (standard; refresh 4-6)

(**Ranged** 20/40) +29 vs. Fortitude; 6d6+9 and target is *prone* and *slow* (save ends)

Chosen Foe (standard; refresh 6 (but can't be used again until the original target is eliminated or fled))

(**Ranged** 20/40) +31 vs. AC; 6d6+9 and +2 to hit and +4 to damage the target for the rest of the encounter

C **Reap the Field** (standard; refresh 6)

Close Burst 1; +29 vs. Reflex; 6d6+9 to all foes; until his next turn, whenever a foe moves adjacent to him or starts their turn adjacent to him, he may roll a **melee basic attack** against them.

Defender

Aspects of a Spirit Lord add +4 to hit and damage when defending the kind of animal they represent.

Ritual Magic

Aspects of a Spirit Lord know up to 9 rites of the DM's choice.

Animal Abilities

Because they can fight in animal form as well as humanoid, the DM will need to add appropriate abilities for their animal form.

Arcane Might

Aspects of a Spirit lord command Arcane powers as well; the DM should customize several to fit the species and needs of the story.

Materialize/Dematerialize (standard; at-will)

As the common power

Animal Forms (minor; at-will) | **Polymorph**

An Aspect of a Spirit Lord can alter its physical form to appear as a single kind of animal, or as a unique humanoid animal (see **Change Shape**, page 280 of the MM). It will usually take on a humanoid form to fight, but can fight as an animal also.

Alignment Any **Languages** Ethengarian (fluently), Common, speaks to animals of his type

Skills Athletics + 26, Bluff +21, Nature +24, Perception +24, Religion + 24

Str 28 (+21) **Dex** 25 (+19) **Wis** 25 (+19)

Con 25 (+19) **Int** 19 (+16) **Cha** 19 (+16)

Equipment None in Animal Form; Ethengarian Scale, Longbow and 20 arrows, Scimitar, Light Shield

The Spirit Lords rule over the Spirit World; they are immortal and rarely enter the material world, but they do sometimes send Avatars to take care of business. They are usually accompanied by a force of Greater Animal Spirits when out and about. There is one Spirit Lord for each species of animals.

Evil Spirits

Many evil Spirits roam the world from the Land of Black Sand. All of them have the following power in addition to normal Spirit powers:

Humanoid Forms (minor; at-will) | **Polymorph**

An Evil spirit can alter its physical form to appear as any kind of humanoid between 5' and 7', including Animal Spirit-like forms (see **Change Shape**, page 280 of the MM). These may be used to fight, trick or seduce. They can also take on their true form, which rather resembles a Shadow or Wraith.

They range from the mischevious to the highly malevolent; many know some rituals, especially malevolent ones. They may range all the way from first to 31st level; a few example ones are given below.

Harrassing Spirit Level 3 Controller

Medium Immortal humanoid XP 150

Initiative +3 **Senses** Perception +2

HP 44; **Bloodied** 22

AC 17; **Fortitude** 14, **Reflex** 15, **Will** 14

Speed 6

m **Punch** (standard; at-will) | **Martial**

+8 vs. AC; 1d6+3 necrotic damage + *slowed* (save ends)

R **Gaze of Fear** (standard; at-will) | **Arcane, Fear**

Ranged 10; +7 vs. Will; target takes 1d6+3 psychic damage and is pushed 3.

Invisibility (standard; refresh 5-6)

The Harrassing Spirit turns *invisible* until it attacks someone or the encounter ends.

Ritual Magic

About half of Harrassing Spirits know magic beyond Cantrips.

Materialize/Dematerialize (standard; 2/day)

As the common power

Alignment Evil **Languages** Common, Ethengarian, Supernal

Skills Bluff +7, Insight +7, Stealth +8, Thievery +10

Str 12 (+2) **Dex** 14 (+3) **Wis** 13 (+2)

Con 12 (+2) **Int** 17 (+4) **Cha** 8 (+0)

Equipment Stolen Things

Harrassing spirits like to make life difficult for people; they cut saddle straps, feed your horse your fine bourbon, dye your clothing with fungal foot rot, and appear from nowhere at crucial moments to panic your horse so it runs off a cliff. They only fight if they have to, preferring to run away, turn invisible, and come back to make your life hell later.

Robber Spirit Level 6 Lurker

Medium Immortal humanoid XP 250

Initiative +11 **Senses** Perception +8

HP 58; **Bloodied** 29

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

Speed 7

m **Scimitar** (standard; at-will) | **Weapon**

The Robber spirit may move up to 3 squares, then attacks one target for +11 vs. AC; 1d8+5

R **Shortbow** (standard; at-will) | **Weapon**

Ranged 15/30; +11 vs. AC; 1d8 +5

Ambush Skills

+1d6 damage when it has combat advantage on someone.

Materialize/Dematerialize (standard; 2/day)

As the common power

Skillful Sneak

Once in concealment, the Robber Spirit may enter stealth even if enemies have Line of Sight to him.

Sleight of Hand

The Robber Spirit only suffers a -5 penalty to use Thievery in combat to steal things.

Rituals

The Spirit knows the rites: Arcane Lock, Detect Secret Doors, Knock,

Alignment Evil **Languages** Common, Ethengarian, Supernal

Skills Arcana +11, Perception +8, Stealth + 14, Thievery +14

Str 14 (+5) **Dex** 19 (+7) **Wis** 11 (+3)

Con 16 (+6) **Int** 16 (+6) **Cha** 14 (+5)

Equipment Scale Armor, Scimitar, Longbow and Quiver of arrows.

Robber spirits travel in groups and ambush the unwary, especially those on a holy quest. They love to accumulate gold, silver, and jewels. They use their ritual magic to break into place when necessary, but more commonly to open or seal chests, as fortresses and fortified shops are short in supply.

Seducing Spirit Level 8 Controller

Medium Immortal humanoid XP 350

Initiative +6 **Senses** Perception +5

HP 86; **Bloodied** 43

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

Speed 6; Fly 9

Resist: cold 20

m **Icy Touch** (standard; at-will) | **Cold**

+13 vs. AC; 1d8+5 cold damage and 5 ongoing cold damage (save ends)

M **Grab** (standard; at-will)

+11 vs. Reflex; as standard **grab** attack

M **Frozen Kiss** (standard; at-will, but only on **grabbed** targets) | **Cold, Healing**

+11 vs. Fortitude; 2d6+5 cold damage and the Spirit recovers 10 HP.

C **The Chill of Winter** (standard; refresh 5-6) | **Cold**

Close Burst 1; +11 vs. Fortitude; 2d6+5 cold damage

C **Snowstorm** (standard; refresh 5-6) | **Cold**

Close Burst 5; +11 vs. Fortitude; 1d4+5 cold damage and all target squares grant concealment until the end of your next turn; **Sustain minor**: all target squares grant concealment for another turn

Too Pretty to Hit (immediate interrupt; encounter)

Once per encounter, the Spirit may force a foe to reroll a successful attack on it, taking the second result.

Desirable (standard; encounter) | **Charm**

This power adds +5 to all charisma skills for the purpose of seduction; it lasts the entire encounter or until the Seducing Spirit seduces someone or someone scores an Insight critical against it.

Change Shape (minor; at-will) | Polymorph

The Seducing spirit can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see **Change Shape**, page 280).

Materialize/Dematerialize (standard; 2/day)

As the common power

Alignment Evil, usually **Languages** Common, Ethengarian, Supernal

Skills Bluff +14 (19), Diplomacy +14 (19), Intimidate +14 (19), Stealth +11

Str 10 (+4) **Dex** 14 (+6) **Wis** 13 (+5)

Con 14 (+6) **Int** 17 (+7) **Cha** 20 (+9)

Equipment Illusionary

Seducing spirits are winter spirits who long for the body heat of humanoids to warm themselves. They generally observe people and turn into their lovers or someone their target wishes loved them. (Several Ethengar legends revolve around them posing as a woman's husband when he's off to war for a long time.) They are extremely adept at seduction. However, they're notorious in Ethengar legendry for being easy to seduce themselves and not very good at all at seeing through the lies and deceptions of others. A handful of stories concern ones who took the place of someone's dead loved one and lived as them for years or even decades, before the secret came out and tragedy ensued.

Greater Blight Spirit Level 14 Controller

Medium Immortal humanoid XP 1000

Initiative +12 **Senses** Perception +18

HP 138; **Bloodied** 69

AC 28; **Fortitude** 25, **Reflex** 26, **Will** 27

Speed 6; fly trailing flame 8

Resist fire 20 **Vulnerable cold** 5 **water** 5/15*

m **Searing Touch** (standard; at-will) | **Fire**

+17 vs. Fortitude; 2d8+6 fire damage

C **Wither** (standard; refresh 4-6) | **Fire**

Close Burst 2; +17 vs. Fortitude; 1d10+6 fire damage and all normal plant life dies

A **Grass fire** (standard; refresh 6) | **Fire, Zone**

14 **adjacent squares within** 10; all target squares must have flammable substances within them; any creature inside the zone at its creation or who begins its turn inside the zone takes 2d6+6 fire damage; anyone adjacent to the zone at the start of their turn takes 1d8+6 fire damage.

Materialize/Dematerialize (standard; 3/day)

As the common power

Alignment Evil **Languages** Common, Ethengarian, Supernal

Skills Acrobatics +17, Nature +18, Perception +18

Str 18 (+11) **Dex** 20 (+12) **Wis** 23 (+13)

Con 18 (+11) **Int** 14 (+9) **Cha** 8 (+6)

Equipment

Greater Blight Spirits are hateful spirits of the summer heat who love to wither plants and start grass fires. They like to extort bribes from clans and tribes to avoid the destruction of the precious grass needed for clans to survive. However, they are especially vulnerable to water. An amount of water about the size of a large mug will inflict 5 points of damage on them, and contact with large amounts of water (being pushed into a stream, lake, etc) inflicts 15 points a round on them. They are often accompanied by Lesser Blight Spirits (who are usually around Level 6-8).

