

DUNGEONS & DRAGONS[®]

AGE 12+

MONSTER VAULT™ THREATS TO THE NENTIR VALE™



ROLEPLAYING GAME SUPPLEMENT

Sterling Hershey ♦ Brian R. James ♦ Matt James ♦ Steve Townshend

DUNGEONS & DRAGONS[®]

Monster Vault[™]

Threats to the Nentir Vale[™]



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Monsters of the Vale

The Nentir Vale is a region of the DUNGEONS & DRAGONS® world that Dungeon Masters can plunder for their home games. This frontier realm can serve as a foundation for any DUNGEONS & DRAGONS campaign. In this book, you'll find a codex of monsters and villains to throw at the heroes as they explore every nook and cranny of the Nentir Vale or, by extension, your home campaign setting.

Each entry in this book includes information about how to use the monsters in the story of your DUNGEONS & DRAGONS campaign. Most of the entries mention locales within the vale, but if your campaign uses a different setting, you can easily adapt the story material to suit your needs. Accompanying the story material are statistics blocks representing various threats, including unique villains and monster variants. The villains and monsters span a variety of roles and levels, allowing you to use this material throughout much of the heroes' adventuring careers.

This product includes tokens you can use to represent the monsters in encounters, plus a poster map that depicts four different locations: a boulder-strewn wilderness, an underground throne room, a shoreline camp, and a town hall. Each of the monster entries in this book can be paired with one or more of the maps; occasional sidebars provide examples of how to use a particular map for an encounter with the creatures in that section.

DUNGEONS & DRAGONS ESSENTIALS™ PRODUCTS

This book is designed for use with the DUNGEONS & DRAGONS ESSENTIALS line of products. It follows the same format as the *Monster Vault*™ boxed set and assumes familiarity with the Nentir Vale region, as described in the *Dungeon Master's Kit* boxed set. It also makes reference to the *Rules Compendium*™ game supplement, which gathers and codifies the complete 4th Edition game rules.

You do not need any of the abovementioned resources to use *Monster Vault: Threats to the Nentir Vale*™. The monsters and villains presented in this book are fully compatible with the *Player's Handbook*®, *Dungeon Master's Guide*®, and *Monster Manual*® core rulebooks. If the statistics blocks format looks new to you, it's because the format was updated in the *Monster Manual 3* rulebook and used in all subsequent books. The updated format, explained on the following four pages, is designed to make it easier for Dungeon Masters to run monsters in combat.

ZOLTAN BOROS & GABOR SZIKSZAI





MONSTER STATISTICS BLOCKS

Monster statistics are presented in a format designed to be easy to use and reference. This section describes the typical components of a statistics block.

Name

Each statistics block begins with the creature's name. Villains have unique names, while most monsters have names that include the general name of the monster type plus an additional descriptor, such as "crested felldrake" or "Frost Witch harpy."

Level and Role

A monster's level and role are tools for you to use when building an encounter. The *Dungeon Master's Kit* explains how to use these tools.

Level: A monster's level summarizes how tough it is in an encounter. Level determines most of the monster's statistics as well as the experience point (XP) award the PCs earn for defeating it.

Role: A monster's role describes its preferred combat tactics, much as a character class's role suggests tactics for characters of that class. Monster roles are artillery, brute, controller, lurker, skirmisher, and soldier.

A monster might have a second role: elite, solo, or minion. Elite monsters and solo monsters are tougher than standard monsters, and minions are weaker. For the purpose of encounter building, an elite monster counts as two standard monsters of its level, a solo monster counts as five, and four to six minions count as one—four at heroic tier (levels 1-10), five at paragon tier (levels 11-20), and six at epic tier (levels 21-30).

In addition, a monster might have the leader subrole, indicating that it grants some sort of boon to its allies, such as a beneficial aura.

Size

A creature's size determines its space as well as its reach. A creature might have a greater reach depending on the characteristics of its body.

Monster Size	Space	Typical Reach
Tiny	$\frac{1}{2} \times \frac{1}{2}$	0
Small	1 × 1	1
Medium	1 × 1	1
Large	2 × 2	1 or 2
Huge	3 × 3	2 or 3
Gargantuan	4 × 4 or larger	3 or 4

Space: This is the area (measured in squares) that a creature occupies on the battle grid.

Reach: Typically, the reach of a creature using a melee attack power is the same as the range entry of that power. If you need to determine a creature's reach for some other purpose, such as for a grab attack or an attempt to pick up an object, refer to the table above.

Even if a creature's reach or melee range is greater than 1, the creature can't make opportunity attacks against targets that aren't adjacent to it.

A creature that has a melee attack with a range of 0 must occupy at least 1 square of the space of its target to make the attack.

Origin

A monster's origin—aberrant, elemental, fey, immortal, natural, or shadow—describes its place in the *DUNGEONS & DRAGONS* cosmology. See the glossary for information about each origin.

Type

A creature's type—animate, beast, humanoid, or magical beast—summarizes some basic facts about its appearance and behavior. See the glossary for information about each type.

Keywords/Race

Some monsters have keywords that further define them. These keywords represent groups of monsters, such as demon, devil, dragon, and undead. See the glossary for information about monster keywords. This part of the entry might also include a monster's race if its race is not included in the monster's name.

XP Value

The experience point award for defeating this creature is given beneath its level and role.

HP/Initiative

The monster's maximum hit points, bloodied value, and modifier to initiative checks are on the top line of its statistics.

Defenses/Perception

All four defense scores are on the next line, along with the monster's Perception modifier (often used at the start of an encounter).

Senses

Some monsters have special senses, such as darkvision or tremorsense. Any such senses are noted below a monster's Perception modifier, and these terms are defined in the glossary.

Speed

A monster's speed represents the number of squares it can move when taking a move action to walk. If a monster has alternative movement modes, such as fly, climb, or swim, that fact is noted in its "Speed" entry. Special modes of movement are defined in the glossary.

Immune

If a monster is immune to a damage type (such as cold or fire), it doesn't take that type of damage. If a monster is immune to a condition or another effect (such as the dazed condition or forced movement), it is unaffected by that condition or effect. If a monster is immune to charm, fear, illusion, poison, or sleep, it is unaffected by the non-damaging effects of a power that has that keyword.

Immunity to one part of a power does not make a monster immune to other parts of the power. For example, a thunder power deals no thunder damage to a creature that is immune to thunder, but the power could still push the creature.

Resist

Resistance means a creature takes less damage from a specific damage type. For example, if a creature has resist 5 fire, the creature takes 5 less fire damage whenever it takes that type of damage.

Against Combined Damage Types: A creature's resistance is ineffective against combined damage types unless the creature has resistance to each of the damage types, and then only the weakest of the resistances applies.

For example, if a creature has resist 10 lightning and resist 5 thunder and an attack deals 15 lightning and thunder damage to it, the creature takes 10 damage, for the resistance to the combined damage types is limited by the lesser of the two resistances.

Not Cumulative: Resistances against the same damage type are not cumulative. Only the highest resistance applies. For example, if a creature has resist 5 cold and gains resist 10 cold, the creature has resist 10 cold, not resist 15 cold.

Vulnerable

Being vulnerable to a damage type means a creature takes extra damage from that damage type. For example, if a creature has vulnerable 5 fire, the creature takes 5 extra fire damage whenever it takes that type of damage.

Against Combined Damage Types: Vulnerability to a specific damage type applies even when that damage type is combined with another. For example, if a creature has vulnerable 5 fire, the creature takes 5 extra damage when it takes ongoing fire and radiant damage.

Not Cumulative: Vulnerabilities to the same damage type are not cumulative. Only the highest vulnerability applies. For example, if a creature has vulnerable 5 psychic and then gains vulnerable 10 psychic, the creature has vulnerable 10 psychic, not vulnerable 15 psychic.

Saving Throws

Some monsters have bonuses to saving throws. A monster adds its bonuses to its saving throw result to see if an effect ends.

Action Points

Elite and solo monsters typically have action points they can spend to take extra actions, just as player characters do. Unlike characters, a monster can spend more than 1 action point in an encounter, but only 1 per round.

Traits

The Traits section includes characteristics of the creature that are not powers. Many traits are always in effect, such as regeneration or the ability to deal extra damage on certain attacks. Others can be turned on or off, such as an aura or a benefit for a creature's mount or rider.

Aura

An aura power creates an aura, which is a continuous effect that emanates from a creature. It's denoted by a special icon (☼), and the aura's size is noted to the right of its name. Unless noted otherwise, an aura uses the following rules.

Fills an Area: The aura fills each square that is both within a specified range of the creature and within line of effect of it. An aura 1 affects each square adjacent to the creature, for example. A creature is normally unaffected by its own aura.

Unaffected by the Environment: The aura is unaffected by environmental phenomena and terrain, although blocking terrain blocks an aura. For instance, an aura of fire is unaffected by an area of extreme cold.

Overlapping Auras: If auras overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by three overlapping auras that each impose a -2 penalty to attack rolls, the creature takes a -2 penalty, not a -6 penalty.

Deactivating an Aura: A creature can take a minor action to deactivate or reactivate one of its auras.

Death or Unconsciousness Ends: A creature's auras end immediately when it falls unconscious or dies.

Action Type

A monster's standard, move, minor, and nontriggerred free actions are organized by action type.

Powers

A monster's powers are presented under their respective action type in order of frequency of usage, from at-will to recharge to encounter powers.

Icon/Type

The name line of an attack power includes an icon (if applicable) that represents the power's type: melee (♣), ranged (♠), close (♠), or area (♠).

A basic attack has a circle around its icon, denoting a melee basic attack (♣) or ranged basic attack (♠).

Usage

A monster power is usable at will, once per encounter (or rarely once per day), or it recharges in certain circumstances.

Recharge [d6][d6][d6]: The power has a random chance of recharging during each round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the die results shown in the power description, the monster regains the use of that power. The power also recharges after a short rest.

Recharge if/when . . .: The power recharges in a specific circumstance, such as when the monster is first bloodied during an encounter. The power also recharges after a short rest.

Requirement

Some powers have a precondition that must be met for a monster to use the power.

Attack

A monster power that has an attack roll is usually an attack power. Sometimes an "Attack" entry includes special information about a component of that entry.

Type and Range

A power's type and range are given first on the power's "Attack" entry. The types are melee, ranged, area, and close. Each type has rules for range and targeting, detailed in the *Rules Compendium*.

Targets

In parentheses after the attack type and range is information that describes which or how many creatures a power targets.

Attack Bonus/Defense

Usually, the last element in a power's "Attack" entry is the monster's attack bonus and the defense the power targets.

Hit

This entry describes what happens to each target that a monster hits with a power's attack.

Miss

This entry describes what happens to each target that a monster misses with a power's attack.

"Half damage" in this entry refers to rolled damage. Roll the damage specified in the "Hit" entry and deal half of that damage to each target the monster misses. "Half damage" does not apply to ongoing damage or any other damaging effects in the "Hit" entry.

Effect

Anything that appears in an "Effect" entry occurs when the monster uses the power, whether or not it hits with it. Some "Effect" entries include range, type, and target information.

Secondary Attack

Some powers allow a monster to make secondary attack. A "Hit," a "Miss," or an "Effect" entry tells you if a monster makes a secondary attack. Unless otherwise noted, the attack type and the range of a secondary attack are the same as the power's, and the secondary attack doesn't require a separate action. As with normal attacks, the target of a secondary attack is identified after the attack's type and range.

Sustain

If a power has a "Sustain" entry, the monster can keep part of that power active by taking a specific type of action before the end of each of its turns. A monster can't take the sustaining action until the turn after it uses the power. The entry's name specifies the action type that must be taken—most often minor, move, or standard. See the *Rules Compendium* for more about sustaining powers.

Aftereffect

An aftereffect automatically occurs after another effect ends. In a power description, an "Aftereffect" entry follows the effect it applies to.

A target is sometimes subjected to an aftereffect after a save. If that save occurs when the target is rolling multiple saving throws, the aftereffect takes effect after the target has rolled all of them.

Failed Saving Throw

Sometimes an effect changes as a target fails saving throws against it. The new effect, specified in a “First Failed Saving Throw” or a “Second Failed Saving Throw” entry, takes effect after the target fails a saving throw against the previous effect at the end of the target’s turn. A few effects also specify something that happens on “Each Failed Saving Throw.” This is a new effect that is repeated whenever a target fails a saving throw against the effect during the end of its turn.

An effect doesn’t change if the creature fails a saving throw against it at a time other than the end of its turn.

Special

Any unusual information about the use of a power appears in this entry. For example, some powers can be used as basic attacks, which is noted in a “Special” entry.

Triggered Actions

This section contains powers that have triggers. These powers have a few entries that other powers don’t.

Trigger

A trigger defines when a monster is able to use a power. A monster must still be able to take the power’s required action and meet any requirements.

(Action)

A triggered power’s action type is given in parentheses at the start of its “Attack” entry or its “Effect” entry. The type might be an immediate reaction, an immediate interrupt, an opportunity action, or a free action. Some powers require no action to use; they simply occur in response to a trigger.

Skills

The skills section of a monster’s statistics block includes only trained skills or skills for which the monster has an unusual modifier. A monster’s Perception modifier isn’t repeated here, even if Perception is trained.

Ability Scores

A monster’s six ability scores are included toward the bottom of its statistics block. Following each score in parentheses is the adjusted ability score modifier, including one-half the monster’s level, which is useful whenever the monster needs to make an untrained skill check or an ability check.

Alignment

A monster’s most typical alignment is noted in its statistics block. The *Rules Compendium* contains information on the various alignments.

Languages

This entry gives the languages that a monster can speak and understand. An individual monster might know additional languages, such as Common or the languages of its companions. See the *Rules Compendium* for more information about the languages of the DUNGEONS & DRAGONS world.

Equipment

A monster’s “Equipment” entry notes important items a monster is carrying. A monster might carry equipment that is not noted here. Equipment that is unimportant to a monster is left for the Dungeon Master to decide.

If a character gains a monster’s equipment, he or she can use it as normal gear. A character does not gain the powers that a monster uses through a piece of equipment.

A piece of equipment that player characters use does not necessarily have the same properties for monsters. For example, a greataxe has the high crit property, but a monster using the item does not benefit from the property unless otherwise noted in its statistics.

Healing Surges

Monsters have healing surges. However, few monsters have powers that let them spend healing surges. The number of healing surges a monster has is based on its level: 1–10, one healing surge; 11–20, two healing surges; 21 or higher, three healing surges.

Because they rarely come into play, healing surges are not included in a monster’s statistics block.

THE NENTIR VALE

When the human empire of Nerath was at its height about three hundred years ago, the Nentir Vale stood as the northernmost extension of that great realm. Would-be settlers navigated the Nentir River through a trackless swamp or forged their way through a thick forest that separated this area from the rest of Nerath. At the end of their journey, they came upon a pocket of rolling grassland and light woods more than a hundred miles wide and ringed by mountains and forests—a frontier area that held both promise and peril for those who braved it.

Several settlements sprang up in the area. Foot paths between these outposts of civilization turned into well-traveled roads, and most of the towns flourished over the next two hundred years or so.

Then, nearly a century ago, chaos and ruin came to the Nentir Vale when an orc horde called Clan Bloodspear swarmed down out of the mountains to the northwest. By this time, the empire of Nerath had begun to crumble, and the hardy souls of the vale got no help from the south.

Before the Bloodspear War was over, much of the Nentir Vale had been ravaged. When the orcs finally withdrew, they left behind a broken and battered land. Now, for the second time in its history, the vale is a destination for those of stout heart and great prowess—adventurers who seek to turn this near-wilderness once again into a place where peaceful folk can forge a life for themselves.

The Vale Today

Though the Nentir Vale is not under immediate threat of another large invasion, the area still has more than its share of monsters, evil gangs, and otherworldly dangers. Most of the communities that sprang up during the vale's brief heyday are still present, but greatly reduced in population and influence. Between these points of light lie vast tracts of untamed land and ruined outposts dating back to before the Bloodspear War.

The following sections serve as a summary of the vale's significant features, with emphasis on areas that are associated with the monsters and villains in this book.

Cairngorm Peaks

Acting as a buffer between the vale and the savage creatures of the Stonemarch to the north and west, this mountain range provides a modicum of shelter while also serving as a hotbed of monstrous activity.

Perhaps most significantly, the green dragon Vestapalk makes his lair in these crags, and the kobolds of the Greenscale tribe hunt the foothills and the neighboring terrain under the dragon's aegis. The kobolds know enough to stay out of the high mountains, which are the domain of the fearsome perytons and the bizarre aberrations known as mooncalves.

The denizens of the Cairngorm Peaks will be the first to know if—most would say when—the orcs of Clan Blood-

spear decide to emerge from the Stonemarch and again brutalize the Nentir Vale.

Dawnforge Mountains

Orcs are not likely to come pouring out of the mountain range at the eastern end of the vale. That said, the Dawnforge Mountains are no less dangerous than the Cairngorm Peaks, with many of the same races of monsters lurking in both places.

These mountains also hide dragons—foremost among them the three-headed monstrosity that calls herself Calastryx. The dragon is slumbering, still affected by a curse placed on her centuries ago, but fears are growing stronger that her reemergence is near. Like Vestapalk far to the west, she too has a tribe of kobolds that are fanatically subservient to her. The Emberdark kobolds can hardly wait till Calastryx wakes up, and they actively work to make that happen.

Fallcrest

A hub for travel throughout the Nentir Vale, Fallcrest stands at the intersection of the Nentir River and the vale's two major trade routes. The town guard does a capable job of protecting the populace from raiders that emerge from the surrounding wilderness, but the biggest threats to Fallcrest's welfare might come from within the town itself.

One such threat is the Fell Court, a band of outcast tieflings that have gained a foothold in Fallcrest thanks to the subterfuge of their leader, Melech Ambrose. Melech's dream is to take control of the town and use that success as a springboard to spread the tieflings' influence throughout the vale.

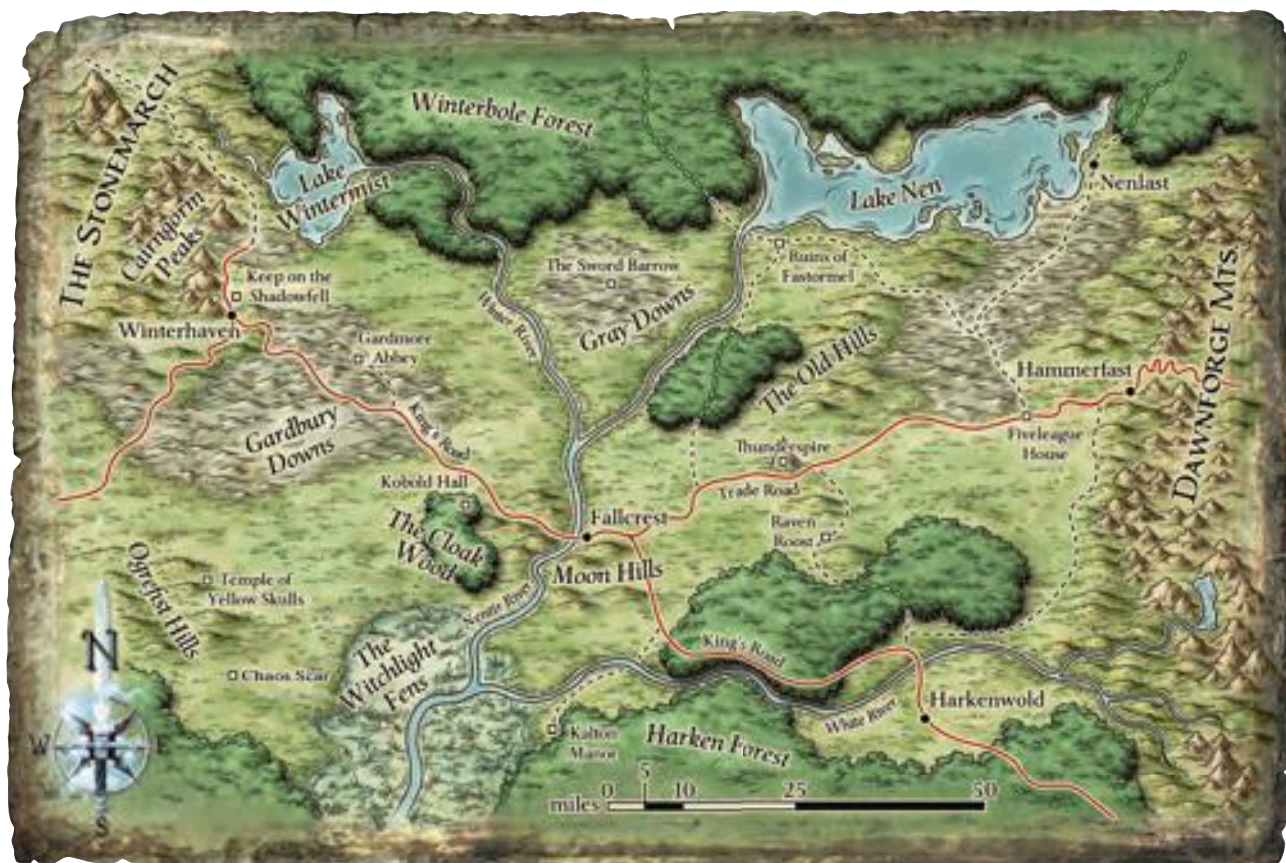
At the same time, a gang of miscreants known as the River Rats are carving out their own realm in Fallcrest's lower-class districts, and their leader also has designs on expanding the organization to other communities.

Gray Downs

This area of fog-shrouded low hills serves as the principal headquarters of the Gray Company, loyalists of old Nerath that dedicate themselves to finding magic items and other treasures lost when the empire fell. The leaders of the Gray Company, including at least one self-proclaimed heir to Nerath's fallen throne, seek the most-powerful relics of the lost empire—the enchanted Sword of Nerath and the fabled Threefold Crown that signifies the pact that the ancient emperors made with the Feywild, the Shadowfell, and the natural world.

Treasure hunters and explorers find the Gray Downs covered with burial mounds dating back to ancient times when primitive humans lived and hunted here. The hill clans are gone, but their spirits live on, guarded and shepherded by the undead creatures known—for good reason—as hounds of ill omen.

The Sword Barrow: Near the center of the Gray Downs sits the most renowned of the uncounted burial mounds that dot the area. Explorers who approach the



place might be accosted by the Barrowhaunts, a band of former adventurers who delved into the Sword Barrow and didn't come back alive.

Harken Forest

In this expansive wooded area along the vale's southern edge, any tree might conceal a threat—or danger could come from the tree itself, if it happens to be one of the treants that watch over the deep forest. The Harken treants are bitter enemies of their counterparts in the Winterbole Forest.

Allied with the Harken treants is a group of elf druids who call themselves Harken's Heart. Laboring under an ancient curse, the druids are effectively trapped within the forest, and they spare no effort in their attempt to protect it.

The western part of the forest, near the Witchlight Fens, is the stomping grounds of the Daggerburg goblins. Raiding parties emerge from the woods to ambush and assault travelers and settlements as far away as Harkenwold.

The northernmost arm of Harken Forest is the temporary headquarters of the Hunter Spiders. This group of drow was stranded on the surface years ago when the tunnel back to their home city of Erelhei-Cinlu collapsed. They have reason to believe that concealed in this area of the forest, which they call Spiderhaunt Thicket, is another passage back to the Underdark. Until they find it, the drow guard their adopted territory against intruders.

Harkenwold: A cluster of small villages along the White River, the Harkenwold consists of independent settlements that have come together under the banner of

Baron Stockmer. The barony has drawn the attention of the Iron Circle, an army of mercenaries from a city far to the south. The band's leader, Lord Vhennyk, sees Harkenwold as a vulnerable spot where he and his soldiers can gain a foothold for an eventual invasion of the entire vale.

The Gravelstokes, one of the Nerath Empire's most prestigious families, rose to prominence by perfecting the art of assassination. Today, what's left of the family is sequestered in an unassuming mansion in the Harkenwold area while they prepare to regain their lost influence by once again offering their murderous services to the highest bidder.

Lake Nen

The largest body of water in the Nentir Vale, Lake Nen stretches for nearly fifty miles across the southern edge of the Winterbole Forest. The eastern end supports the nearby village of Nenlast, whose residents ply the waters for fish that they trade with the dwarves of Hammerfast and other groups.

The shoreline of the northwestern end of the lake is part of the dominion of the Frost Witches, an eclectic group of magic-users who pay homage to the evil elemental prince Cryonax. The witches wield the power of cold to brutal effect, whether recruiting new members into their fold or kidnapping innocents. Although small groups of Frost Witches might be encountered anywhere within the Winterbole Forest, the largest concentration resides in the headquarters along the lake's edge that the group calls Cold Camp.

Adventurers who explore the lake shore might come upon a band of dragonborn, part of the group known as Dythan's Legion, as they search for clues to the location of an ancient Arkhosian enclave believed to be in this area. Legatus Dythan and his troops are determined to see the dragonborn empire restored to its former glory.

Lake Wintermist

The fog that blankets Lake Wintermist is a year-round phenomenon, belying its name. The lake is inhospitable for most creatures, but those that thrive in frigid climes, such as white dragons, can be found here in abundance.

From time to time, someone passing through this area might come across an angry troll—or perhaps even a pair of them. The twin troll brothers Hurly and Burly both lair in caves not far from the lake—despite the fact that they can't stand each other. When they get into one of their family feuds, anyone who crosses their path could become a target of their rage.

Moon Hills

This cluster of rugged terrain between the Nentir River and the King's Road is not rife with monsters and other villainous types, thanks mainly to the proximity of Fallcrest and the vigilance of its town guard. But there are threats in this area.

The people of Fallcrest tell stories about the Dark Drake of the Moon Hills, a sinister reptile that leads a pack of other evil drakes. These tales get more and more dramatic in the retelling—even though few claim to actually have seen one of the creatures.

The hills also occasionally play host to terrors that wander out of either the Witchlight Fens or the Harken Forest, including goblins, lizardfolk, giant spiders, and other random monsters in search of new prey.

Ogrefist Hills

Partially framing the western edge of the vale, this area has few redeeming qualities in the eyes of those who know of the place or have visited there.

Somewhere in these hills hides the mouth of a tunnel leading up from the Underdark that the drow known as the Hunter Spiders used to reach the surface. When the tunnel collapsed a mile underground just a few years ago, the Hunter Spiders became stranded in the vale. It's not known whether the tunnel could be reopened from this side.

A detachment of the corps of dragonborn known as Dythan's Legion is active here, exploring rumors that a remnant of the old Arkhosian Empire lies somewhere in the caverns beneath this area.