Cry of Vengeance Spirit Level 18 Soldier

Medium Immortal humanoid XP 2000

Aura 2: Bloodied targets take 1d10+7 necrotic damage if they begin their turn within the aura.

Initiative +12 **Senses** Perception +13

HP 170; **Bloodied** 85

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

Speed 6

m **Soul Stealing Touch** (standard; at-will) | **Necrotic, Weapon**

+23 vs. Fortitude; 2d8+7 necrotic; the spirit gains temporary HP equal to the amount inflicted.

R **Wail of Rage** (standard; at-will) | **Fear, Psychic**

Ranged 20; +23 vs. Will; 2d6+7 psychic damage and push target 6

M **Steal The Heart of Defense** (standard; refresh 5-6)

+23 vs. Reflex; 2d8+7 and one defense of the Cry's choice drops by 6 until the end of the next turn. **Sustain minor:** The defense lowering effect lasts another turn.

C **Cry For Vengeance** (immediate interrupt when hit; refresh bloodied)

Close Burst 5; +23 vs. Will; everyone affected by this takes an immediate basic melee or ranged attack on the person who hit the spirit; these attacks do not provoke opportunity attacks)

Ritual Magic

Cry of Vengeance Spirits know a variety of rites for animating and controlling the undead

Materialize/Dematerialize (standard; 3/day)

As the common power

Alignment Evil **Languages** Common, Ethengarian, Supernal

Skills Arcana +14, History +14, Religion + 18

Str 18 (+11) **Dex** 20 (+12) **Wis** 23 (+13)

Con 18 (+11) **Int** 14 (+9) **Cha** 8 (+6)

Equipment

Cry for Vengeance Spirits resemble a bleeding corpse shrouded in shadows. Cry for Vengeance Spirits sometimes appear to embody the anger of someone at the losses they have suffered from a battle. The spirit then animates the dead and seeks to take out a terrible revenge on whoever its accidental summoner blames for the whole affair.

Anyone who gets in the way of this will also be trampled down and slain. (A source of tragedy in some Ethengar legends.)

Hatred of Heldaan Spirit Level 26 Elite Brute

Medium Immortal humanoid XP 18000

Aura 1: Anyone who starts within his aura is the subject of a **basic melee attack** from him. He gets +3 against Ethengars or any Cleric of one of the Ethengar Immortals (Cretia, Tubak, Yamurga).

Initiative +17 **Senses** Perception +21

HP 592; **Bloodied** 296

AC 39; **Fortitude** 39, **Reflex** 34, **Will** 37

Speed 8

m **Two-Handed Sword** (standard; at-will) | **Weapon**

+29 vs. AC; 4d6+9.

R **Taunt the Coward** (standard; at-will) | **Psychic**

Ranged 20; +27 vs. Will; 2d8+9 psychic damage and pull target 6

M **Vengeance of Vanya** (standard; at-will)

The Hatred of Heldaan Spirit may take 2 **Two-Handed Sword** Attacks

C **Slaughter in Her Name** (immediate interrupt when hit; refresh bloodied)

Close Burst 1; +30 vs. Reflex; 4d10+9 and *prone* (save ends)

Burst of Speed (Move, refresh 5-6)

The Spirit moves up to 16 squares as a normal move; it is still vulnerable to opportunity attacks.

Ritual Magic

Hatred of Heldaan Spirits know 6 or more Religion based rituals of the DM's choice.

Materialize/Dematerialize (standard; 5/day)

As the common power

Alignment Evil **Languages** Common, Ethengarian, Heldaaner, Supernal

Skills History +21, Intimidate + 25, Religion +26, Stealth +22

Str 29 (+22) **Dex** 18 (+17) **Wis** 26 (+21)

Con 26 (+21) **Int** 16 (+16) **Cha** 24 (+20)

Equipment Plate Armor, Two-Handed Sword, Warhorse

The Heldaaners and Ethengars have hated each other for centuries; some of the most potent evil spirits take on the form of a Heldaaner to terrorize Ethengars; in recent years, they have adopted the appearance of undead Heldaanic Knights. They favor surprise attacks on camps at night. They often command forces of other spirits in their assaults.

Nature Spirits

Nature spirits have bound themselves to some natural feature. Within 100-300 yards of their feature, they can alter the landscape to fit their will so long as it does not obliterate their feature. (A river spirit could change the course of a river but not dry it up, for example.) (Heroic Tier Nature Spirits have a 100 yard range, Paragon 200 and Epic 300.) In general, the larger the feature, the higher level the spirit.

Nature Spirits have a good and an evil side. Normally, they are friendly to everyone. But if their feature is endangered, they will gleefully slaughter everyone who endangers their feature, then wipe out the offender's own clans if it's not too long a trip to find them.

All Nature Spirits have the following power:

Ethengar Form (minor; at-will) | **Polymorph**

A Nature Spirit can alter its physical form to appear as any humanoid found in Ethengar; usually they appear as Ethengars, but the importation of many outsiders by the Khan has broadened their powers. (see **Change Shape**, page 280 of the MM). They can also take on their true form, which is a humanoid made out of the same material as their feature.

Dematerialized Nature Spirits can hide inside their feature.

Rock Spirit Level 4 Brute

Medium Immortal humanoid XP 175

Initiative +3 **Senses** Perception +4

HP 56; **Bloodied** 28

AC 16; **Fortitude** 16, **Reflex** 16, **Will** 16

Speed 6

m **Punch** (standard; at-will) | **Martial**

+7 vs. AC; 2d8+4

M **Stunning Fist** (standard; refresh 5-6) | **Martial**

+5 vs. Fortitude; 2d6 +4 and *dazed* (save ends)

Ritual Magic

About half of Rock Spirits know some.

Materialize/Dematerialize (standard; 2/day)

As the common power

Alignment Unaligned **Languages** Common, Ethengarian, Supernal

Skills Athletics +11, Endurance +10, Nature +9

Str 18 (+6) **Dex** 12 (+3) **Wis** 15 (+4)

Con 16 (+5) **Int** 10 (+2) **Cha** 8 (+1)

Equipment

Rock Spirits are usually pretty lazy, just sitting around and watching the world. They prefer listening to speaking, and often will just listen to anyone who passes by without appearing 'in the flesh'. However, once angered, they are relentless in their hatred. In battle, they tend to pick a single target and hit them until they die.

River Spirit Level 13 Skirmisher

Medium Immortal humanoid XP 800

Initiative +2 **Senses** Perception + , **Ripplesense** 10*

HP 131; **Bloodied** 65

AC 27; **Fortitude** 25, **Reflex** 27, **Will** 25

Speed 6, 10 swim

m **Ice Blade** (standard; at-will) | **Cold, Martial, Weapon**

+18 vs. AC; 2d8+6 cold damage

r **Water Blast** (standard; refresh 5-6) | **Cold, Martial**

+16 vs. Fortitude; 1d10+6 cold damage and *prone* (save ends)

A **Come to the Water** (move; refresh 5-6)

Burst 3 **within** 10 squares; +16 vs. Will; all targets are slid 5 towards the nearest water square. If this takes less than 5 squares, they can be slid into other adjacent water squares.

Nimble Swimmer

+4 to defense against opportunity attacks when in water squares. Also, they function underwater with no need to breathe.

Water Strike

+1d6 to damage if target is in water

Ritual Magic

River Spirits know anywhere from 3 to 9 rituals of the DM's choice

Materialize/Dematerialize (standard; 3/day)

As the common power

Alignment Unaligned **Languages** Common, Ethengarian, Supernal

Skills

Str 19 (+10) **Dex** 22 (+12) **Wis** 13 (+7)

Con 16 (+9) **Int** 14 (+8) **Cha** 19 (+10)

Equipment

* **Ripplesense**: The spirit is always aware of anyone touching water within its range, ignoring any condition which would normally cause him to not sense their presence and negating any benefits for concealment, stealth, etc.

River spirits look like a naked humanoid made of water in their true form. They are usually playful and like to play gentle tricks on people. They have an odd obsession with leading horses to water and making them drink. An angry river spirit likes to force armored people out into the middle of water, then helps them to drown. They fight while swimming in their river whenever possible.

Undead Spirits

Undead Spirits possess bodies of the dead turning them into horrible undead monstrosities. They lose most of their powers during the day and tend to roam constantly instead of haunting a single spot.

Druj, Level 14 Elite Skirmisher

Medium natural undead XP 4000

Initiative +15 **Senses Perception** +17

HP 280; **Bloodied** 140

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

Immune disease; poison; sleep; breathing

Resistant necrotic 15

Vulnerable radiant 10

Saves +2 **Action Points** 1 (*Druj add +1 to hit per one of its duplicates adjacent to the target with attacks gained by spending an action point.*)

Speed --; Fly 9

m **Touch** (standard; at-will) | **Poison**

+19 vs. AC; 2d8+7 poison damage

Each Druj has one of the following powers, according to type:

Eye Power (Druj Stare): (minor; 1/round) | **Charm**

Ranged 10; +17 vs. Will; 1d10+6 psychic damage and target is *immoblized* (save ends)

Hand Power (Druj Grab): (minor; 1/round)

+17 vs. Reflex; 1d10+6 poison damage and target is *restrained*; treat as a normal **grab**.

Skull Power (Druj Bite): (minor; 1/round)

+19 vs. AC; 1d10+6 poison damage and 5 ongoing damage (save ends)

Finger of Death (standard; refresh 5-6) | **Necrotic**

Ranged 20; +23 vs. Fortitude; 3d10+6 necrotic damage and *stunned* (save ends)

Many Bodies, One Evil Soul (minor; at-will) | **Polymorph**

A Druj may split itself into four identical copies; these copies share a common pool of hit points, and when it runs out, they all drop dead, reassembling into a single corpse. Each body gets its own move action per turn but share a minor and standard action between them. When 2 of its bodies flank someone, the Druj not only gains combat advantage, it also adds an extra +2 to hit beyond that given by combat advantage. If the Druj takes 20 or more radiant damage (after adding +10 for its vulnerability), the bodies all reassemble together into whichever copy got hit.

I'm My Own Ally

Drujs add +2d6 to damage if 2 or more of its own duplicates are adjacent to its target.

Alignment Chaotic Evil **Languages** Common, Possibly Others

Skills Acrobatics +18

Str 20 (+12) **Dex** 23 (+13) **Wis** 20 (+12)

Con 20 (+12) **Int** 23 (+13) **Cha** 20 (+12)

Drujs resemble giant disembodied bodyparts. Each kind (Skull, Hand, Eye) has its own special power, but shares most abilities with other Drujs. Most prefer to work alone with some other kind of undead as flunkies, but sometimes greater undead force them to cooperate with each other.

Odic, Level 16 Solo Controller

Large natural undead (plant) XP 7000

Aura 4; this aura glows purple at night. It also attacks those within it at the start of their turn: +20 vs. Fortitude; lose one healing surge.

Initiative +10 **Senses** Perception +15

HP 628; **Bloodied** 314

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

Immune disease; poison; sleep; breathing

Resistant necrotic 15

Vulnerable radiant 10

Saves +5 **Action Points** 2

Speed SPECIAL

m **Poisonous Vine / Branch** (standard; at-will) | **Poison**

Reach 3; +20 vs. Fortitude; 2d8+7 poison damage

R **Leaf Lure** (standard; at-will) | **Charm**

Ranged 20; +20 vs. Will; the target is *dominated* to move towards the Odic every round, then stand quietly next to it. (save ends) (The tree uses this to draw in victims since it can't move)

M or R **Hate of All Life** (standard; at-will) | **Charm, Poison**

The Odic makes 3 attacks, mixing **Leaf Lures** and **Poisonous Vine/Branch** attacks as it desires.

R **Cause Disease** (standard; refresh 5-6) | **Poison**

Ranged 20; +20 vs. Fortitude; 3d10+6 poison damage and the target is infected with *Mindfire* (DMG 50).

R **Finger of Death** (standard; refresh 5-6) | **Necrotic**

Ranged 20; +20 vs. Fortitude; 3d10+6 necrotic damage and *stunned* (save ends)

Alignment Chaotic Evil **Languages** Common, Possibly Others

Skills Bluff +20, Insight +20, Intimidate +20

Str 21 (+13) **Dex** 14 (+10) **Wis** 24 (+15)

Con 21 (+13) **Int** 21 (+13) **Cha** 24 (+15)

During the day, Odics wander up to 24 miles; at night, they settle into a plant, usually something fairly large like a tree. They then start luring in animals and sentients and sucking the life out of them. The plant in question dies and crumbles once they leave it the next morning.

Revenant, Level 18 Elite Soldier

Medium natural undead XP 4000

Initiative +17 **Senses** Perception +15

HP 354; **Bloodied** 177

AC 36; **Fortitude** 31, **Reflex** 30, **Will** 30

Immune disease; poison; sleep; breathing

Resistant necrotic 15

Vulnerable radiant 10

Saves +2 **Action Points** 1

Speed 6

m **Claw** (standard; at-will) | **Poison**

+25 vs. **AC**; 2d8+7 poison damage

M **Claw/Claw** (standard; at-will)

The Revenant makes 2 **Claw** Attacks

M **Leap Assault** (standard; refresh 6)

The Revenant shifts 12, leaping through the air. +23 vs. **Reflex**; 4d10+7 poison damage

R **Finger of Death** (standard; refresh 5-6) | **Necrotic**

Ranged 20; +23 vs. **Fortitude**; 3d10+6 necrotic damage and *stunned* (save ends)

Alignment Chaotic Evil **Languages** Common, Possibly Others

Skills Athletics +21

Str 25 (+16) **Dex** 22 (+15) **Wis** 22 (+15)

Con 25 (+16) **Int** 22 (+15) **Cha** 22 (+15)

Revenants look just like zombies, until they shrug off enough damage to kill a dozen zombies. They generally open fights by using their leap attack to get right down in the middle of their foes and clobber someone, then start clawing and clawing and using Finger of Death until everyone is dead. They typically command a pack of revenant spectres (see below)

Revenant Specter Level 18 Minion

Medium shadow humanoid (undead) XP 500

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

Spectral Chill (cold) aura 1; enemies in the aura take a -2 penalty to all defenses.

HP 1; a missed attack never damages a minion.

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

Immune disease, poison; **Resist** 15 necrotic, insubstantial;

Speed fly 6 (hover); phasing

m **Spectral Touch** (standard; at-will) | **Necrotic**

+21 vs. **Reflex**; 10 necrotic damage.

C **Spectral Barrage** (standard; encounter) | **Illusion, Psychic**

Close burst 2; targets enemies; +7 vs. **Will**; 13 psychic damage, and the target is knocked *prone*.

Invisibility (standard; at-will) | **Illusion**

The specter becomes invisible until it attacks or until it is hit by an attack.

Alignment Chaotic evil **Languages** Common

Skills Stealth +24

Str 17 (+12) **Dex** 22 (+15) **Wis** 12 (+10)

Con 20 (+14) **Int** 13 (+10) **Cha** 11 (+9)

Stalwarts

Stalwarts are a tall (7') race of humanoids of unclear origin, being fairly similar to humans in appearance except with a certain tendency to ugliness. They are obsessed with proving their physical prowess and when encountering other humanoid species, they will challenge them to a high-stakes contest of physical prowess. This requires the PCs to designate one or more champions for opposed contests—2 of Acrobatics, 2 of Athletics, and 2 of Endurance. If the PCs win a majority, he will serve them for a month. If they fail, they must cough up half their money to him. If they refuse the contest or don't pay up, he will attack. If they win the contest, they earn 800 XP as if they had defeated him.

Stalwart, Level 9 Elite Brute

Large natural humanoid XP 800

Initiative +7 **Senses** Perception +4

HP 240; **Bloodied** 120

AC 23; **Fortitude** 25, **Reflex** 23, **Will** 18

Saves +2 **Action Points** 1

Speed 6

m **Club** (standard; at-will)

Reach 2; +12 vs. AC; 2d8+5

M **Strong Assault** (standard; at-will)

The Stalwart makes 2 **Club** attacks.

C **Sweeping Blow** (standard; refresh 5-6)

Close Burst 2; +12 vs. AC; 2d8+5 and push 2

Alignment Unaligned **Languages** Common, Possibly Others

Skills Acrobatics +12, Athletics +16, Endurance + 16, Intimidate +9

Str 20 (+9) **Dex** 17 (+7) **Wis** 10 (+4)

Con 20 (+9) **Int** 10 (+4) **Cha** 10 (+4)

Thoul

Thouls are not undead, though they are a strange crossbreed of a ghoul, a troll, and a hobgoblin; except for their vicious claws and a green skin tint, they look like normal hobgoblins and often live with or even rule hobgoblin tribes. Some of them become spellcasters.

Thoul Archer Level 8 Artillery

Medium natural humanoid XP 350

Initiative +10 **Senses** Perception +4; darkvision

HP 70; **Bloodied** 35

Regeneration 5 (if the thoul takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 20; Fortitude 20, Reflex 22, Will 18

Speed 8, climb 4

m Claws (standard; at-will)

+13 vs. AC; 1d4 + 5 damage, and the target is *immobilized* (save ends).

M Paralyzing Blow (standard; at-will)

Target must be *immobilized, stunned, or unconscious*; +11 vs. Fortitude; 1d8 + 5 damage, and the target is *stunned* (save ends).

R Longbow (standard; at-will)

Ranged 15/30; The Thoul shifts one square, then +15 vs. AC; 1d10+6 damage

R Bleeding Wound Shot (standard; refresh 5-6)

Ranged 15/30; +13 vs. Fortitude; 3d8+5 and 5 ongoing damage

Thoul Healing | Healing

If the thoul is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 5 hit points.

Alignment Chaotic evil **Languages** Common

Skills Stealth +13

Str 15 (+5) Dex 20 (+8) Wis 12 (+4)

Con 16 (+6) Int 11 (+3) Cha 13 (+4)

Equipment: Longbow and arrows

Not too many Thoul become archers, but those who do can be quite impressive.

Thoul Priest Level 7 Controller (Leader)

Medium natural humanoid XP 300

Initiative +3 Senses Perception +4; darkvision

HP 80; Bloodied 40

Regeneration 5 (if the thoul takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 21; Fortitude 18, Reflex 17, Will 20

Resist Necrotic 10

Vulnerable Radiant 5

Speed 8, climb 4

m Claws (standard; at-will)

+12 vs. AC; 1d8 + 4 damage, and the target is *immobilized* (save ends).

M Paralyzing Blow (standard; at-will)

Target must be *immobilized, stunned, or unconscious*; +10 vs. AC; 3d6 + 5 damage, and the target is *stunned* (save ends).