The mysterious Temple of the Yellow Skulls, nestled among the rugged hills, might be the most infamous location in the area. The ancient temple is rumored to be the depository of powerful magic relics known as the Yellow Skulls.

Old Hills

In days long gone, the first human settlers in the Nentir Vale made their homes in this region of rolling hills. Today, the area is firmly in the grasp of the vicious Blackfang gnolls.

Slavishly devoted to the demon god Yeenoghu, the gnolls emerge from their burrows in the hills to kill or waylay travelers. Many of their captives are taken underground and sacrificed in the Well of Demons at the center of the gnolls' many-chambered lair.

Other rumors concerning an evil older series of ruins spring up from time to time concerning the Old Hills. These tales, always told in whispers, speak of the ancient necropolis of Andok Sur. The place, if it exists at all, is said to be holy to the followers of Orcus. The ruins of the city of the dead, according to the rumors, are buried beneath the oldest section of the Old Hills.

Raven Roost: An old estate house known as Raven Roost Manor sits on a piece of prime land just north of the Harken Forest. The place is almost impossible for someone to approach without being seen—and that's just how the Raven Roost bandits like it.

The manor has recently been taken over by a group of criminals and cutthroats under the new leadership of a trio of shadar-kai. The bandits have a reputation for cruelty and mercilessness that extends far beyond the area in which they practice their grisly trade.

Fiveleague House: This large inn along the Trade Road near Hammerfast is a popular resting place for travelers heading to or from the vale's larger communities. Anyone of obvious means who's headed to Fallcrest might attract the attention of Barton, the human who runs Fiveleague House. Barton in turn gets word to the Raven Roost bandits, and he earns himself a cut of any valuables the bandits acquire thanks to his tips.

Trade Road: This dwarf-built highway is the most heavily traveled thoroughfare in the vale—which means it carries enough bounty to support more than one gang of thieves. Merchants and pilgrims who manage to avoid the notice of the Raven Roost bandits still have to contend with the Wolf Runners, a widely feared band of humans and wolves that work together in an uncanny fashion along the length of the Trade Road.

Thunderspire: The tallest natural spire in the vale, Thunderspire Mountain lies on the southern fringe of the Old Hills. Its top forever encased in a raging storm, Thunderspire is a majestic sight, even without considering what lies within its depths.

The Mages of Saruun control the caverns beneath Thunderspire Mountain that, centuries ago, made up the minotaur city of Saruun Khel. In a grand plaza called the Seven-Pillared Hall, the mages and their acolytes provide a place for natives of the Underdark to barter goods with surface-dwellers. All the while, the mages continue to seek out more of the artifacts and treasure left behind by the minotaurs.

Beyond the relative safety of the Seven-Pillared Hall, however, curious explorers can run into bandit gangs,



gnoll tribes, undead, and various denizens of the Underdark that aren't as congenial as those encountered within the purview of the Mages.

Winterbole Forest

This vast woodland defines the northern boundary of the Nentir Vale. It is home to a multitude of monsters and villains, among which a few stand out as the would-be masters of their domain.

The white dragon Bitterstrike holds sway over a large part of the forest. Several of the Winterbole's denizens, most notably the Tigerclaw barbarians and the Frost Witches, pay fealty to the dragon. They keep her pacified and help her when she demands it, but none of them are truly and honestly on her side.

Even a dragon with an army of vassals could not hope to control the entire forest—and in fact the Tigerclaw barbarians consider themselves the real power to be reckoned with in the Winterbole. This wide-ranging band of humans and shifters claims to be descended from a great primal spirit, from which they draw their fighting skill and their determination.

The Frost Witches are not nearly as numerous as the Tigerclaws, but their desire for domination is no less strong. Clenderi, the witches' leader, would like nothing better than to convince Bitterstrike to join their cause in service to Cryonax.

The coniferous treants of the Winterbole Forest contribute some of their ranks to the cadre of Bitterstrike's vassals, and they typically stand with the dragon when it

becomes necessary to put down an incursion into the forest by humanoids. But their true enemies are the treants of the Harken Forest. These two groups harbor an enmity that dates back to the time when the two forests were a single expanse of green that covered nearly the entire vale.

Witchlight Fens

The marsh that spreads out from both banks of the Nentir River is territory coveted by few intelligent creatures, for one principal reason: Shadowmire.

As elusive as he is deadly, this black dragon considers the Witchlight Fens his realm, and most of those who enter the swamp are not interested in contesting that claim. (They might, however, be looking for the secret location of his lair.)

The lizardfolk of the fens manage to live in harmony with the dragon, and some of the Witchlight lizardfolk tribes have come to worship him.

Near the eastern edge of the fens, where the wetland merges with Harken Forest, the lizardfolk of the Mistkiller tribe frequently skirmish with bands of Daggerburg goblins that make forays out of the forest.

A number of ruins related to the ancient empire of Bael Turath can be stumbled upon by those who explore the depths of the swamp. Some of these have been occupied by newer groups, including lizardfolk and goblin tribes, but others are so mysterious and have such an air of malignance as to drive all but the most desperate or deprived from their presence.

ABYSSAL PLAGUE DEMONS

Alien entities from a dead universe, plague demons have the same chaotic and destructive nature as demons from the Abyss deep within the Elemental Chaos. Unleashed upon the natural world, they are a virulent infection that spreads like wildfire through a parched forest.

A ritual undertaken in ancient times released the exarchs of the demon lord of a dead universe, a universe where the demon lord succeeded in conquering its Abyss but also inadvertently destroyed the planes around it. Brought to the natural world, these exarchs planned to establish the Abyssal plague, unleash hordes of plague demons, and open the way for their demon lord to step into this existence.

Heroes of the age stepped forward to disrupt the ritual, and the threat of the plague demons seemed to have been dealt with. Recently, however, one of the exarchs escaped from its ancient prison, and the demon lord found a host in the natural world.

Now the Abyssal plague has ignited a fever that burns throughout the land. Plague demons of various forms have begun to appear, threatening civilized settlements across the Nentir Vale. The very touch of a plague demon can pass along a debilitating disease that can lead to death or even transformation in rare cases. The alien disease is capable of turning humans and other natural creatures into plague demons.

Plague Demon	Level 5 Minion Skirmisher
Chaos Hound	
Medium elemental beast (demon)	XP 50
HP 1; a missed attack never damages a minion.	Initiative +7
AC 19, Fortitude 18, Reflex 17, Will 15	Perception +3
Speed 8	Darkvision
TRAITS	
Pack Attack	
The plague demon's attacks deal 2 extra damage for each other plague demon that is adjacent to the target.	
STANDARD ACTIONS	
⊕ Bite (disease) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 5 damage, and the plague demon can shift 1 square. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).	
Str 18 (+6)	Dex 16 (+5) Wis 12 (+3)
Con 18 (+6)	Int 5 (-1) Cha 10 (+2)
Alignment chaotic evil	Languages –

All plague demons so far observed share certain physical characteristics. A crimson crystal substance, either in liquid or solid form, is somehow incorporated into each plague demon's body. The crimson substance contains strands of silver and flecks of gold, and it appears as either an oozing liquid or as hard as an armored shell. The substance might manifest as veins of pulsating liquid crystal running between armored plates or undulating from cracks in the skin, solid crystal protrusions, or even crystalline weapons emerging from limbs.

Plague Demon	Level 5 Minion Soldier
Chaos Footsoldier	
Medium elemental beast (demon)	XP 50
HP 1; a missed attack never damages a minion.	Initiative +6
AC 21, Fortitude 19, Reflex 17, Will 15	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
⊕ Grabbing Claws ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 5 damage, and the target is grabbed (escape DC 15) if the plague demon has no creature grabbed.	
⊖ Bite (disease) ♦ At-Will	
Attack: Melee 1 (one creature grabbed by the plague demon); +10 vs. AC	
Hit: 8 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).	
Str 18 (+6)	Dex 14 (+4) Wis 11 (+2)
Con 18 (+6)	Int 7 (+0) Cha 10 (+2)
Alignment chaotic evil	Languages –

Abyssal Plague	Level 8 Disease
<i>Those infected by this disease slowly develop oozing sores, blisters, and growths that appear as crimson crystal laced with veins of silver and flecks of gold. The crystal can be in either liquid or solid form.</i>	
Stage 0: The target recovers from the disease.	
Stage 1: While affected by stage 1, the target exhibits sores and growths across 10 percent of the body and loses a healing surge.	
Stage 2: While affected by stage 2, the target has sores and growths over 50 percent of the body and loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex, and is slowed.	
Check (Stage 1 or Stage 2): At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
11 or Lower: The stage of the disease increases by 1.	
12-15: No change.	
16 or Higher: The stage of the disease decreases by 1.	
Stage 3: While affected by stage 3, the target has sores and growths over 90 percent of the body. The target also takes a -2 penalty to AC, Fortitude, and Reflex, and is slowed. In addition, the target becomes increasingly disoriented and chaotic as the demonic nature of the disease takes hold.	
Check (Stage 3): At the end of each extended rest, the target makes an Endurance check if it is at stage 3.	
11 or Lower: The target dies.	
12-23: No change.	
24 or Higher: The target transforms into a plague demon chaos beast.	

Left to right: Plague demon chaos beast, chaos hound, chaos bender



Plague Demon Chaos Beast		Level 6 Skirmisher
Medium elemental beast (demon)		XP 250
HP 76; Bloodied 38		Initiative +9
AC 20, Fortitude 19, Reflex 18, Will 17		Perception +6
Speed 8		Darkvision
TRAITS		
☼ Chaotic Growl (fear) ◆ Aura 1		
Enemies grant combat advantage while in the aura.		
STANDARD ACTIONS		
⬇ Bite (disease) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 3 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).		
⬇ Claws ◆ At-Will		
Attack: Melee 1 (one or two creatures); +11 vs. AC		
Hit: 2d6 + 2 damage, and the plague demon can shift 1 square.		
TRIGGERED ACTIONS		
Variable Resistance ◆ 2/Encounter		
Trigger: The plague demon takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The plague demon gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Skills Athletics +13, Stealth +12		
Str 20 (+8)	Dex 18 (+7)	Wis 16 (+6)
Con 20 (+8)	Int 5 (+0)	Cha 10 (+3)
Alignment chaotic evil		Languages –

Plague Demon Chaos Bender		Level 6 Controller
Large elemental beast (demon)		XP 250
HP 72; Bloodied 36		Initiative +8
AC 20, Fortitude 17, Reflex 19, Will 18		Perception +7
Speed 8		Darkvision
TRAITS		
☼ Chaotic Field ◆ Aura 2		
When any enemy ends its turn in the aura, the plague demon slides it up to 2 squares as a free action.		
STANDARD ACTIONS		
⬇ Bite (disease) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).		
⬇ Frenzy of Claws ◆ At-Will		
Attack: Close burst 1 (enemies in the burst); +9 vs. Reflex		
Hit: 1d6 + 2 damage, and the target is slowed and takes ongoing 5 damage (save ends both).		
TRIGGERED ACTIONS		
Variable Resistance ◆ 2/Encounter		
Trigger: The plague demon takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The plague demon gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 17 (+6)	Dex 20 (+8)	Wis 18 (+7)
Con 16 (+6)	Int 6 (+1)	Cha 12 (+4)
Alignment chaotic evil		Languages –



Left to right: Plague demon chaos vanguard, chaos footsoldier, chaos knight

Plague Demon Chaos Knight	Level 6 Soldier	
Medium elemental humanoid (demon)	XP 250	
HP 78; Bloodied 39	Initiative +7	
AC 22, Fortitude 21, Reflex 17, Will 16	Perception +4	
Speed 5	Darkvision	
TRAITS		
☼ Crimson Retribution ◆ Aura 1		
Whenever an enemy in the aura makes an attack that doesn't include the plague demon as a target, the enemy takes 5 damage.		
STANDARD ACTIONS		
⬇ Slam ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage, and the target falls prone.		
⬇ Crystal Blade (disease, weapon) ◆ Recharge ☼☼☼		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 3d8 + 7 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).		
TRIGGERED ACTIONS		
Variable Resistance ◆ 2/Encounter		
Trigger: The plague demon takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The plague demon gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 22 (+9)	Dex 15 (+5)	Wis 13 (+4)
Con 22 (+9)	Int 13 (+4)	Cha 11 (+3)
Alignment chaotic evil		Languages Abyssal

Plague Demon Chaos Vanguard	Level 9 Soldier	
Large elemental beast (demon)	XP 400	
HP 100; Bloodied 50	Initiative +8	
AC 25, Fortitude 24, Reflex 19, Will 19	Perception +6	
Speed 6	Darkvision	
TRAITS		
☼ Crimson Retribution ◆ Aura 2		
Whenever an enemy in the aura makes an attack that doesn't include the plague demon as a target, the enemy takes 10 damage.		
STANDARD ACTIONS		
⬇ Slam ◆ At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 3d6 + 6 damage, and the plague demon pushes the target up to 2 squares.		
⬇ Sweeping Crystal Blade (disease, weapon) ◆ Recharge ☼☼☼☼		
Attack: Close blast 3 (enemies in the blast); +14 vs. AC		
Hit: 2d12 + 6 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (stage 1).		
TRIGGERED ACTIONS		
Variable Resistance ◆ 2/Encounter		
Trigger: The plague demon takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The plague demon gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 24 (+11)	Dex 15 (+6)	Wis 14 (+6)
Con 20 (+9)	Int 14 (+6)	Cha 12 (+5)
Alignment chaotic evil		Languages Abyssal

BARROWHAUNTS

Caught within the endless expanse of time that is undeath, this fallen band of adventurers haunts the Sword Barrow and other tombs in the Gray Downs.