C Unholy Breath (standard; refresh 5-6) | **Necrotic**

Close Blast 3; +11 vs. Fortitude; all allies in area gain +2 to hit until end of next turn; all foes take 1d8+5 necrotic damage and are *slowed* (save ends)

A No Escape (standard; encounter) | **Necrotic, Zone**

This creates a 7 square zone of connected squares up to 4 squares high within 10 squares of the Thoul; it counts as difficult terrain, costing 2 to move through; anyone who crosses

it takes 2d6+6 necrotic damage; anyone who starts their turn next to it takes 1d6+6 necrotic damage. The wall blocks line of sight.

C Unholy Strength (standard; encounter) | **Healing, Necrotic**

Close Burst 5; all allies in area of effect gain 7 temp HP except minions; +11 vs.

Fortitude; all foes suffer 3d10+5 necrotic damage

Thoul Healing | Healing

If the thoul is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 5 hit points.

Alignment Chaotic evil **Languages** Common

Skills Arcane +10, Insight +13, Religion +10

Str 15 (+5) **Dex** 11 (+3) **Wis** 20 (+8)

Con 16 (+6) **Int** 14 (+5) **Cha** 13 (+4)

Equipment: Chainmail Armor, Holy Symbol

Thoul Priests typically serve either Demogorgon, Ranivorus, or else Orcus.

Thoul Warrior Level 7 Soldier

Medium natural humanoid XP 300

Initiative +7 **Senses** Perception +4; darkvision

HP 80; **Bloodied** 40

Regeneration 5 (if the thoul takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 23; **Fortitude** 18, **Reflex** 20, **Will** 16

Speed 8, climb 4

m **Claws** (standard; at-will)

+14 vs. AC; 1d8 + 4 damage, and the target is *immobilized* (save ends).

M **Paralyzing Blow** (standard; at-will)

Target must be *immobilized, stunned, or unconscious*; +12 vs.AC; 3d6 + 5 damage, and the target is *stunned* (save ends).

M **Exploit Opening** (immediate reaction; refresh 5-6)

When a melee attack misses the Thoul, he receives a **basic melee attack** against his attacker.

Thoul Healing | Healing

If the thoul is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 5 hit points.

Alignment Chaotic evil **Languages** Common

Skills Stealth +10

Str 15 (+5) **Dex** 14 (+5) **Wis** 12 (+4)

Con 16 (+6) **Int** 11 (+3) **Cha** 13 (+4)

Equipment: Plate Armor

Thoul Warriors sometimes rule over tribes or act as bodyguards for strong shamans and warlords.

Thoul Warlock Level 7 Skirmisher

Medium natural humanoid XP 300

Initiative +8 **Senses** Perception +5; darkvision

HP 78; **Bloodied** 39

Regeneration 5 (if the thoul takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 21; **Fortitude** 17, **Reflex** 18, **Will** 20

Speed 8, climb 4

M **Claws** (standard; at-will)

+12 vs. AC; 1d8 + 4 damage, and the target is *immobilized* (save ends).

M **Paralyzing Blow** (standard; at-will)

Target must be *immobilized, stunned, or unconscious*; +10 vs.AC; 3d6 + 5 damage, and the target is *stunned* (save ends).

R **Eldritch Blast** (standard; at-will) | **Arcane, Radiant**

Ranged 10; +10 vs. Reflex; 1d10 + 6 radiant damage

R **Enticing Stare** (standard; refresh 5-6) | **Arcane, Psychic**

Ranged 10; +10 vs. Will; target takes 1d6+4 psychic damage and is pulled 4 squares.

Warlock's Wrath

+1d6 damage when attacking the closest target with Arcane powers.

Thoul Healing | **Healing**

If the thoul is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 5 hit points.

Alignment Chaotic evil **Languages** Common

Skills Arcane +10, Bluff +13, Intimidate +13

Str 13 (+4) **Dex** 16 (+6) **Wis** 14 (+5)

Con 14 (+5) **Int** 14 (+5) **Cha** 20 (+8)

Equipment: Cloth Armor

Wielder of mysterious powers, all in a hobgoblin tribe wisely fear the Warlock.

Toad, Giant

The absence in Mystara of critical components of the laws of physics as known in the Dimension of Reality has enabled far more giant sized species to develop and thrive. Among them are swamp and damp-forest dwelling Giant Toads. Don't lick them.

Giant Toad, Level 2 Brute

Medium natural beast (Toad) XP 125

Initiative +3 **Senses** Perception +8

HP 47; **Bloodied** 23

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

Speed 6; jump 4

M **Bite** (standard; at-will)

+7 vs. AC; 1d10+3 damage

M **Tongue Grapple** (standard; at-will)

Reach 3; +3 vs. Reflex; 1d6+3 damage and target is *restrained* and pulled adjacent to the Toad. Treat as a normal **grab** for escaping.

Swallow (minor; at-will)

Restrained foes who are Small or less may be swallowed. This renders them *stunned* the first round (save ends) and they take 1d6+3 acid damage every round until dead. A foe who throws off the stunned may use Melee attacks on the toad, but only does half damage and suffers -2 to hit from being cramped.

M Hopping Assault (standard; refresh 5-6)

The Toad shifts 4 and attacks: +5 vs. AC; 3d8+3 damage. This counts as a **charge**.

Alignment Unaligned **Languages** Toad

Str 17 (+4) **Dex** 13 (+2) **Wis** 14 (+3)

Con 17 (+4) **Int** 4 (-2) **Cha** 4 (-2)

Giant Toads are toads the size of a very large dog or a pony. They prey on adventurers when they can't get herbivores. They prefer Small or smaller prey, though, who they can swallow.

Rock/Cave Toad, Level 3 Controller

Medium natural beast (Toad) XP 150

Initiative +3 **Senses** Perception +9

HP 46; **Bloodied** 23

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

Speed 6; jump 4

m **Bite** (standard; at-will)

+8 vs. AC; 1d10+3 damage

R **Hypnotic Gaze** (standard; at-will)

Ranged 15; +7 vs. Will; target is *immobilized* (save ends)

A **Confusing Stare** (standard; refresh 5-6)

Burst 2 **within** 10 squares; Allies are not affected; +7 vs. Will; target makes a **basic melee attack** on an adjacent ally of the toad's choice, or on himself.

Exploit Vulnerability

+1d6 damage against foes he has combat advantage on.

Alignment Unaligned **Languages** Toad

Str 14 (+3) **Dex** 14 (+3) **Wis** 17 (+4)

Con 14 (+3) **Int** 6 (-2) **Cha** 17 (+4)

Rock/Cave Toads live in rocky areas and caverns, using their hypnotic gaze to draw in prey.

Tzitzimitl

These powerful evil spirits are each unique, though they share a common link to their master, Thanatos. Even Atzanteotl is wary of them, for some of them are vast in power, and he has pacted with them to keep them away from his people. Which sometimes works. Followers of the New Way are in theory not protected by the pact. In practice, Tzitzimitl mostly stay away from the Azcans and Schattenelfen, but if they have reason to meddle, they won't stop to check your holy symbol first, unless they're pretty sure

your death will arouse Atzanteotl's wrath. They can be found anywhere in the Hollow World but especially around the Azcan and Schattenelfen lands. Atzanteotl tells his followers they are the ones who killed the previous Sun and they'll kill this one too if the flow of sacrifices ever stops. Each is unique in appearance but usually horrible. All are Paragon or Epic Tier creatures; most are Paragon level. A few examples are provided below.

K'awiil, Tzitzimitl Lord of Lightning and Thunder, Level 18 Elite Controller

Large aberrant humanoid XP 2000

Initiative +11 **Senses** Perception +13;

Resist damage from axes 20, lightning 15, poison or snake damage 20, thunder 15

Vulnerable fire 10

HP 340; **Bloodied** 170

AC 32; **Fortitude** 30, **Reflex** 28, **Will** 31

Speed 8; Fly 10

m **Serpent's Bite** (standard; at-will) | **Lightning**

+23 vs. AC; 1d10+7 lightning damage plus 5 ongoing lightning damage

r **Thunderbolt** (standard; at-will) | **Thunder**

+22 vs. Reflex; 2d8+7 thunder damage and *deafened* (save ends)

R **Forked Lightning**

Make two **Thunderbolt** attacks

C **Thunderstorm** (standard; at will) | **Lightning**

Close Blast 3; +22 vs. Reflex; 1d10+7 lightning damage and *immobilized* to the end of his next turn

A **Mighty Storm** (standard; refresh 5-6) | **Lightning, Thunder**

Burst 2 **within** 20 squares; +22 vs. Reflex; 2d8+7 lightning or thunder damage and *slow* (save ends)

A **Wall of Lightning** (standard; daily) | **Lightning, Zone**

Conjures a 12 square long wall of lightning within 10 squares. Anyone who starts out next to it takes 2d6+7 lightning damage; it blocks line of sight and movement. It lasts until the end of his next turn. **Sustain minor:** The wall lasts another turn.

Alignment Chaotic Evil **Languages** Abyssal, Azcan, Schattenelfen, Supernal

Skills Bluff +21, Diplomacy +21, Insight +18, Nature +18

Str 22 (+15) **Dex** 14 (+11) **Wis** 18 (+13)

Con 18 (+13) **Int** 18 (+13) **Cha** 25 (+16)

K'awiil claims to be the embodiment of the power of his master Chac over lightning and thunder, Chac's Thunder Axe made flesh. Whatever the truth, he is a potent Tzitzimitl who resembles a man with a serpent in place of one of his legs and an axe buried in his forehead, constantly dripping blood. He knows many rituals for evoking thunderstorms and frequent Lightning strikes. He likes to entice villages into making sacrifices to him in order to get desperately needed rain; then he devours them now that they've betrayed Atzanteotl by asking for his help. He has been slain several times, but while Chac lives, he always seems to return.

Tezcatlipoca, “Left Handed Hummingbird”, Level 16 Soldier

Medium aberrant Beast XP 1400

Initiative +14 **Senses** Perception +13

HP 158; **Bloodied** 79

AC 32; **Fortitude** 29, **Reflex** 28, **Will** 29

Speed 8; fly 8 (in bird form)

m **Jaguar Bite** (standard; at-will)

+23 vs. AC; 2d8+7 damage

m **Piercing Beak** (standard; at-will)

+21 vs. Fortitude; 1d10+7 necrotic damage and 10 ongoing necrotic damage (save ends)

m **Obsidian Dagger** (standard; at-will) | **Necrotic, Weapon**

+23 vs. AC; 1d10+7 damage and *dazed* until the end of his next turn

R **Howl of the Damned** (standard; refresh 5-6) | **Fear, Psychic**

Ranged 20; +21 vs. Will; 3d10+6 psychic damage and *immobilized* (save ends)

M **Surprise Attack** (standard; refresh 4-6)

Tezcatlipoca teleports up to 6 squares, then makes the **basic melee attack** appropriate for his current form. This counts as a **charge**.

Bird Form (minor; at-will) | **Polymorph**

Tezcatlipoca can change shape between a Jaguar, a normal Azcan human, and a medium-sized hummingbird at will. He cannot use his bite attack as a bird or human, nor his beak attack as a jaguar or human. He cannot use his obsidian dagger as either animal form.

Alignment Chaotic Evil **Languages** Neathar, Azcan, Primordial, Abyssal

Skills Bluff +19, Diplomacy +19, Insight +18, Streetwise +19

Str 22 (+14) **Dex** 18 (+12) **Wis** 20 (+13)

Con 22 (+14) **Int** 20 (+13) **Cha** 22 (+14)

Tezcatlipoca resembles a talking jaguar, though he can take on the form of a Medium-sized hummingbird too. He is a smooth, persuasive figure who finds weak-willed people and uses his political skills to advise them on moving up in society; this process tends to become more and more bloody and eventually either results in bloody tyranny or the person's death. Either way is fine with him.

Xacoca, Tzitzimitl hunter, Level 14 Brute

Large aberrant humanoid (mantisoid) XP 1000

Initiative +9 **Senses** Perception +10; blindsight 10 (doesn't work in any round in which it takes thunder damage)

Resist fire 10, necrotic 10, radiant 10

Vulnerable Thunder 10

HP 171; **Bloodied** 85

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

Speed 9

m **Blades Arm** (standard; at-will)

Reach 2; +17 vs. AC; 3d6+6 and 5 ongoing damage (save ends)

M **Bite** (standard; at-will)

+15 vs. Reflex; 2d6+6 and *dazed* until the end of his next turn

M Grab and Bite (standard; refresh 5-6)

Make two **Blades Arm** attacks against the same target. If they both hit, the target is now *restrained* (save ends) and make a **Bite** attack.

Slay the Helpless

+2d6 damage against any target who is *unconscious or restrained*.

Alignment Chaotic Evil **Languages** Abyssal, Azcan, Schatteneffen, Supernal

Skills Athletics + 18, Endurance + 17, Stealth + 14

Str 23 (+13) **Dex** 14 (+9) **Wis** 16 (+10)

Con 21 (+12) **Int** 16 (+10) **Cha** 14 (+9)

Xacoca is a cunning hunter who resembles a giant praying mantis. His schemes are not very fancy, though he can outthink many people if he puts his mind to it. He can sense vibrations so as to navigate in the dark, but Thunder damage deafens him, blinding him in the dark.

Undines

Undines are a benevolent but freedom loving race from the Elemental Plane of Water. They are rare even there and are major foes of the Hordes and the Hydraxs.

Undine Explorer, Level 8 Skirmisher

Large elemental beast (Water) XP 350

Initiative +7 **Senses** Perception +5

Elemental Regeneration 5 (water)

HP 86; **Bloodied** 43

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

Resist cold 10 **fire** 10

Vulnerable air creatures 5, special*

Speed 4; **Swim** 12

m **Serpentine Strike** (standard; at-will) | **Water**

The Explorer shifts up to two squares, and then **Reach** 2; +13 vs. AC; 1d6+5 water damage

M **Swift Blows** (standard; at-will) | **Water**

The Explorer makes 2 **Serpentine Strike** attacks

Serpentine Escape (immediate reaction; refresh 5-6)

Upon being hit by a melee attack, the Explorer shifts 3 squares.

Transmute Fire to Ice (immediate interrupt; encounter) | **Arcane, Cold, Fire, Healing**

Upon being struck by a fire attack, +11 vs. Will of the person attacking. On a success, instead of taking damage, the Undine heals an equal amount of damage to a maximum of 43 points.

Shapeshift (minor; at-will) | **Polymorph**

Though normally shaped as serpents made of water, Undines may take on just about any configuration they can imagine of the same mass; this does not change their powers, vulnerabilities, etc. All forms are still made of water.

Vulnerable to Drying*

Undines take 1 point of damage per round they are not touching water.

Alignment Good **Languages** Primordial

Skills Acrobatics +14, Nature +12, Stealth +14

Str 14 (+6) **Dex** 20 (+9) **Wis** 17 (+7)

Con 14 (+6) **Int** 12 (+5) **Cha** 12 (+5)

Undine Explorers like to roam free and explore the wilds, fighting only if they have to.

Undine Wavesurfer, Level 8 Artillery

Large elemental beast (Water) XP 350

Initiative +9 **Senses** Perception +7

Elemental Regeneration 5 (water)

HP 68; **Bloodied** 34

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

Resist cold 10 **fire** 10

Vulnerable air creatures 5, special*

Speed 4; **Swim** 12

m Serpentine Strike (standard; at-will) | **Water**

Reach 2; +15 vs. AC; 1d8+5 water damage

r Waterspout (standard; at-will) | **Water**

Ranged 15; +15 vs. AC; 2d6+5 water damage

A Ice Web (standard; refresh 5-6) | **Arcane, Cold**

Burst 2 **within** 10 squares; +13 vs. Reflex; 2d8+5 cold damage and *immobilized* (save ends)

Transmute Fire to Ice (immediate interrupt; encounter) | **Arcane, Cold, Fire, Healing**

Upon being struck by a fire attack, +11 vs. Will of the person attacking. On a success, instead of taking damage, the Undine heals an equal amount of damage to a maximum of 34 points.

Shapeshift (minor; at-will) | **Polymorph**

Though normally shaped as serpents made of water, Undines may take on just about any configuration they can imagine of the same mass; this does not change their powers, vulnerabilities, etc. All forms are still made of water.

Vulnerable to Drying*

Undines take 1 point of damage per round they are not touching water.

Alignment Good **Languages** Primordial

Skills Stealth +14

Str 14 (+6) **Dex** 20 (+9) **Wis** 17 (+7)

Con 14 (+6) **Int** 12 (+5) **Cha** 12 (+5)

Wavesurgers are Undines who specialize in ranged attacks. They like to trap foes with their webs, then blast them over and over while they can't escape

Undine Wizard, Level 8 Controller

Large elemental beast (Water) XP 350

Initiative +9 **Senses** Perception +7

Elemental Regeneration 5 (water)

HP 86; **Bloodied** 41

AC 22; **Fortitude** 17, **Reflex** 20, **Will** 20

Resist cold 10 **fire** 10

Vulnerable air creatures 5, special*

Speed 4; **Swim** 12

m **Serpentine Strike** (standard; at-will) | **Arcane, Water**

Reach 2; +13 vs. AC; 2d6+5 water damage

A **Freezing Rain** (standard; at-will) | **Arcane, Cold, Water**

Burst 1 **within** 10 squares; +13 vs. AC; 1d8+5 cold and water damage and *slow* (save ends)

C **Tidal Wave** (standard; at-will) | **Arcane, Thunder, Water**

Close Blast 3; +12 vs. Reflex; 1d8+5 water and thunder damage and push 3

A **Ice Storm** (standard; encounter) | **Arcane, Cold, Zone**

Burst 2 **within** 10 squares; +12 vs. Reflex; 3d8+5 cold damage and *slow* (save ends).

The storm lasts until the end of the next turn. Anyone who starts their turn in the storm or enters it is attacked by the storm: +12 vs. Fortitude; 1d8+5 cold damage and *slow* (save ends). **Sustain minor:** The storm lasts another turn.

Transmute Fire to Ice (immediate interrupt; encounter) | **Arcane, Cold, Fire, Healing**

Upon being struck by a fire attack, +12 vs. Will of the person attacking. On a success, instead of taking damage, the Undine heals an equal amount of damage to a maximum of 41 points.

Shapeshift (minor; at-will) | **Polymorph**

Though normally shaped as serpents made of water, Undines may take on just about any configuration they can imagine of the same mass; this does not change their powers, vulnerabilities, etc. All forms are still made of water.

Vulnerable to Drying*

Undines take 1 point of damage per round they are not touching water.

Alignment Good **Languages** Primordial

Skills Arcana +14, Diplomacy +12, Insight +14, Nature +14

Str 14 (+6) **Dex** 17 (+7) **Wis** 20 (+9)

Con 14 (+6) **Int** 20 (+9) **Cha** 17 (+7)

Undine wizards study the arcane lore of water, and frequently learn special rituals designed for beings made of water.