A silent dirge fills the air around this accursed band of forgotten heroes. Long ago, they found glory plundering the tombs of old kings and warlords, but one misadventure in the Sword Barrow cost them their lives. Lost to time and story alike, these undead horrors prowl the Gray Downs, laying waste to other bands of adventurers who would dare steal their glory.

Adventurers in Life: The Barrowhaunts are a group of five former adventurers bound to the lands surrounding the Sword Barrow. Their deeds in life are seldom recollected, and no one is truly sure why their spirits have never been laid to rest. Now they savagely attack any who enter the lands of their trust. Many rumors exist about the exact nature of their curse; one common legend suggests that they sought to plunder the Sword Barrow and evoked the wrath of a warlord entombed within. The warlord's spirit called to the native hill folk in the area, who marched to the Sword Barrow to confront the adventurers and reclaim the warlord's treasures. The adventurers, rather than relinquish their trove, slaughtered the hill folk. A dying elder placed a curse on the adventurers' souls, binding them to the land for all of eternity.

Guardians in Death: At first, the elder's curse seemed empty and hollow, but every time the adventurers left the Gray Downs to sell their hard-won loot, they could not help but return to the hills in search of even greater treasures. Eventually, their greed surpassed their skill. Descending deeper into the Sword Barrow than they'd ever gone before, the adventurers fell prey, one by one, to horrid monsters and insidious traps. Though cursed to haunt the Gray Downs and guard "their" barrows from other would-be pillagers, they still seek out treasures and relics for themselves. The spoils of their exploits are stashed in an ancient crypt deep within the Sword Barrow. Their motive for collecting such worldly possessions isn't clear, but some believe they are forced to sate their everlasting yearning for adventure and exploration. Regardless of the reason, most believe that this cache is of significant worth. Many other adventurers have tried to locate the hoard, but all have been slain or rebuked.

Lingering Spirits: Traveling and fighting alongside the Barrowhaunts are the spirits of the creatures they have slain—intelligent monsters, slaughtered tomb robbers, and ancient hill folk. Although these allies are minions, they are hardier than most such creatures, and they serve to remind the Barrowhaunts of the horrible deaths they have inflicted upon others. These lingering spirits do not want to see the Barrowhaunts' curse end. Consequently, they fight hard to keep the Barrowhaunts from being destroyed.

Uthelyn the Mad		Level 8 Skirmisher	
Medium natural humanoid, half-elf (undead)		XP 350	
HP 86; Bloodied 43			Initiative +9
AC 21, Fortitude 19, Reflex 20, Will 18			Perception +10
Speed 6			Darkvision
Immune disease, fear; Resist 10 necrotic; Vulnerable 5 radiant			
TRAITS			
☼ Maniacal Laughter ◆ Aura 1			
Enemies in the aura take a -2 penalty to attack rolls.			
STANDARD ACTIONS			
⊕ Short Sword (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 1d6 + 9 damage.			
↓ Mad Slash (necrotic, weapon) ◆ At-Will			
Effect: Before and after the attack, Uthelyn can shift up to 2 squares.			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 1d6 + 9 damage, plus 2d6 necrotic damage if Uthelyn has combat advantage against the target.			
TRIGGERED ACTIONS			
◆ Ghostly Escape ◆ Encounter			
Trigger: Uthelyn is subjected to an effect that immobilizes, slows, or restrains her.			
Effect (<i>Immediate Reaction</i>): The triggering effect ends, and Uthelyn is insubstantial and phasing until the end of her next turn.			
Skills Acrobatics +12, Diplomacy +11			
Str 13 (+5)	Dex 16 (+7)	Wis 13 (+5)	
Con 14 (+6)	Int 12 (+5)	Cha 10 (+4)	
Alignment evil		Languages Common, Elven	
Equipment leather armor, short sword			

Lingering Warrior Spirit		Level 7 Minion Soldier	
Medium shadow humanoid (undead)		XP 75	
HP 1; a missed attack never damages a minion.		Initiative +8	
AC 23, Fortitude 18, Reflex 20, Will 18		Perception +4	
Speed 6		Darkvision	
Immune disease, fear; Resist 15 all except radiant			
STANDARD ACTIONS			
⊕ Phantom Strike (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 6 damage, and the target is immobilized until the start of the spirit's next turn.			
Str 12 (+4)	Dex 16 (+6)	Wis 13 (+4)	
Con 13 (+4)	Int 10 (+3)	Cha 10 (+3)	
Alignment unaligned		Languages Common	

Lingering Monster Spirit		Level 9 Minion Brute	
Large shadow beast (undead)		XP 100	
HP 1; a missed attack never damages a minion.		Initiative +8	
AC 21, Fortitude 20, Reflex 22, Will 20		Perception +4	
Speed 8, climb 6		Darkvision	
Immune disease, fear; Resist 20 all except radiant			
STANDARD ACTIONS			
⊕ Savage Strike (weapon) ◆ At-Will			
Attack: Melee 2 (one creature); +14 vs. AC			
Hit: 7 damage.			
Str 15 (+6)	Dex 18 (+8)	Wis 10 (+4)	
Con 13 (+5)	Int 3 (+0)	Cha 12 (+5)	
Alignment unaligned		Languages —	



Left to right: Boldos Grimehammer, Adrian "Iceheart" Reginold, Cassian d'Cherevan, Joplin the Sly, Uthelyn the Mad

Adrian "Iceheart" Reginold	Level 8 Controller
Medium natural humanoid, human (undead)	XP 350
HP 86; Bloodied 43	Initiative +6
AC 22, Fortitude 19, Reflex 22, Will 20	Perception +7
Speed 6	Darkvision
Immune disease, fear; Resist 10 cold, 10 necrotic;	
Vulnerable 5 fire, 5 radiant	
STANDARD ACTIONS	
⊕ Frost Staff (cold, weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 cold damage.	
✈ Ice Bolts (cold, implement, necrotic) ♦ At-Will	
Attack: Ranged 5 (one or two creatures); +13 vs. AC	
Hit: 2d6 + 5 cold and necrotic damage, and the target is slowed until the end of Iceheart's next turn.	
⚡ Deep Freeze (cold, implement) ♦ Recharge ☞ ☞	
Attack: Close blast 3 (creatures in the blast); +11 vs. Fortitude	
Hit: 4d6 + 4 cold damage, and the target is restrained until the end of Iceheart's next turn.	
❄ Vortex of Ice (cold, implement) ♦ Encounter	
Attack: Area burst 1 within 10 (creatures in the burst); +11 vs. Reflex	
Hit: 4d6 + 4 cold damage, and Iceheart slides the target up to 3 squares and knocks it prone.	
Miss: Half damage, and Iceheart can slide the target 1 square.	
Skills Arcana +14, Dungeoneering +14	
Str 11 (+4)	Dex 14 (+6) Wis 17 (+7)
Con 14 (+6)	Int 20 (+9) Cha 11 (+4)
Alignment evil Languages Common	
Equipment tattered robes, staff	

Joplin the Sly	Level 8 Lurker
Medium natural humanoid, halfling (undead)	XP 350
HP 68; Bloodied 34	Initiative +13
AC 22, Fortitude 19, Reflex 22, Will 19	Perception +10
Speed 6	Darkvision
Immune disease, fear; Resist 10 necrotic; Vulnerable 5 radiant	
TRAITS	
Nimble Reaction	
Joplin gains a +2 bonus to AC against opportunity attacks.	
STANDARD ACTIONS	
⊕ Vanishing Strike (illusion, weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 2d6 + 9 damage, or 3d6 + 9 if Joplin has combat advantage against the target, and Joplin turns invisible until the start of her next turn.	
TRIGGERED ACTIONS	
↓ Swift Rebuke ♦ Encounter	
<i>Trigger:</i> An adjacent enemy hits or misses Joplin with a melee attack.	
<i>Effect (Immediate Interrupt):</i> Joplin uses <i>vanishing strike</i> against the triggering enemy and has combat advantage against it for that attack.	
Skills Acrobatics +14, Stealth +14, Thievery +14	
Str 10 (+4)	Dex 20 (+9) Wis 13 (+5)
Con 14 (+6)	Int 13 (+5) Cha 15 (+6)
Alignment evil Languages Common	
Equipment leather armor, short sword	

ENCOUNTERING THE BARROWHAUNTS

The boulder-strewn wilderness poster map is a good location for an encounter with the Barrowhaunts. The Gray Downs are a desolate part of the Nentir Vale, and the raised areas or piled stones on that map can pass for barrows there. Also, the terrain offers plenty of ambush

points for the Barrowhaunts and their minions to attack from. Consider having one or more of the Barrowhaunts emerge from an open tunnel (not shown) in the mound at the bottom of the map, with a handful of lingering warrior spirit minions rushing in from behind the piled rocks.

Boldos Grimehammer	Level 9 Brute
Medium natural humanoid, dwarf (undead)	XP 400
HP 122; Bloodied 61	Initiative +5
AC 21, Fortitude 20, Reflex 19, Will 19	Perception +10
Speed 5	Darkvision
Immune disease, fear; Resist 10 necrotic; Vulnerable 5 radiant	
TRAITS	
Stand Your Ground	
When an effect forces Boldos to move—through a pull, a push, or a slide—he can move 1 square fewer than the effect specifies. In addition, when an attack would knock Boldos prone, he can immediately make a saving throw to avoid falling prone.	
STANDARD ACTIONS	
⊕ Battleaxe (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 10 damage.	
↓ Mighty Swing (weapon) ◆ At-Will	
Attack: Melee 1 (one or two creatures); +14 vs. AC	
Hit: 2d10 + 5 damage, and Boldos either pushes the target 1 square or knocks it prone.	
TRIGGERED ACTIONS	
↓ Soldier of Fortune ◆ At-Will	
Trigger: Boldos is hit by an attack that pulls, pushes, or slides him.	
Effect (Immediate Interrupt): Boldos uses <i>battleaxe</i> and gains a +5 bonus to the damage roll.	
Skills Athletics +13, Dungeoneering +10, Endurance +17	
Str 19 (+8)	Dex 13 (+5) Wis 13 (+5)
Con 22 (+10)	Int 9 (+3) Cha 10 (+4)
Alignment evil	Languages Common, Dwarven
Equipment tarnished chain armor, broken shield, battleaxe	

Cassian d'Cherevan	Level 9 Elite Soldier (Leader)
Medium natural humanoid, human (undead)	XP 800
HP 192; Bloodied 96	Initiative +8
AC 25, Fortitude 22, Reflex 20, Will 21	Perception +9
Speed 5	Darkvision
Immune disease, fear; Resist 10 necrotic; Vulnerable 5 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
⊕ Greatsword (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 6 damage.	
↓ Double Attack ◆ At-Will	
Effect: Cassian uses <i>greatsword</i> twice.	
↓ Call of War ◆ Encounter	
Effect: Cassian uses <i>greatsword</i> , and each ally within 5 squares of him can take a free action to shift up to 2 squares and make a melee basic attack.	
MINOR ACTIONS	
Bolstering Presence ◆ Recharge ☹ ☹	
Effect: Close burst 3 (allies in the burst). Each target gains a +5 power bonus to damage rolls until the end of Cassian's next turn.	
TRIGGERED ACTIONS	
↓ Relentless Assault ◆ At-Will	
Trigger: An enemy adjacent to Cassian uses an attack power that doesn't include him as a target.	
Effect (Free Action): Melee 1 (triggering enemy). The target takes 12 damage.	
Skills Athletics +13, Intimidate +12	
Str 18 (+8)	Dex 14 (+6) Wis 10 (+4)
Con 16 (+7)	Int 11 (+4) Cha 16 (+7)
Alignment evil	Languages Common
Equipment plate armor, greatsword	

“Go back to your little towns, your warm hearths, your cozy beds. The treasures of the Gray Downs belong to us. If you cross us, be warned. Others more worthy of the name ‘adventurer’ have sought to usurp our legacy, to their ultimate end. No one remembers their bold deeds—only that they perished here.”

— Cassian d'Cherevan

BITTERSTRIKE

The White Wurm of Winterbole is queen of her forest. Half blind from an old wound, Bitterstrike has acquired a multitude of subjects to be her eyes. Her icy vengeance is legendary; although her servants wander, they never stray.

Without warning, a lithe, powerful form bursts upward through the ice of a frozen lake or streaks down from a storm-shrouded sky, announcing the presence of the white dragon Bitterstrike. Bitterstrike's temper is well known, and any slight against her incites her cascading wrath. Her vassals and spies often use her violent tendencies to their advantage, cleverly delivering information to her that directs the dragon's anger against those they want to see destroyed.

Nursing a Grudge: In her youth, the dragon hungrily snatched beast and humanoid alike from the Nentir Vale. Brutal, random, and reckless, she cowed the populace. Over the years, the white wyrm came to see the vale as both a holding pen for her meals and an outlet for her terrible anger.

Chief Fangstrike of the Tigerclaw barbarians (page 100) was the first to stand against her—and he survived.

In fact, with a single strike of his war pick, the chief gained legendary status as he cleaved the dragon's brow and skewered her left eye. Screaming in agony, the dragon turned tail and fled. For thirty years, the white wyrm disappeared from the valley, and the barbarians' songs of victory spread.

Nine moons after Chief Fangstrike's death, the white dragon returned. Visibly shaking with shame and rage, the beast desecrated the chief's grave, murdered his kinfolk, and destroyed the Tigerclaw's main settlement. The barbarians cursed the dragon, naming her "bitter strike" in acknowledgment of the revenge she had nursed all those years.

Ruthless Warlord: When Bitterstrike lost her eye, her behavior deviated from that of other white dragons, a breed well known for the random, wanton destruction they brazenly inflicted on anyone in their way. During her thirty-year retreat, the seeds of bitterness in Bitterstrike's heart swelled into a forest of hatred and misery, and the dragon swore to repay each insult with mayhem and death. In an uncharacteristic moment of clarity, however, the maimed wyrm realized she could not enforce such vengeance on her own. Bitterstrike approached the remaining Tigerclaw barbarians and



threatened to lay low the tribe's survivors as she had Fangstrike's kin, unless they swore to annually yield to her a tribute of wealth and a high-status hostage from their clan. Then the wyrm approached other

Winterbole races—including the Frost Witches (page 54), the treants (page 104), and the satyrs—and gave each the same ultimatum. Those that refused lived to regret that decision.

Now, Bitterstrike rules her part of Winterbole Forest the way a queen rules her vassals. The Winterbole races pay their annual tributes to her hoard, and their hostages serve the dragon as emissaries, guards, spies, and warriors. They communicate with their tribes and inform the dragon of rumors pertinent to her. Even the smallest reported offense incites her vengeance. Usually, Bitterstrike delivers swift revenge personally, pouncing on the offending individual and snuffing out its life. When facing uncertain odds, however, Bitterstrike intimidates the Winterbole races into raising cooperative forces to punish transgressors. The dragon's close brush with death made her realize that a little patience, fear, and control of one's allies can go a long way toward facilitating a long, deeply satisfying, revenge-fueled life.

Bitterstrike		Level 10 Solo Brute	
Large natural magical beast (dragon)		XP 2,500	
HP 520; Bloodied 260		Initiative +6	
AC 22, Fortitude 23, Reflex 20, Will 21		Perception +12	
Speed 6 (ice walk), fly 6		Darkvision	
Resist 10 cold			
Saving Throws +5; Action Points 2			
TRAITS			
Action Recovery			
Whenever Bitterstrike ends her turn, any dazing, stunning, or dominating effect on her ends.			
Instinctive Rampage			
On an initiative of 10 + Bitterstrike's initiative check, Bitterstrike can move up to her speed as a free action. During the move, Bitterstrike can move through enemies' spaces and has resist 5 to all damage. Each time Bitterstrike enters an enemy's space for the first time during the move, she can use <i>claw</i> against that enemy. If the attack hits, the target also falls prone. If Bitterstrike cannot use a free action to take this move due to a dominating or a stunning effect, then that effect ends instead of Bitterstrike taking this move.			
Savage Blood			
While bloodied, Bitterstrike can score a critical hit on a roll of 17-20.			
STANDARD ACTIONS			
⬇ Bite (cold) ⬆ At-Will			
Attack: Melee 2 (one creature); +15 vs. AC			
Hit: 3d10 + 6 cold damage.			
Miss: Half damage.			
⬇ Claw ⬆ At-Will			
Attack: Melee 2 (one or two creatures); +15 vs. AC			
Hit: 3d8 + 9 damage.			
⬅ Breath Weapon (cold) ⬆ Recharge ☄ ☄			
Attack: Close blast 5 (creatures in the blast); +13 vs. Reflex			
Hit: 2d10 + 9 cold damage, and the target is slowed (save ends).			
Miss: Half damage, and the target is slowed until the end of Bitterstrike's next turn.			
TRIGGERED ACTIONS			
⬇ Tail Slap ⬆ At-Will			
Trigger: An enemy flanking Bitterstrike hits her.			
Attack (Free Action): Melee 2 (triggering enemy); +13 vs. Fortitude			
Hit: 3d6 + 8 damage, and Bitterstrike pushes the target up to 5 squares.			
⬅ Bloodied Breath ⬆ Encounter			
Trigger: Bitterstrike is first bloodied.			
Effect (Free Action): <i>Breath weapon</i> recharges, and Bitterstrike uses it.			
Bitter Vengeance (cold) ⬆ Encounter			
Trigger: An enemy within 5 squares of Bitterstrike hits her with an attack.			
Effect (Free Action): Close burst 5 (triggering enemy in the burst). The target takes 10 cold damage, and Bitterstrike pushes it up to 2 squares.			
Skills Athletics +15			
Str 21 (+10)	Dex 13 (+6)	Wis 15 (+7)	
Con 20 (+10)	Int 10 (+5)	Cha 10 (+5)	
Alignment evil		Languages Common, Draconic	

Treant Vassal		Level 8 Elite Soldier	
Large fey magical beast (plant)		XP 700	
HP 182; Bloodied 91		Initiative +7	
AC 24, Fortitude 21, Reflex 18, Will 22		Perception +9	
Speed 8 (forest walk, ice walk)		Low-light vision	
Resist 5 cold			
Saving Throws +2; Action Points 1			
TRAITS			
Threatening Reach			
The treant can make opportunity attacks against creatures within 2 squares of it.			
Wooden Body			
Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends).			
STANDARD ACTIONS			
⬇ Slam ⬆ At-Will			
Attack: Melee 2 (one creature); +13 vs. AC			
Hit: 1d12 + 10 damage.			
⬇ Double Attack ⬆ At-Will			
Effect: The treant uses <i>slam</i> twice.			
⬅ Bitterwind Blast (cold) ⬆ Recharge when first bloodied			
Attack: Close blast 3 (creatures in the blast); +11 vs. Reflex			
Hit: 2d12 + 5 cold damage, and the target is slowed (save ends).			
Miss: Half damage			
TRIGGERED ACTIONS			
⬇ Pounding Branches ⬆ At-Will			
Trigger: An enemy within 2 squares of the treant uses an attack power that doesn't include the treant as a target.			
Attack (Opportunity Action): Melee 2 (triggering enemy); +11 vs. Reflex			
Hit: 2d12 + 3 damage.			
Bitter Vengeance (cold) ⬆ Encounter			
Trigger: An enemy within 5 squares of the treant hits it with an attack.			
Effect (Free Action): Close burst 5 (triggering enemy in the burst). The target takes 10 cold damage, and the treant pushes it up to 2 squares.			
Str 20 (+9)	Dex 13 (+5)	Wis 21 (+9)	
Con 19 (+8)	Int 13 (+5)	Cha 11 (+4)	
Alignment unaligned		Languages Common, Draconic, Elven	

Queen and Pawn: Although Bitterstrike has gained some degree of control over the Winterbole races, she is as unaware of the larger picture as the lowliest cold-scale drake that shares her lair. Her driving motivations are the accumulation of wealth and the destruction of foes. Thus focused, Bitterstrike is completely blind to subtlety and subterfuge.

Without exception, Bitterstrike's "vassals" take advantage of her shortsightedness. The Tigerclaw barbarians pass her false information, using the white wyrm as a weapon against their enemies. The Frost Witches accede to Bitterstrike's demands so they can spy on her other vassals, access her lands, and seduce her into serving their real master, Cryonax. The treants use the dragon to make surprise attacks on their rivals in Harken Forest, while the satyrs trade cheap, shiny baubles for nondescript, yet powerful, magic items from the dragon's hoard.

Satyr Vassal		Level 8 Elite Artillery
Medium fey humanoid		XP 700
HP 136; Bloodied 68		Initiative +7
AC 22, Fortitude 19, Reflex 21, Will 20		Perception +7
Speed 6 (ice walk)		Low-light vision
Resist 5 cold		
Saving Throws +2; Action Points 1		
TRAITS		
☼ Cold Wind Song ◆ Aura 5		
The satyr gains a +5 power bonus to all defenses against attacks made by creatures outside the aura.		
STANDARD ACTIONS		
⚔ Gore ◆ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d8 + 7 damage, and the target falls prone.		
☯ North Wind Bow (cold, weapon) ◆ At-Will		
Attack: Ranged 20 (one or two creatures); +15 vs. AC		
Hit: 2d10 + 5 cold damage, and the satyr pushes the target up to 3 squares.		
☼ Diving Dragon Shot (cold, weapon, zone) ◆ Encounter		
Attack: Area burst 2 within 20 (creatures in the burst); +13 vs. Reflex		
Hit: 2d8 + 3 cold damage, and the target is slowed (save ends).		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the encounter. Any creature that ends its turn in the zone takes 5 cold damage.		
TRIGGERED ACTIONS		
Bitter Vengeance (cold) ◆ Encounter		
Trigger: An enemy within 5 squares of the satyr hits it with an attack.		
Effect (Free Action): Close burst 5 (triggering enemy in the burst). The target takes 10 cold damage, and the satyr pushes it up to 2 squares.		
Skills Nature +12		
Str 14 (+6)	Dex 16 (+7)	Wis 17 (+7)
Con 14 (+6)	Int 19 (+8)	Cha 18 (+8)
Alignment unaligned Languages Common, Elven, Draconic		
Equipment longbow, 30 arrows		

Speculators say Bitterstrike knows she's being used but is in denial. They suggest that acknowledging the truth would not only force the maimed dragon to admit her weakness—the need for these lesser creatures—but also require her to exact revenge on the very mechanism that keeps her blissfully submerged in a world of wealth and violence.

Bitterstrike's Vassals: Bitterstrike's vassals are designed to lead groups of creatures into battle. As elite monsters, they represent the dragon's chief emissaries. In adventures featuring Bitterstrike, encounters preceding the dragon's appearance could feature a vassal leading creatures against the heroes. In an especially challenging encounter, Bitterstrike could fight with a vassal by her side.

Tigerclaw Vassal	Level 8 Elite Skirmisher	
Medium natural humanoid (shapechanger)	XP 700	
HP 178; Bloodied 89	Initiative +12	
AC 22, Fortitude 19, Reflex 22, Will 20	Perception +13	
Speed 6 (ice walk)	Low-light vision	
Resist 5 cold		
Saving Throws +2; Action Points 1		
TRAITS		
Charging Pounce		
The vassal's charge attacks deal 1d6 extra damage, and the vassal is not limited to taking only free actions after charging.		
STANDARD ACTIONS		
⚔ Light Pick (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 3d6 + 6 damage. On a critical hit, the target also takes ongoing 5 damage (save ends).		
⚔ Double Attack ◆ At-Will		
Effect: The vassal uses light pick twice.		
⚔ Bitterstrike's Slash (cold, weapon) ◆ Encounter		
Attack: Melee 1 (one or two creatures); +11 vs. Fortitude		
Hit: 3d6 + 8 damage, and ongoing 5 cold damage (save ends).		
First Failed Saving Throw: The target is slowed and takes ongoing 5 cold damage (save ends both).		
Miss: Half damage.		
TRIGGERED ACTIONS		
Wild Instinct ◆ At-Will		
Trigger: An enemy ends its movement flanking the vassal.		
Effect (Immediate Reaction): The vassal either shifts 1 square or moves up to its speed.		
Bitter Vengeance (cold) ◆ Encounter		
Trigger: An enemy within 5 squares of the vassal hits it with an attack.		
Effect (Free Action): Close burst 5 (triggering enemy in the burst). The target takes 10 cold damage, and the vassal pushes it up to 2 squares.		
Skills Athletics +12, Nature +13, Stealth +15		
Str 16 (+7)	Dex 22 (+10)	Wis 19 (+8)
Con 17 (+7)	Int 12 (+5)	Cha 12 (+5)
Alignment unaligned Languages Common, Draconic		
Equipment hide armor, 2 light picks		

“We have a saying in our tribe:
Fury is half-blind.”