Greater Undine Explorer, Level 20 Skirmisher

Large elemental beast (Water) XP 2800

Initiative +20 **Senses** Perception +16

Elemental Regeneration 10 (water)

HP 188; **Bloodied** 94

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

Resist cold 20 **fire** 20

Vulnerable air creatures 10, special*

Speed 4; **Swim** 12

m **Serpentine Strike** (standard; at-will) | **Water**

The Explorer shifts up to two squares, and then **Reach 2**; +25 vs. AC; 2d6+7 water damage

M Swift Blows (standard; at-will)

The Explorer makes 2 **Serpentine Strike** attacks

Serpentine Escape (immediate reaction; refresh 5-6)

Upon being hit by a melee attack, the Explorer shifts 6 squares.

Transmute Fire to Ice (immediate interrupt; encounter) | **Arcane, Cold, Fire, Healing**

Upon being struck by a fire attack, +23 vs. Will of the person attacking. On a success, instead of taking damage, the Undine heals an equal amount of damage to a maximum of 94 points.

Shapeshift (minor; at-will) | **Polymorph**

Though normally shaped as serpents made of water, Undines may take on just about any configuration they can imagine of the same mass; this does not change their powers, vulnerabilities, etc. All forms are still made of water.

Vulnerable to Drying*

Undines take 1 point of damage per round they are not touching water.

Alignment Good **Languages** Common, Primordial

Skills Acrobatics + 23, Nature + 21, Stealth +23

Str 20 (+15) **Dex** 26 (+18) **Wis** 23 (+16)

Con 20 (+15) **Int** 18 (+14) **Cha** 18 (+14)

Undine Explorers like to roam free and explore the wilds, fighting only if they have to.

Greater Undine Wavesurfer, Level 20 Artillery

Large elemental beast (Water) XP 2800

Initiative +18 **Senses** Perception +21

Elemental Regeneration 10 (water)

HP 146; **Bloodied** 73

AC 32; **Fortitude** 30, **Reflex** 34, **Will** 32

Resist cold 20 **fire** 20

Vulnerable air creatures 10, special*

Speed 4; **Swim** 12

m **Serpentine Strike** (standard; at-will) | **Water**

Reach 2; +25 vs. AC; 2d6+7 water damage

r **Waterspout** (standard; at-will) | **Water**

Ranged 20; +27 vs. AC; 3d6+8 water damage

A **Ice Web** (standard; refresh 5-6) | **Arcane, Cold**

Burst 2 **within** 10 squares; +25 vs. Reflex; 4d8+7 cold damage and *immobilized* (save ends)

Transmute Fire to Ice (immediate interrupt; encounter) | **Arcane, Cold, Fire, Healing**

Upon being struck by a fire attack, +25 vs. Will of the person attacking. On a success, instead of taking damage, the Undine heals an equal amount of damage to a maximum of 73 points.

Shapeshift (minor; at-will) | **Polymorph**

Though normally shaped as serpents made of water, Undines may take on just about any configuration they can imagine of the same mass; this does not change their powers, vulnerabilities, etc. All forms are still made of water.

Vulnerable to Drying*

Greater Undines take 3 point of damage per round they are not touching water.

Alignment Good **Languages** Primordial

Skills Stealth +23

Str 20 (+15) **Dex** 26 (+18) **Wis** 23 (+16)

Con 20 (+15) **Int** 18 (+14) **Cha** 18 (+14)

Wavesurgers are Undines who specialize in ranged attacks. They like to trap foes with their webs, then blast them over and over while they can't escape

Greater Undine Wizard, Level 20 Controller

Large elemental beast (Water) XP 2800

Initiative +16 **Senses** Perception +18

Elemental Regeneration 10 (water)

HP 188; **Bloodied** 94

AC 34; **Fortitude** 29, **Reflex** 32, **Will** 32

Resist cold 20 **fire** 20

Vulnerable air creatures 10, special*

Speed 4; **Swim** 12

m **Serpentine Strike** (standard; at-will) | **Arcane, Water**

Reach 2; +13 vs. AC; 3d6+8 water damage

A **Freezing Rain** (standard; at-will) | **Arcane, Cold, Water**

Burst 1 **within** 10 squares; +25 vs. AC; 2d6+7 cold and water damage and *slow* (save ends)

A **Tidal Wave** (standard; at-will) | **Arcane, Thunder, Water**

Close Blast 3; +24 vs. Reflex; 4d8+7 water and thunder damage and push 3 and *dazed* (save ends)

A **Sapping Cold** (standard; encounter) | **Arcane, Cold**

Burst 2 **within** 10 squares; +24 vs. Reflex; 4d8+7 cold damage and 15 ongoing cold damage and *weakened* (save ends)

A **Ice Storm** (standard; encounter) | **Arcane, Cold, Zone**

Burst 2 **within** 10 squares; +24 vs. Reflex; 4d8+7 cold damage and *slow* (save ends).

The storm lasts until the end of the next turn. Anyone who starts their turn in the storm or enters it is attacked by the storm: +24 vs. Fortitude; 2d8+5 cold damage and *slow* (save ends). **Sustain minor:** The storm lasts another turn.

Transmute Fire to Ice (immediate interrupt; encounter) | **Arcane, Cold, Fire, Healing**

Upon being struck by a Fire attack, +24 vs. Will of the person attacking. On a success, instead of taking damage, the Undine heals an equal amount of damage to a maximum of 41 points.

Shapeshift (minor; at-will) | **Polymorph**

Though normally shaped as serpents made of water, Undines may take on just about any configuration they can imagine of the same mass; this does not change their powers, vulnerabilities, etc. All forms are still made of water.

Vulnerable to Drying*

Greater Undines take 3 points of damage per round they are not touching water.

Alignment Good **Languages** Common, Primordial

Skills Arcana +23, Diplomacy +21, Insight +23, Nature +23

Str 20 (+15) **Dex** 23 (+16) **Wis** 26 (+18)

Con 20 (+15) **Int** 26 (+18) **Cha** 23 (+16)

Greater Undine Wizards master many rituals, used for the good of others, and use their powers to aid good causes, though especially to protect other Undines.

Vapor Ghoul

Vapor Ghouls resemble Wraiths, though it's hard to see their mist-shrouded bodies. They are undead

Vapor Ghoul Level 5 Controller

Medium natural humanoid (undead) XP 300

Aura 1; swirling mists give concealment to the Vapor Ghoul and to anyone within them

Initiative +10 **Senses** Perception +4; blindsight 1 (basically, the Vapor Ghoul sees through the concealment his mist grants anyone in it)

HP 62; **Bloodied** 31

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

Immune disease; poison; sleep; breathing

Resist necrotic 10

Vulnerable radiant 5

Speed 8, climb 4

m **Mind-Paralysis** (standard; at-will) | **Psychic**

+9 vs. Will; 1d6 + 4 psychic damage, and the target is *dominated* to repeat his last standard action each round until the effect breaks (save ends).

M **Mind Trap** (standard; refresh 5-6) | **Psychic**

+9 vs. Will; 3d6+4 psychic damage, and the target is *dominated* to act like another member of his party (roll an appropriate die to determine who and another die to determine what power he thinks he is using), which usually results in him totally wasting his action from domination. (save ends)

Alignment Chaotic evil **Languages** Common

Skills Stealth +8

Str 14 (+4) **Dex** 12 (+3) **Wis** 15 (+4)

Con 14 (+4) **Int** 18 (+6) **Cha** 18 (+6)

Weasel, Giant

Giant Weasels hunt much larger prey than normal weasels, but are trainable. They generally prefer to attack wounded prey.

Giant Weasel Level 5 Brute

Large Natural Beast XP 200

Initiative +4 **Senses** Perception +9

HP 78; **Bloodied** 39

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

Speed 8, climb 4

m **Bite** (standard; at-will)

+6 vs. Reflex; 1d10+4 and target is *restrained*. Treat this as a normal grab for escaping.

M **Drink Blood** (standard; at-will)

This may only be used against a *restrained, immobilized, or unconscious target*. +6 vs. Fortitude; 1d10+4 damage and the target loses 1 healing surge.

Pounce (standard; refresh 5-6)

The Giant Weasel shifts 3 then makes a **Bite** attack, inflicting +1d6 damage on a successful hit. This counts as a **charge**.

Alignment Unaligned **Languages** --

Str 18 (+6) **Dex** 15 (+4) **Wis** 15 (+4)

Con 18 (+6) **Int** 4 (-1) **Cha** 4 (-1)

Worm, Giant

Caecilia, Level 8 Soldier

Huge natural beast (worm) XP 200

Initiative +8 **Senses** Perception +6; Blindsight 5; Tremorsense 10

HP 88; **Bloodied** 44

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

Speed 4; tunnel 8

m **Bite** (standard; at-will)

Reach 3; +13 vs. Reflex; 2d6 + 5 damage, plus the target is **grabbed** (until escape). The Caecilia cannot make **Bite** attacks while **grabbing** a creature, but it can use *clamping jaws*.

M **Clamping Jaws** (standard; at-will)

If a Caecilia begins its turn with a target **grabbed** in its jaws, it makes an attack against the grabbed creature: +13 vs. Reflex; 2d6 + 5 damage. *Miss*: Half damage.

M **Swallow** (standard; at-will)

The Caecilia attempts to swallow a bloodied Medium or smaller creature it is **grabbing**; +13 vs. Fortitude; on a hit, the target is swallowed and *restrained* (no save) and takes 5 damage plus 5 acid damage on subsequent rounds at the start of the Caecilia's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or

natural weapons. If the Caecilia dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the Caecilia.