— Chief Scargash of the
Tigerclaw Barbarians



BITTERSTRIKE

Frost Witch Vassal Medium fey humanoid, elf	Level 10 Elite Controller XP 1,000
HP 204; Bloodied 102	Initiative +9
AC 24, Fortitude 20, Reflex 23, Will 21	Perception +7
Speed 6 (ice walk)	Low-light vision
Resist 10 cold	
Saving Throws +2; Action Points 1	
TRAITS	
☼ Chill Aura ◆ Aura 1	
Any enemy that ends its turn in the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
⊕ Frost Touch (cold) ◆ At-Will	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 2d6 + 8 cold damage, and the witch slides the target up to 2 squares.	
⊖ Icicle Shard (cold, implement) ◆ At-Will	
Attack: Ranged 5 (one or two creatures); +15 vs. AC	
Hit: 3d6 + 8 cold damage, and the target is immobilized until the end of the witch's next turn.	
⚡ Hailstone Hex (cold, implement, psychic) ◆ Recharge when first bloodied	
Attack: Ranged 5 (one creature); +13 vs. Fortitude	
Hit: 3d8 + 6 cold and psychic damage, and the target grants combat advantage and takes ongoing 5 cold and psychic damage (save ends both). While this effect persists, any enemy of the witch that starts its turn adjacent to the target takes 5 cold and psychic damage.	
Miss: Half damage, and ongoing 5 cold and psychic damage (save ends).	
TRIGGERED ACTIONS	
Bitter Vengeance (cold) ◆ Recharge when first bloodied	
Trigger: An enemy within 5 squares of the witch hits it with an attack.	
Effect (Free Action): Close burst 5 (triggering enemy in the burst). The target takes 10 cold damage, and the witch pushes it up to 2 squares.	
Skills Arcana +15, Bluff +13, Nature +12	
Str 11 (+5)	Dex 18 (+9)
Con 14 (+7)	Wis 15 (+7)
Int 21 (+10)	Cha 16 (+8)
Alignment evil	Languages Common, Draconic, Elven
Equipment wand	

Wild Coldscale Drake Medium natural beast (reptile)	Level 8 Lurker XP 350
HP 70; Bloodied 35	Initiative +14
AC 22, Fortitude 20, Reflex 21, Will 18	Perception +7
Speed 8 (ice walk)	
Resist 5 cold	
TRAITS	
Ice Hunter's Bite	
The drake's attacks deal 4d6 extra damage to any creature that can't see it.	
Snow Camouflage	
While it is in icy or snowy terrain, the drake has partial concealment.	
STANDARD ACTIONS	
⊕ Bite ◆ At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 3 damage.	
Snow Stalker ◆ At-Will	
Requirement: The drake must be in icy or snowy terrain or within 10 squares of a white dragon.	
Effect: The drake becomes invisible until immediately after it attacks or until the end of its next turn.	
Skills Stealth +15	
Str 15 (+6)	Dex 22 (+10)
Con 16 (+7)	Wis 17 (+7)
Int 3 (+0)	Cha 11 (+4)
Alignment unaligned	Languages –

BLACKFANG GNOLLS

When the Blackfang gnolls are on the hunt, lucky prey might hear a distant howl before the attack, while less fortunate creatures are snatched in their sleep and then terrorized and broken before being devoured.

The few bestiaries to have catalogued the elusive Blackfang gnolls describe their short white fur and long onyx canines that descend below the jawline. Rarely has someone been the target of a Blackfang attack and survived to tell the tale.

Hills Have Eyes: Predatory and fiercely territorial, the Blackfang gnolls have long terrorized travelers who dare to cross the Old Hills. Fear of the creatures grips the simple folk of the eastern Nentir Vale, and Nenlast's human villagers use tales of the feral raiders to scare children into minding their parents. Even the stalwart dwarves of Hammerfast are not immune; too many warriors have gone missing in those hills to dismiss the tales.

Warrens: The Old Hills are riddled with interconnected burrows where Blackfang clans dwell. The gnolls seldom travel overland, preferring the labyrinthine tunnels for their nightly raids. Caravans moving along the trail between Nenlast and Fiveleague House are common targets for Blackfang ambushes. The pack either devours captured victims in

a nearby den or drags them through the warrens to the Well of Demons, where the victims are sacrificed to Yeenoghu, the Demon Prince of Gnolls.

Well of Demons: Recent expeditions into the labyrinth under Thunderspire led the Blackfangs to an ancient monastery sanctified to the demon lord Baphomet. The Blackfang chieftain, Maldrick Scarmaker, recently locked himself inside the Well of Demons chamber in preparation for reconsecrating the temple to his demonic patron, Yeenoghu. With Maldrik isolated from his followers, the Blackfang tribe is effectively leaderless. If the chieftain does not emerge soon, another prominent pack leader will move to seize the throne.

Butcher's Blessing: All gnolls seek Yeenoghu's favor, carrying out depraved acts of brutality in the demon prince's name. And the Blackfang tribe has long spread carnage and fear across the Nentir Vale. Lately, however, exposure to the Well of Demons' corruption has accelerated the transformation process known as the Butcher's Blessing, and demonic spirits have possessed Yeenoghu's blessed. These chosen vessels bear physical signs of their corruption, such as wings and barbed tails. More alarming to the valley's inhabitants is the gnolls' insatiable appetite for mortal souls, which drives the raiders to ever more brazen acts of bloodshed.



Blackfang Feaster Medium natural humanoid, gnoll	Level 6 Brute XP 250
HP 89; Bloodied 44	Initiative +6
AC 18, Fortitude 19, Reflex 18, Will 18	Perception +4
Speed 7	Low-light vision
TRAITS	
Pack Attack	
The feaster's attacks deal 5 extra damage to any enemy adjacent to two or more of the feaster's allies.	
STANDARD ACTIONS	
⊕ Ravenging Bite (poison) ◆ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 4 poison damage, and the target is slowed (save ends).	
↓ Devour ◆ At-Will	
Attack: Melee 1 (one bloodied creature); +9 vs. Fortitude	
Hit: 3d10 + 5 damage, and the target falls prone.	
Skills Intimidate +11, Stealth +11	
Str 16 (+6)	Dex 16 (+6)
Con 19 (+7)	Wis 13 (+4)
Int 10 (+3)	Cha 16 (+6)
Alignment chaotic evil Languages Abyssal, Common	
Equipment bone armor	

Maldrick Scarmaker Medium elemental humanoid (demon), gnoll	Level 8 Elite Artillery XP 700
HP 148; Bloodied 74	Initiative +8
AC 22, Fortitude 21, Reflex 20, Will 17	Perception +5
Speed 7, fly 9	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Pack Attack	
Maldrick's attacks deal 5 extra damage to any enemy adjacent to two or more of Maldrick's allies.	
STANDARD ACTIONS	
⊕ Mace (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
⊕ Eldritch Blast (implement) ◆ At-Will	
Attack: Ranged 10 (one creature); +13 vs. Reflex	
Hit: 2d10 + 5 damage.	
↗ Dire Radiance (implement, radiant) ◆ At-Will	
Attack: Ranged 10 (one or two creatures); +13 vs. Fortitude	
Hit: 2d6 + 5 radiant damage. If the target moves closer to Maldrick on its next turn, it takes 10 radiant damage.	
↗ Infernal Moon Curse (implement, poison) ◆ Encounter	
Attack: Ranged 10 (one or two creatures); +13 vs. Fortitude	
Hit: 3d8 + 10 poison damage, and the target is held immobilized 5 feet off the ground until the end of Maldrick's next turn.	
Miss: Half damage.	
MINOR ACTIONS	
Blackfang Curse ◆ At-Will (1/round)	
Effect: Maldrick chooses one enemy he can see. Until the end of Maldrick's turn, his implement attacks deal 1d6 extra damage against the chosen enemy.	
TRIGGERED ACTIONS	
↓ Spined Tail ◆ At-Will	
Trigger: An enemy enters a square adjacent to Maldrick.	
Attack (Opportunity Action): Melee 1 (triggering enemy); +13 vs. AC	
Hit: 1d10 + 11 damage.	
Skills Arcana +9, Intimidate +10, Religion +9, Thievery +13	
Str 11 (+4)	Dex 18 (+8)
Con 20 (+9)	Wis 12 (+5)
Int 10 (+4)	Cha 13 (+5)
Alignment chaotic evil Languages Abyssal, Common	
Equipment leather armor, mace, rod	

MALDRICK SCARMAKER

Characters who played through the *Thunderspire Labyrinth™* adventure might have previously encountered and slain Maldrick Scarmaker. If that's the case, perhaps Maldrick has returned to life to seek vengeance, or Yeenoghu has raised Maldrick from the dead for the demon prince's own purposes. Alternatively, another gnoll pack leader could have taken control of the Blackfang tribe, gaining demonic traits to intimidate the tribe and spread fear among Nentir Vale residents.

Blackfang Gravedigger Medium natural humanoid, gnoll	Level 5 Lurker XP 200
HP 48; Bloodied 24	Initiative +8
AC 19, Fortitude 19, Reflex 18, Will 17	Perception +9
Speed 6 (earth walk), burrow 2	Low-light vision
TRAITS	
Pack Attack	
The gravedigger's attacks deal 5 extra damage to any enemy adjacent to two or more of the gravedigger's allies.	
STANDARD ACTIONS	
⊕ Bite ◆ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage.	
↓ Snatch from Below ◆ At-Will	
Requirement: The gravedigger must be burrowing and must have no creature grabbed.	
Effect: The gravedigger reaches up through the ground and uses bite twice against one enemy, ignoring cover and concealment. If both attacks hit, the target is grabbed (escape DC 15). Until the grab ends, the target is restrained and takes ongoing 5 damage.	
Skills Dungeoneering +9, Stealth +9, Thievery +9	
Str 24 (+9)	Dex 14 (+4)
Con 12 (+3)	Wis 15 (+4)
Int 16 (+5)	Cha 12 (+3)
Alignment chaotic evil Languages Abyssal, Common	

Blackfang Howler Medium natural humanoid, gnoll	Level 7 Skirmisher XP 300
HP 77; Bloodied 38	Initiative +10
AC 21, Fortitude 17, Reflex 21, Will 19	Perception +9
Speed 7	Low-light vision
TRAITS	
Pack Attack	
The howler's attacks deal 5 extra damage to any enemy adjacent to two or more of the howler's allies.	
STANDARD ACTIONS	
⊕ Whip (weapon) ◆ At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
↓ Whip Trip (weapon) ◆ At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 1d8 + 6 damage, and the target falls prone.	
MOVE ACTIONS	
Skulk ◆ At-Will	
Effect: The howler shifts up to 4 squares.	
MINOR ACTIONS	
↖ Howl of Dread (fear) ◆ Recharge when first bloodied	
Attack: Close burst 3 (enemies in the burst); +10 vs. Will	
Hit: The target is immobilized (save ends).	
Skills Intimidate +12, Stealth +13	
Str 16 (+6)	Dex 20 (+8)
Con 13 (+4)	Wis 12 (+4)
Int 10 (+3)	Cha 18 (+7)
Alignment chaotic evil Languages Abyssal, Common	



Left to right: Blackfang feaster, Blackfang render, Blackfang howler

Blackfang Hyena Pack Large natural beast (swarm)	Level 6 Brute XP 250
HP 85; Bloodied 42 AC 18, Fortitude 18, Reflex 17, Will 16 Speed 7 Resist half damage from melee and ranged attacks; Vulnerable 10 to close and area attacks	Initiative +5 Perception +9 Low-light vision
TRAITS	
⚙️ Swarm Attack ♦ Aura 1 Any enemy that ends its turn in the aura takes 5 damage, or 10 if the enemy is adjacent to two or more of the pack's allies.	
Swarm The pack can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The pack cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Medium creature.	
STANDARD ACTIONS	
⬇️ Swarm of Grasping Jaws ♦ At-Will Attack: Melee 1 (one creature); +11 vs. AC Hit: 1d10 + 7 damage, and the target is immobilized (save ends). If the pack is no longer adjacent to the target, this immobilized condition ends.	
Str 16 (+6) Con 15 (+5)	Dex 15 (+5) Int 2 (-1)
Wis 12 (+4) Cha 5 (+0)	
Alignment unaligned Languages –	

Blackfang Render Medium elemental humanoid (demon), gnoll	Level 8 Soldier XP 350
HP 87; Bloodied 43 AC 24, Fortitude 21, Reflex 20, Will 19 Speed 7	Initiative +8 Perception +5 Darkvision
TRAITS	
Pack Attack The render's attacks deal 5 extra damage to any enemy adjacent to two or more of the render's allies.	
STANDARD ACTIONS	
⬇️ Claw ♦ At-Will Attack: Melee 2 (one creature); +13 vs. AC Hit: 2d8 + 7 damage, and the target is marked until the end of the render's next turn.	
⬇️ Feral Grasp ♦ At-Will Requirement: The render must have no creature grabbed. Attack: Melee 2 (one creature); +11 vs. Reflex Hit: 1d12 + 8 damage, and the target is grabbed (escape DC 16).	
MINOR ACTIONS	
⬇️ Blinding Fury ♦ Recharge when first bloodied Attack: Melee 1 (one creature grabbed by the render); +11 vs. Fortitude Hit: 1d6 + 3 damage, and the target is blinded (save ends).	
Str 20 (+9) Con 15 (+6)	Dex 14 (+6) Int 16 (+7)
Wis 12 (+5) Cha 9 (+3)	
Alignment chaotic evil Languages Abyssal, Common	

BLOODFIRE OOZE

When an evil ritual mixes sacrificial blood with the ichor of a demon, the end result is often the birth of a slithering, spitting horror known as a bloodfire ooze.

Bloodfire oozes are created through horrid rituals and have no place in the natural world. Fanatical priests loyal to Orcus or one of the other demon princes are most often associated with creating the oozes for their own dark purposes.

Bloodfire oozes appear in the most unlikely places. Some are known to lurk in the dungeons below the Temple of Yellow Skulls near the Ogréfist Hills, where demonic rituals were practiced (and possibly still are). Recently, dwarves excavating a collapsed barrow in the hills south of Nenlast unearthed a large iron statue depicting a demon. The statue was hot to the touch, and when the dwarves began dismantling it, a pair of bloodfire oozes seeped out from within. The oozes annihilated all but two members of the excavation team, who returned to Hammerfast with their tale of woe. The oozes still lurk in the old barrow, and brave souls are needed to find and slay them.



Tormented Faces: The amorphous bloodfire ooze looks like a slithering mass of seething, boiling blood, which reeks of sulfur. It occasionally extrudes pseudopods and manifests faces twisted in torment. These faces are personifications of the creature's demonic essence, often resembling those whose blood was sacrificed to create the bloodfire ooze. The faces are quickly absorbed into the creature's form, but not before they disgorge clouds of poisonous sulfuric gas.

Will Guard for Food: Bloodfire oozes are virtually mindless creatures. They do not employ sophisticated tactics, but they recognize their creators and can be harnessed as guardians as long as they're fed regularly. The tremendous heat that radiates from their bodies makes them difficult to be near, so they're often paired with traps or monsters that have strong resistance or immunity to fire.

Bloodfire Ooze		Level 7 Elite Brute
Large elemental beast (fire, ooze)		XP 600
HP 196; Bloodied 98	Initiative +4	
AC 19, Fortitude 21, Reflex 18, Will 17	Perception +8	
Speed 6	Blindsight 20	
Immune fire; Vulnerable 10 cold		
Saving Throws +2; Action Points 1		
TRAITS		
☼ Bloodfire Aura (fire) ◆ Aura 2		
Any creature that ends its turn in the aura takes 10 fire damage.		
Demonic Fire		
Fire damage dealt by the bloodfire ooze ignores 10 points of a target's fire resistance.		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
⬇️ Slam (fire) ◆ At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 2d10 + 7 fire damage.		
⬅️ Fiery Eruption (fire) ◆ Recharge ☼ ☼		
Attack: Close burst 3 (creatures in the burst); +10 vs. Reflex		
Hit: 2d8 + 2 fire damage, and ongoing 5 fire damage (save ends).		
MINOR ACTIONS		
⬅️ Sulfuric Breath (poison) ◆ At-Will (1/round)		
Attack: Close blast 3 (creatures in the blast); +10 vs. Fortitude		
Hit: 2d6 + 4 poison damage.		
TRIGGERED ACTIONS		
Boiling Blood (fire) ◆ Encounter		
Trigger: The bloodfire ooze is bloodied.		
Effect (Immediate Reaction): The bloodfire ooze recharges fiery eruption and uses it.		
Str 15 (+5)	Dex 13 (+4)	Wis 11 (+3)
Con 18 (+7)	Int 1 (-2)	Cha 4 (+0)
Alignment chaotic evil Languages —		

BOGGLE

*“Boggle comes and boggle goes,
Steals your rings and stamps your toes.
Turn around the compass rose,
Where it went to, no one knows.”*

—Fallcrest children’s rhyme

Boggles skirt the borders of civilization, creeping between shadows and squeezing through shortcuts in space to trick and to steal from mortals. They have a malicious sense of humor and enjoy tricks that torment others.

Children sometimes tell of “bogeymen” that follow them, lurking in the corners of their vision only to vanish when confronted. Parents dismiss such stories as phantoms of an overactive imagination—until the boggle snatches the child away.

Misshappen Interlopers: Boggles are native to the Feywild. They are common ancestors of goblins and of the Shadowfell’s dimension-hopping banderhobbs (*Monster Manual 3*), but are as similar to those creatures as humans are to apes. Although diminutive, boggles are able to extend their reach a considerable distance, and over the years, their ability to bend space and grasp across dimensions has stretched them somehow, making them adept at trickery. A boggle lopes with a hunched gait, dragging its knuckles along the ground as it moves.

Boggles migrate to the world wherever they discover a fey crossing, seeking the limitless entertainment provided by the world’s easily beguiled mortals. They are able to fold space over short distances and spy on mortals through the dimensional windows they create. They might pass through the resulting portal or reach across with their long arms, in search of items to filch or victims to terrify.

Malicious Tricksters: Boggles go out of their way to torment or vex people. A boggle might spoil milk, strip the sheets from beds, tie shoes together, or set stockings aflame. It might disassemble armor and hide the pieces, or switch new weapons with old, rusty ones. It might pound at the inside of a closet door, hurl an object against a wall, or grab at sleepers from beneath their beds. It might even swaddle a wild animal cub like a baby and swap it for a sleeping infant—then lurk nearby to delight in the parents’ horror. Sometimes a boggle volunteers to act as a humble guide for travelers or explorers, then leads them into an ambush or a dragon’s lair.

Stealthy Sneaks: Boggles are cowards that prefer to stay out of contact with others. They can speak in halting Common or Goblin, but most communicate with shrieks, hisses, clicks, and taps understood only by their own kind. Boggles are not particularly intelligent, but

they are cunning and exceptionally devious. Using their dimension-folding powers, they feed by snatching birds, rabbits, and other small prey by surprise. They can even ambush larger creatures, suffocating them with strong, grasping claws. Because of its innate ability to be sneaky, a boggle is sometimes coerced into serving as a guard, a spy, a thief, or a harrier by a stronger or more clever creature.

Boggles panic when caught, and they sweat profusely in the presence of other creatures. Boggle sweat is a viscous, slick, fire-resistant substance, and a boggle will often leave traces of it wherever it goes, like the slime trail of a slug. For those who know what to look for when strange happenings are afoot, traces of boggle sweat will reveal that a boggle is present.



Boggle Sight Stealer	Level 3 Lurker
Small fey humanoid	XP 150
HP 37; Bloodied 18	Initiative +10
AC 17, Fortitude 15, Reflex 17, Will 13	Perception +8
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
⊕ Claw ◆ At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage.	
⊖ Neck Bite ◆ At-Will	
Attack: Melee 2 (one creature grabbed by the boggle); +6 vs. Reflex	
Hit: 4d6 + 8 damage.	
Miss: Half damage.	
↷ Peek-a-Boo Trick (teleportation) ◆ At-Will	
Requirement: The boggle must have no creature grabbed.	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: The boggle teleports the target to an unoccupied square within 2 squares of the boggle, and the target is grabbed (escape DC 13). The target is blinded until the grab ends. The boggle must remain within 2 squares of the target for the grab to persist.	
MOVE ACTIONS	
Dimension Hop (teleportation) ◆ At-Will	
Effect: The boggle teleports up to 3 squares.	
TRIGGERED ACTIONS	
⊖ Face Rip (teleportation) ◆ Encounter	
Trigger: A creature grabbed by the boggle escapes the grab.	
Effect (Immediate Reaction): Melee 2 (triggering creature). The target takes 1d8 + 5 damage, and the boggle teleports up to 3 squares.	
Skills Athletics +8, Stealth +11, Thievery +11	
Str 15 (+3)	Dex 20 (+6) Wis 14 (+3)
Con 13 (+2)	Int 5 (-2) Cha 6 (-1)
Alignment evil	Languages Common, Goblin

Boggle Blink Trickster		Level 4 Artillery
Small fey humanoid		XP 175
HP 43; Bloodied 21		Initiative +7
AC 18, Fortitude 16, Reflex 18, Will 14		Perception +9
Speed 6, climb 6		Darkvision
Resist 5 fire		
TRAITS		
Dimensional Window		
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.		
STANDARD ACTIONS		
⊕ Dimension Claw ◆ At-Will		
Attack: Melee 10 (one creature); +11 vs. AC		
Hit: 2d6 + 5 damage.		
⊕ Double Diversion Trick ◆ Recharge when first bloodied		
Effect: The boggle uses <i>dimension claw</i> twice.		
MOVE ACTIONS		
Dimension Hop (teleportation) ◆ At-Will		
Effect: The boggle teleports up to 3 squares.		
TRIGGERED ACTIONS		
Teleport Trick (teleportation) ◆ Encounter		
Trigger: The boggle takes damage from a melee attack.		
Effect (<i>Immediate Reaction</i>): The boggle teleports up to 3 squares.		
Skills Athletics +9, Stealth +12, Thievery +12		
Str 15 (+4)	Dex 20 (+7)	Wis 14 (+4)
Con 13 (+3)	Int 5 (-1)	Cha 6 (+0)
Alignment evil		Languages Common, Goblin

Boggle Chase Trickster		Level 4 Skirmisher
Small fey humanoid		XP 175
HP 53; Bloodied 26		Initiative +9
AC 18, Fortitude 16, Reflex 18, Will 14		Perception +9
Speed 6, climb 6		Darkvision
Resist 5 fire		
TRAITS		
Dimensional Window		
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.		
STANDARD ACTIONS		
⊕ Claw ◆ At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage.		
MOVE ACTIONS		
Dimension Hop (teleportation) ◆ At-Will		
Effect: The boggle teleports up to 3 squares.		
MINOR ACTIONS		
⊕ Foot-Snare Trick ◆ At-Will (1/round)		
Effect: Melee 1 (one creature flanked by the boggle). If the target moves more than 3 squares during its next turn, it falls prone at the end of that turn.		
TRIGGERED ACTIONS		
Chase Trick (charm) ◆ Recharge when first bloodied		
Trigger: A creature misses the boggle with a melee attack.		
Effect (<i>Immediate Reaction</i>): The boggle shifts up to 3 squares and then pulls the triggering creature to a square adjacent to it. The triggering creature's movement provokes opportunity attacks. If the creature ends this movement without taking damage from an attack, it can make a melee basic attack against the boggle as a free action.		
Skills Athletics +9, Stealth +12, Thievery +12		
Str 15 (+4)	Dex 20 (+7)	Wis 14 (+4)
Con 13 (+3)	Int 5 (-1)	Cha 6 (+0)
Alignment evil		Languages Common, Goblin



Boggle Body Snatcher		Level 5 Controller
Small fey humanoid		XP 200
HP 61; Bloodied 30		Initiative +7
AC 19, Fortitude 17, Reflex 19, Will 15		Perception +9
Speed 6, climb 6		Darkvision
Resist 5 fire		
TRAITS		
Dimensional Window		
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.		
STANDARD ACTIONS		
⊕ Claw ◆ At-Will		
Attack: Melee 2 (one creature); +10 vs. AC		
Hit: 2d6 + 6 damage.		
✂ Body Snatch (charm) ◆ Recharge ☹ ☹ ☹		
Attack: Ranged 5 (one creature); +8 vs. Will		
Hit: The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play, and the target gains a +2 bonus to attack rolls and damage rolls. When the effect ends, the boggle returns to play in an unoccupied space of its choice within 5 squares of the target.		
MOVE ACTIONS		
Dimension Hop (teleportation) ◆ At-Will		
Effect: The boggle teleports up to 3 squares.		
MINOR ACTIONS		
Boggle Sweat Stain ◆ At-Will (1/round)		
Effect: The boggle's current square is greased until the end of the encounter. Whenever any creature other than a boggle willingly enters the greased square, that creature falls prone.		
Skills Athletics +9, Stealth +12, Thievery +12		
Str 15 (+4)	Dex 20 (+7)	Wis 14 (+4)
Con 13 (+3)	Int 5 (-1)	Cha 6 (+0)
Alignment evil		Languages Common, Goblin

CADAVER COLLECTOR

Bloody horrors of the battlefield, these monstrous constructs retrieve the dead and the soon to be dead for the dark purposes of their masters.

Cadaver collectors are massive, armored constructs built to retrieve corpses from the battlefield, regardless of the dead ones' alliances. A loaded cadaver collector is a horrific sight: a 12-foot-tall, 2-ton form with bloody, broken, and decaying bodies impaled on its spiked plating.

Old stories say the first collectors appeared in the company of the human necromancer and conqueror Daelh, whose small but powerful army invaded the Nentir Vale from the southern borders of the Witchlight Fens hundreds of years ago. Daelh and later masters of the collectors used the harvested bodies for research and to create new undead with which to bolster their forces.



Even after a war or a conflict ends, cadaver collectors are often discovered among the ruins, searching for bodies to gather and masters to serve. The secret of creating cadaver collectors is thought to be lost, but occasionally a new one appears, suggesting that someone has rediscovered or reverse-engineered the process by studying the golemlike creatures. Given their complex construction and heavy plating, the process is likely both lengthy and expensive.

Cadaver Collector		Level 9 Elite Soldier
Large natural animate (construct)		XP 800
HP 200; Bloodied 100		Initiative +8
AC 25, Fortitude 23, Reflex 20, Will 20		Perception +11
Speed 8		Darkvision
Immune charm, disease, poison; Resist 10 lightning		
Saving Throws +2; Action Points 1		
TRAITS		
Thunder Shakes		
Whenever the cadaver collector takes thunder damage, it is slowed (save ends).		
STANDARD ACTIONS		
⬇ Slam ♦ At-Will		
Attack: Melee 2 (one creature); +14 vs. AC, or +16 vs. AC against an immobilized target.		
Hit: 2d10 + 6 damage, and the target is grabbed (escape DC 20). The collector can grab no more than one Large creature or four Medium or smaller creatures at a time.		
⬇ Double Slam ♦ At-Will		
Effect: The cadaver collector uses <i>slam</i> twice.		
⬇ Impale ♦ At-Will		
Attack: Melee 1 (one Large or smaller creature grabbed by the collector); +12 vs. Reflex		
Hit: 4d10 + 12 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in the nearest unoccupied space of its choice adjacent to the collector.		
⬇ Trample ♦ Encounter		
Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0; +12 vs. Reflex		
Hit: 3d12 + 6 damage, and the enemy falls prone.		
MINOR ACTIONS		
⬅ Breath Weapon ♦ Recharge ☞ ☞ ☞		
Attack: Close blast 3 (creatures in the blast); +12 vs. Fortitude		
Hit: The target is immobilized (save ends).		
Str 24 (+11)	Dex 14 (+6)	Wis 14 (+6)
Con 20 (+9)	Int 5 (+1)	Cha 7 (+2)
Alignment unaligned		Languages Common

In Service to a Master: A cadaver collector is completely obedient to its creator or master. Though the construct is a powerful weapon, a collector's minimal intelligence prevents it from understanding even moderately complex orders or battle plans, making it a poor soldier. A collector is usually let loose near the end of a battle. Once fully burdened, it returns to its master or to an arranged location, unloads its grisly cargo, and returns to the battlefield for another haul. Its enormous size and stout armor make it a difficult target, especially when unleashed on a dying or defeated force. Nonetheless, survivors usually throw everything they can at the monstrosity, not wanting to see their fallen allies return as enemy undead. Extremely loud noises interfere with the automaton's locomotion, so attackers might lob alchemical bombs to slow a collector while they retrieve their comrades.