Alignment Unaligned **Languages** —

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

Con 16 (+7) **Int** 2 (+0) **Cha** 4 (+1)

These giant worm like creatures tunnel under the surface, then burst through to eat up surface creatures. They are found anywhere with loose enough soil for them to tunnel

Wyrd

Wyrd are the bodies of dead elves, possessed by undead spirits. A ball of Necrotic energy floats by each of their hands; they may attack with them in melee or hurl one or both at targets to explode; if they lose one of their spheres a new one appears at the end of their turn. They resemble dead elves, often with shaven heads, made of shadow stuff.

Wyrd Level 6 Artillery

Medium shadow humanoid (undead) XP 250

Initiative +7 **Senses** Perception +11, darkvision

HP 58; **Bloodied** 29

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

Speed 6

Immune disease; poison; sleep; breathing

Resist necrotic 10

Vulnerable radiant 5

m **Wyrd Sphere** (standard; at-will) | **Arcane**

+13 vs. AC; 1d10+4 necrotic damage

M **Wyrd Redoubled** (standard; at-will) | **Arcane**

The Wyrd makes two **Wyrd Sphere** attacks

A **Hurl Wyrd Sphere** (standard; at-will) | **Arcane**

Burst 1 **within** 10 squares; +11 vs. Reflex; 1d6+4 necrotic damage to all within burst

Twin Blast (standard; refresh 5-6)

The Wyrd makes 2 **Hurl Wyrd Sphere** attacks.

Elf Slayer

All Wyrd attacks do +1d6 damage vs. Elves

Alignment Chaotic Evil **Languages** Common, Elven

Skills Perception +11

Str 12 (+4) **Dex** 19 (+7) **Wis** 16 (+6)

Con 16 (+6) **Int** 10 (+3) **Cha** 12 (+4)

Greater Wyrd Level 12 Artillery

Medium shadow humanoid (undead) XP 700

Initiative +12 **Senses** Perception +15, darkvision

HP 94; **Bloodied** 47

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

Speed 6

Immune disease; poison; sleep; breathing

Resist necrotic 20

Vulnerable radiant 10

m **Wyrd Sphere** (standard; at-will) | **Arcane**

+19 vs. AC; 2d6+5 necrotic damage

M **Wyrd Redoubled** (standard; at-will) | **Arcane**

The Wyrd makes two **Wyrd Sphere** attacks

A **Hurl Wyrd Sphere** (standard; at-will) | **Arcane**

Burst 2 **within** 20 squares; +17 vs. Reflex; 1d8+5 necrotic damage and *immobilized* (save ends) to all within burst

A **Twin Blast** (standard; refresh 5-6)

The Wyrd makes 2 **Hurl Wyrd Sphere** attacks.

Elf Slayer

All Wyrd attacks do +2d6 damage vs. Elves, but cannot immobilize Elves, who become *slow* (save ends) instead.

C **Horrible Visage** (standard; refresh 6)

Close Burst 5; +17 vs Will; target is *dominated* to take a move action away from the Wyrd each turn (save ends). Elves save at -4.

Alignment Chaotic Evil **Languages** Common, Elven

Skills Perception +15

Str 14 (+8) **Dex** 22 (+12) **Wis** 19 (+10)

Con 19 (+10) **Int** 12 (+7) **Cha** 12 (+7)

List of Creatures by Level

Black Eagle Grunts Level 1 Minion
Black Eagle Snipers Level 1 Artillery
Darokinian Cavalry Level 1 Brute
Darokinian Experienced Archer Level 1 Artillery
Darokinian Experienced Pikeman Level 1 Soldier
Darokinian New Recruit Level 1 Minion
Fang Spearman of the Shires, Level 1 Skirmisher
Glantrian Cavalryman, Level 1 Skirmisher
Glantrian Mobile Archer, Level 1 Artillery
Glantrian Mobile Footmen, Level 1 Soldier
Human Student at the Great School of Magic, Level 1 Controller
Karameikan Fourth and Fifth Division Soldiers, Level 1 Skirmishers
Karameikan Militiaman, Level 1 Minion
Pterosaur, Small, Level 1 Minion
Specularum City Guardsman (Phorsis Guard / First Military Division), Level 1 Artillery

Oil Beetle Level 2 Artillery
Moan Bird, Level 2 Controller
Black Eagle Storm Soldiers, Level 2 Soldier
Blacklore Automaton, Level 2 Soldier
Darokinian Pike Sergeant Level 2 Soldier
Devilfish Believer Level 2 Minion
Elvenguard of Karameikos, Level 2 Soldier
Glantrian Military Wizard, Level 2 Artillery
Karameikan Ducal Guardsmen (Second Military Division), Level 2 Soldier
Rock Baboon, Level 2 Skirmishers
Shadow, Level 2 Skirmishers
Feathered Serpent, Level 2 Skirmisher
Silk Spider Swarm, Level 2 Controller
Giant Toad, Level 2 Brute

Tiger Beetle Level 3 Skirmisher
Belcadizian Eladrin Rapier Duellist, Level 3 Skirmisher
Clan Chossum Merchant Level 3 Controller
Lesser Giant Crab, Level 3 Brute
Devilfish Acolyte Level 3 Soldier
Darokinian Captain Level 3 Skirmisher
Ethengarian Dog Level 3 Skirmisher
Young Crystal Dragon Level 3 Solo Brute
Erewani Noble Archer Level 3 Artillery
Feadiel Adventurer Level 3 Skirmisher

Wood Golem Level 3 Brute
Grunalf Clan Scout Level 3 Lurker
Klantyre Footman Captain, Level 3 Brute
Krondaharian Cavalry Officer, Level 3 Skirmisher
Living Crystal Statue, Level 3 Elite Skirmisher
Rockhome Lizard, Level 3 Skirmisher
Longrunner Clan Warrior Level 3 Brute
Mealidan Clan Military Swordmage Level 3 Soldier
Red Arrow Clan Military Archer Level 3 Artillery
Lesser Reflector, Level 3 Artillery
Harrassing Spirit Level 3 Controller
Rock/Cave Toad, Level 3 Controller

Aalbanese Military Wizard Captain, Level 4 Artillery
Warrior Ant, Level 4 Soldier
Archaeopteryx, Level 4 Skirmisher
Buhrodar Paladin, Level 4 Soldier
Captain Mikel of the Specularum City Guard (Phorsis Guard / First Military Division), Level 4 Elite Soldier
Celbryl Clan Shadowelven Mage Level 4 Artillery
Choker Level 4 Lurker
Darokinian Legionate Level 4 Controller
Devilfish Priest Level 4 Artillery
Blink Dog, Level 4 Skirmisher
Young Onyx Dragon Level 4 Solo Lurker
Everast Diplomat, Level 4 Controller
Felestyr Clan Shadowelven Miner Level 4 Brute
Gebalf Clan Shadowelven 'Harvester' of Spider Silk Level 4 Lurker
Hurwarf Cave Delver, Level 4 Skirmisher
Knight-Hero of the Shires, Level 4 Soldier
Krondar, Level 4 Skirmisher
New Averoigne Foppish Gentleman, Level 4 Skirmisher
Nightgleet Level 4 Brute
Pisanosaurus, Level 4 Soldier
Porador Clan Shadowelven Baker Level 4 Controller (Leader)
Rhagodessa, Level 4 Lurker
Shadowelven Shaman Level 4 Controller (Leader)
Shurengyla, Level 4 Lurker
Skarrad Artificer, Level 4 Controller (Leader)
Snow Ape, Level 4 Lurker
Rock Spirit Level 4 Brute
Syrklist Merchant, Level 4 Lurker
Torkrest Military Officer, Level 4 Soldier
Wyrwarf Clan Farmer Militia, Level 4 Brute
Wyrwarf Riding Combat Plow (Vehicle)

Agarat, Level 5 Soldier
Devilfish Curate Level 5 Skirmisher
Young Jade Dragon Level 5 Solo Skirmisher
Elven Warhorse Level 5 Skirmisher
Hyenadon, Level 5 Skirmisher
Living Rock Statue, Level 5 Elite Brute
Pterosaur, Medium, Level 5 Skirmisher
Planar Spider Fighter, Level 5 Soldier
Planar Spider Ranger, Level 5 Skirmisher
Planar Spider Scholar, Level 5 Controller
Young Giant Slug, Level 5 Artillery
Lesser Spectral Hound, Level 5 Skirmisher
Vapor Ghoul Level 5 Controller
Giant Weasel Level 5 Brute
Werejaguar, Level 5 Skirmisher

Adult Archelon, Level 6 Soldier
Blackhill Air Elementalist, Level 6 Controller
Caurenze Poison Magus, Level 6 Lurker
Greater Giant Crab, Level 6 Brute
Darokinian Archer Formation Level 6 Artillery
Darokinian Cavalry Formation Level 6 Brute
Darokinian Pike Formation Level 6 Soldier
Devilfish Curate Zombie Level 6 Minion
Don Diego de Belcadiz, “Manuel of the Plains”, Level 6 Skirmisher
Dwarven Cleric of Kagyar, Level 6 Soldier (Leader)
Young Sapphire Dragon Level 6 Solo Artillery
Flaemish Fire Wizard, Level 6 Controller
**Glantrian Human Gentleman (Typical Graduate of the Great School of Magic),
Level 6 Controller**
Bone Golem Level 6 Elite Skirmisher
Obsidian Golem Level 6 Elite Brute
Hsiao Scholar Level 6 Controller (Leader)
Huptzeen, Level 6 Controller
Lesser Hydrax Icebolter, Level 6 Artillery
Lesser Hydrax Scout, Level 6 Lurker
Lesser Hydrax Soldier, Level 6 Soldier
Agrisian Jellyfish, Level 6 Brute
Lesser Plasm, Level 6 Soldier
Rock Fang Level 6 Skirmisher
Lesser Animal Spirit Level 6 Soldier
Robber Spirit Level 6 Lurker
Fantasy Velociraptor, Level 6 Skirmisher

Wyrd Level 6 Artillery

Devilfish Patriarch Level 7 Brute
Ankylosaurus, Level 7 Soldier
Dimetrodon, Level 7 Skirmisher
Young Ruby Dragon Level 7 Solo Soldier
Lesser Nekrozon, Level 7 Artillery
Nothosaurus, Level 7 Skirmisher
Warrior Pegataur, Level 7 Skirmisher
Seergar Level 7 Skirmisher
Thoul Priest Level 7 Controller (Leader)
Thoul Warrior Level 7 Soldier
Thoul Warlock Level 7 Skirmisher

Adaptor Warrior, Level 8 Soldier
Adult Baluchitherium, Level 8 Brute
Caecilia, Level 8 Soldier
Death Leech, Level 8 Soldier
Deep Glaurant Warrior Level 8 Skirmisher
Devilfish Matriarch Level 8 Controller (Leader)
Elven Treekeeper Level 8 Controller
Flapsail, Level 8 Skirmisher
Mud Golem Level 8 Elite Lurker
Lesser Hydrax Icelord, Level 8 Controller
Manscorpion Archer, Level 8 Artillery
Manscorpion Warrior, Level 8 Soldier
Master of the Shires, Level 8 Controller
Mujina, Level 8 Elite Skirmisher
Phygorax, Level 8 Controller
Planar Spider Priest, Level 8 Controller (Leader)
Possessed Cloak, Level 8 Lurker
Possessed Crown, Level 8 Controller
Possessed Warhammer, Level 8 Brute
Sacrol, Level 8 Elite Brute
Seducing Spirit Level 8 Controller
Tanystropheus, Level 8 Lurker
Thoul Archer Level 8 Artillery
Undine Explorer, Level 8 Skirmisher
Undine Wavesurger, Level 8 Artillery
Undine Wizard, Level 8 Controller
Werejaguar Priest of Atzanteotl, Level 8 Elite Controller (Cleric)

Young Amber Dragon Level 9 Solo Controller
Cheval Archer Level 9 Artillery
Cheval Lancer Level 9 Skirmisher
Cheval Priest of Zirchev Level 9 Controller
Deep Glaurant Blackflame Hurler Level 9 Artillery
Adult Crystal Dragon Level 9 Solo Brute
Helion Level 9 Controller
Lesser Kryst Guard, Level 9 Soldier
Lesser Kryst Priest, Level 9 Controller (Leader)
Lesser Kryst Warrior, Level 9 Skirmisher
Greater Reflector, Level 9 Artillery
Oard Scout, Level 9 Lurker
Oard Sniper, Level 9 Artillery
Oard Soldier, Level 9 Soldier
Lesser Phoenix, Level 9 Elite Soldier
Stalwart, Level 9 Elite Brute

Alfric Oderbry, Patriarch-Wannabe of the Church of Karameikos, Level 10 Elite Controller (Leader)
Deep Glaurant Heavy Warrior Level 10 Brute
Amber Golem Level 10 Elite Skirmisher
Ichthyosaurus, Level 10 Skirmisher
Lesser Kryst Smasher, Level 10 Brute
Oard Scholar, Level 10 Controller
Lava Ooze, Level 10 Elite Brute
Manscorpion Priest, Level 10 Controller (Leader)
Pachycephalosaurus, Level 10 Brute
Phobosuchus, Level 10 Lurker
Pterosaur, Large, Level 10 Skirmisher
Adult Giant Slug, Level 10 Artillery
Were-Bear, Level 10 Brute XP 500

Bargle the Infamous, Level 11 Elite Controller
Adult Onyx Dragon Level 11 Solo Lurker
Duke Stefan Karameikos, Level 11 Elite Soldier (Leader)
Baron Ludwig von Hendriks, "The Black Eagle", Level 11 Elite Soldier
Nuckalavee, Level 11 Brute

Actaeon Archer Level 12 Elite Skirmisher
Actaeon Priest Level 12 Elite Controller
Actaeon Warrior Level 12 Elite Soldier (Leader)
Beasthunter, Clanmaster of Clan Long Runner, Level 12 Elite Brute
Boldavian Gentleman Vampire Necromancer, Level 12 Controller
Devil Swine, Level 12 Controller

Adult Jade Dragon Level 12 Solo Controller
Feywing Level 12 Skirmisher
Malfera, Level 12 Elite Brute
Giant Plasm, Level 12 Soldier
Medium Animal Spirit Level 12 Soldier
Stegosaurus, Level 12 Soldier
Greater Wyrd Level 12 Artillery

Brontosaurus, Level 13 Elite Brute
Deep Glaurant Champion Level 13 Soldier
Adult Sapphire Dragon Level 13 Solo Artillery
Lake Klintest Monster, Level 13 Brute
Nuckalavee Warlock, Level 13 Artillery
Pleiosaurus. See 'Lake Klintest Monster'
River Spirit Level 13 Skirmisher
Trachodon, Level 13 Skirmisher
Tylosaurus, Level 13 Brute

Allosaurus, Level 14 Skirmisher
Coolhands, Wife of the Clanmaster of Clan Long Runner, Level 14 Elite Controller (Leader)
Druj, Level 14 Elite Skirmisher
Frost Giant Axeman Level 14 Soldier
Hsiao Loremaster Level 14 Controller (Leader)
Mek, Level 14 Elite Brute
Greater Blight Spirit Level 14 Controller
Xacoca, Tzitzimitl hunter, Level 14 Brute

Adult Ruby Dragon Level 15 Solo Soldier
Frost Giant Frost Archer Level 15 Artillery
Jaervosz Dustyboots, Sheriff of Seashire, (Battle Captain) Level 15 Elite Soldier (Leader)
Hero Pegataur, Level 15 Skirmisher
Giant Pteranodon, Level 15 Skirmisher
Elder Giant Slug, Level 15 Artillery
Spectral Hound, Level 15 Skirmisher
Triceratops, Level 15 Soldier

Aerial Servant, Level 16 Skirmisher
Odic, Level 16 Solo Controller
Tezcatlipoca, "Left Handed Hummingbird", Level 16 Soldier
Tyrannosaurus Rex, Level 16 Solo Brute

Fantasy Velociraptor Swarm, Level 16 Skirmisher

Adult Amber Dragon Level 17 Solo Controller

Elder Crystal Dragon Level 17 Solo Brute

Greater Nekrozon, Level 17 Elite Artillery

Female Archon of Law, Level 18 Elite Brute

Male Archon of Law, Level 18 Elite Soldier

Elder Onyx Dragon Level 18 Solo Lurker

Greater Hydrax Icebolter, Level 18 Artillery

Greater Hydrax Scout, Level 18 Lurker

Greater Hydrax Soldier, Level 18 Soldier

Greater Hydrax Icelord, Level 18 Controller

K'awiil, Tzitzimitl Lord of Lightning and Thunder, Level 18 Elite Controller

Nightwing, Level 18 Elite Skirmisher

Revenant, Level 18 Elite Soldier

Revenant Specter Level 18 Minion

Greater Animal Spirit Level 18 Soldier

Cry of Vengeance Spirit Level 18 Soldier

Djinn Warrior, Level 19 Skirmisher

Elder Jade Dragon Level 19 Solo Controller

Greater Helion Level 19 Controller

Greater Phoenix, Level 19 Solo Soldier

Athach, Level 20 Brute

Djinn Windmaster, Level 20 Artillery

King Doriath Level 20 Elite Soldier

Elder Sapphire Dragon Level 20 Solo Artillery

Bronze Golem Level 20 Elite Brute

Greater Undine Explorer, Level 20 Skirmisher

Greater Undine Wavesurfer, Level 20 Artillery

Greater Undine Wizard, Level 20 Controller

Djinn Swordmaster, Level 21 Soldier

Greater Kryst Defender, Level 21 Soldier

Greater Kryst Priest, Level 21 Controller (Leader)

Greater Kryst Warrior, Level 21 Skirmisher

Undead Beholder Level 22 Solo Artillery

Elder Ruby Dragon Level 22 Solo Soldier
Greater Kryst Smasher, Level 22 Brute
Faithful Wight Warriors Level 22 Minion

Elder Amber Dragon Level 24 Solo Controller
Djinn Nobleman, Level 24 Controller
Ancient Crystal Dragon Level 24 Solo Brute
Drolem, Level 24 Elite Brute
Aspect of a Spirit Lord Level 24 Elite Soldier

Nightcrawler, Level 25 Elite Soldier
Superior Spectral Hound, Level 25 Skirmisher

Ancient Onyx Dragon Level 26 Solo Lurker
Gargantuan Gargoyle Level 26 Elite Lurker
Gargantuan Troll Level 26 Epic Brute
Hatred of Heldaan Spirit Level 26 Elite Brute
Loberlin Mulgor, Level 26 Elite Controller

Ancient Jade Dragon Level 27 Solo Controller
Gargantuan Carrion Crawler Level 27 Elite Controller

Ancient Sapphire Dragon Level 28 Solo Artillery
Leveller, Level 28 Solo Brute

Ancient Amber Dragon Level 30 Solo Controller
Ancient Ruby Dragon Level 30 Solo Soldier