Alone in the World: A cadaver collector that loses its master continues to follow its last orders until it completes its task. This job might be as simple as clearing a single battlefield, or it could lead the collector to seek out corpses far from its original location. Once it believes its task is done, the collector becomes inactive, remaining near its last posting to await new orders or a new outbreak of battle. A persuasive individual might be able to command an idle collector, though doing so often requires convincing the collector that the newcomer follows the collector's original master. The Daggerburg goblins (page 38) are particularly skilled at locating and using cadaver collectors for their own ends.

An Unending Task: Whether from battle damage or simple age, the minds of some cadaver collectors deteriorate over time, especially in those left alone for long periods. When this deterioration happens, it usually triggers one of two outcomes: The collector either leaves its current location to seek out a new master to assign it collection duties, or it looks for ways to justify resuming its primary mission (such as killing people so that it has dead bodies to collect).

In rare cases, a collector decides that all bodies are worth gathering, whether living or dead. One horrific tale relates the fate of Blackleaf, a small village on the edge of the Witchlight Fens that was ravaged by a deranged cadaver collector. The monstrosity disappeared into the misty swamps, but it terrorizes the area's inhabitants to this day. Since the collector is always seen unburdened, an enormous pile of bodies must lie somewhere within the swamp—or perhaps it still serves a hidden master.

Gokof: This notorious hobgoblin necromancer of the southern Nentir Vale is nominally a member of the Daggerburg goblins, but he spends most of his time with his collectors and undead servants. Gokof has a particular affinity for locating cadaver collectors and bending them to his will. It is not unusual for him to search the vale for collectors, though he rarely has more than two at his command. He also trains other Daggerburg goblins to command the collectors, but only if doing so further enriches him or adds to his power base.

Gokof,		Level 9 Controller (Leader)
Hobgoblin Necromancer		
Medium natural humanoid, goblin		XP 400
HP 85; Bloodied 42		Initiative +7
AC 23, Fortitude 20, Reflex 20, Will 22		Perception +14
Speed 6		Low-light vision
STANDARD ACTIONS		
⊕ Staff (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 8 damage.		
☹ Necrotic Ray (implement, necrotic) ◆ At-Will		
Attack: Ranged 5 (one creature); +12 vs. Fortitude		
Hit: 3d8 + 5 necrotic damage.		
Effect: The target is slowed until the end of Gokof's next turn.		
Command Animate ◆ At-Will		
Effect: One allied animate that Gokof can see makes a melee basic attack as a free action.		
✳ Sapping Tendrils (implement, necrotic) ◆ Recharge ☼ ☼		
Attack: Area burst 1 within 5 (creatures in the burst); +12 vs. Fortitude		
Hit: 2d10 + 4 necrotic damage, and the target is immobilized and takes ongoing 5 necrotic damage (save ends both).		
TRIGGERED ACTIONS		
Dark Healing (healing, necrotic) ◆ Encounter		
Trigger: An enemy within 5 squares of Gokof regains hit points.		
Effect (Immediate Reaction): The triggering enemy takes 3d8 + 12 necrotic damage, and Gokof regains 24 hit points.		
Skills Intimidate +11, Stealth +12, Thievery +12		
Str 12 (+5)	Dex 16 (+7)	Wis 20 (+9)
Con 17 (+7)	Int 17 (+7)	Cha 15 (+6)
Alignment evil		Languages Common, Goblin
Equipment staff		

“Waste not, want not.”

— Gokof,

Hobgoblin Necromancer

CALASTRYX

In the Dawnforge Mountains high above the mortals of Hammerfast, the three-headed dragon Calastryx is eager to unleash her wrath upon the Nentir Vale and destroy everything in her path.

Biding her time deep within the mountains, an evil waits to be released. Calastryx, the three-headed red dragon, is a legend to the people of Hammerfast. The history of this beast is shrouded in mystery and mistruths, yet one fact remains—if Calastryx is ever released from the wizard's curse that imprisons her, havoc would engulf the Nentir Vale.

Dragons of the Vale: Before the dwarves settled Hammerfast, a commune of dragons lived near that region in the Dawnforge Mountains. These dragons considered themselves rulers of the vale and constantly raided the groups of nomadic people that were attempting to settle the land. The people of the vale could not mount an effective defense. Eventually, help arrived from the dwarves of Hammerfast and the dragons' attacks lessened, allowing civilization in the vale to grow.

The dragons still pose a credible threat to the folk of the vale and the citizens of Hammerfast. Many people are concerned because the attacks have increased in frequency recently and no one is sure why.

The Founding of Hammerfast: After years of the dragons' raiding, the people trying to settle in the vale sought out any who could help quell such assaults. Their answer came in the form of the dwarves. Their thane sent a battalion of heavily armored dwarf warriors to establish a forward operating fortress near the Dawnforge Mountains. The dwarves named it Hammerfast, and it was there that the people of the vale first met Calastryx.

Origin Unknown: Calastryx is a vile and perverse creature, born of the mutations of entropy and evil magic. Some speculate that she was the creation of some long-forgotten god, while others believe she has always existed in one form or another. No matter the truth, the fact remains that she exists to destroy anything in her path, and she should be feared and respected. She currently slumbers from a curse placed upon her by the wizard Starris nearly three hundred years ago, but that slumber is nearly over.



Three Heads, One Plan: Each of Calastryx's three heads came to an agreement long ago about how they would work together during combat. Preferring to take out the most obvious threat, Calastryx will go out of her way to ensure that her enemies are effectively terminated. Most often, Calastryx will send the lesser forces serving her to the front to take the brunt of attacks while she uses her reach to slash, bite, and immolate foes. Fearing little because of her size and might, Calastryx will slay allies with her blazing breath if it is tactically advantageous to do so (such as when few or none of her allies are in the area it affects).

Calastryx		Level 14 Solo Brute
Huge natural magical beast (dragon)		XP 5,000
HP 684; Bloodied 342	Initiative see <i>multiple heads</i>	
AC 26, Fortitude 27, Reflex 25, Will 27	Perception +19	
Speed 6, fly 8	Darkvision	
Resist 10 fire		
Saving Throws +5; Action Points 2		
TRAITS		
Action Recovery		
Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends.		
Multiple Heads		
Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns.		
Power of Three		
Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 3 (one creature); +19 vs. AC		
Hit: 3d12 + 8 damage, and Calastryx slides the target up to 3 squares.		
↘ Inferno Shot (fire) ◆ At-Will		
Attack: Ranged 10 (one creature); +17 vs. Reflex		
Hit: 3d10 + 6 fire damage.		
⚡ Breath Weapon (fire, zone) ◆ Recharge [1]		
Attack: Close blast 5 (creatures in the blast); +17 vs. Reflex		
Hit: 2d12 + 7 fire damage.		
Miss: Half damage.		
Effect: The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 10 fire damage.		
⚔ Rip and Tear ◆ Encounter		
Attack: Melee 3 (one, two, or three creatures); +19 vs. AC		
Hit: 2d12 + 11 damage.		
TRIGGERED ACTIONS		
Bloodied Birth ◆ Encounter		
Trigger: Calastryx is first bloodied.		
Effect (No Action): Calastryx sprouts a fourth head, which acts on initiative count 40.		
Skills Arcana +17, Diplomacy +17, History +17, Insight +19, Intimidate +17		
Str 24 (+14)	Dex 15 (+9)	Wis 24 (+14)
Con 21 (+12)	Int 20 (+12)	Cha 21 (+12)
Alignment evil	Languages Common, Draconic, Giant, Goblin	

Calastryx attempts to herd her enemies into a tight group so that each of her heads has an opportunity to unleash its breath. If an opponent survives such an onslaught, Calastryx will stay back from it, using her reach to shred the offender. If any enemy tries to flee or gain a tactical advantage over her, Calastryx moves that enemy into a more vulnerable location with a bite attack.

The Emberdark Kobolds: The kobolds of the Emberdark tribe were nearly hunted to extinction by the dwarves of Hammerfast, but they survived by hiding in the Dawnforge Mountains. Lately, their numbers have grown. The tribal elders have received signs from mighty Kurtulmak, exarch of Tiamat, that Calastryx is nearing freedom. The Emberdark kobolds are gathering a trove to win her favor and become her loyal servitors. So far, their efforts have yielded modest results, although Emberdark pillagers wearing armor with shoulder guards shaped like second and third kobold heads (in honor of Calastryx) have been sighted in the foothills. Whether Calastryx will accept such servants is unknown.

Emberdark Kobold Pillager		Level 4 Soldier
Small natural humanoid (reptile)		XP 175
HP 55; Bloodied 27	Initiative +5	
AC 20, Fortitude 17, Reflex 16, Will 16	Perception +8	
Speed 6	Darkvision	
STANDARD ACTIONS		
⊕ Flamebiter Spear (fire, weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d8 + 3 fire damage.		
Effect: The target is marked until the start of the pillager's next turn. Until the mark ends, the target takes 5 fire damage whenever it makes an attack that doesn't include the pillager as a target.		
⊗ Fire Dart (fire, weapon) ◆ At-Will		
Attack: Ranged 5 (one creature); +9 vs. AC		
Hit: 2d4 + 7 fire damage, and the target is marked until the end of the pillager's next turn.		
TRIGGERED ACTIONS		
⚔ Blaze of Glory ◆ Encounter		
Trigger: The pillager drops to 0 hit points.		
Effect (Free Action): The pillager makes a melee basic attack.		
Skills Stealth +8, Thievery +8		
Str 12 (+3)	Dex 13 (+3)	Wis 12 (+3)
Con 15 (+4)	Int 9 (+1)	Cha 10 (+2)
Alignment evil	Languages Common, Draconic	
Equipment scale armor, spear, 5 darts		

CLAN BLOODSPEAR

Led by an unlikely orc chieftain who is equally brazen and cunning, Clan Bloodspear once more turns its hateful gaze upon the civilized lands of the Nentir Vale.

Rangers operating out the Cairngorm Peaks have reported an alarming resurgence of activity among the Stonemarch orcs in recent months. The fearful residents of Winterhaven are securing their homes as best they can against the likelihood of a new Bloodspear horde.

Bloodspear War: The citizens of the Nentir Vale have good cause to fear the gathering storm in the north. Every century or so, Gruumsh's insatiable thirst for bloodshed and conquest calls the orcs of the Stonemarch from their deep holes and whips them into a frenzied mob. They swarm over the Cairngorm Peaks and into the Nentir Vale by the thousands, turning everything in their path to ash and ruin. The last assault came ninety years ago, and the ravaged earth has not

yet fully healed. The people of the vale, ill prepared for another rampage, are desperate for new heroes to halt the impending invasion.

Msuga, the Orc Queen: Rallying the tribes of the north under the banner of Bloodspear is an unusual chieftain for the patriarchal orcs—a female. Thick of limb and torso, with musculature to match any male warrior, Queen Msuga is as formidable as she is indomitable. Though many warriors defied her rule in the early years, none contest her reign now; scars from many victories mark her as rightful chieftain. She claims to be the consort to Gruumsh himself, with a divine mandate to force the Nentir Vale's submission.

Rohka, the Blood Witch: Never lurking far from the queen's side is her twin sister, Rohka. As high shaman of Clan Bloodspear, Rohka commands terrifying power, despite her withered body, and none dare cross the Blood Witch. It is whispered that Rohka is the true power behind the throne, with Msuga her unwitting puppet. Whatever the truth, the two sisters lust equally for power and conquest—woe to anyone who stands in their way.

Bloodspear Grenadier		Level 4 Artillery
Medium natural humanoid, orc		XP 175
HP 44; Bloodied 22		Initiative +6
AC 18, Fortitude 16, Reflex 17, Will 15		Perception +8
Speed 6		Low-light vision
STANDARD ACTIONS		
⊕ ⊗ Handaxe (weapon) ◆ At-Will		
Attack: Melee 1 or Ranged 10 (one creature); +9 vs. AC (melee) or +11 vs. AC (ranged)		
Hit: 1d6 + 9 damage.		
✱ Fire Bomb (fire, weapon) ◆ At-Will		
Attack: Area burst 1 within 10 (creatures in the burst); +9 vs. Reflex		
Hit: 1d8 + 5 fire damage.		
TRIGGERED ACTIONS		
✱ Blazing Fury ◆ Encounter		
Trigger: The grenadier drops to 0 hit points.		
Effect (Free Action): Each creature adjacent to the grenadier takes 5 fire damage, and the grenadier uses <i>fire bomb</i> .		
Caltrops ◆ Encounter		
Trigger: An enemy ends its movement adjacent to the grenadier.		
Effect (Immediate Reaction): The grenadier shifts up to 2 squares and drops caltrops in a close blast 3, which must include the enemy's space. Until the end of the encounter, any creature that enters the blast's area or ends its turn there takes 5 damage and is slowed (save ends).		
Str 12 (+3)	Dex 18 (+6)	Wis 12 (+3)
Con 14 (+4)	Int 15 (+4)	Cha 10 (+2)
Alignment chaotic evil Languages Common, Giant		
Equipment leather armor, 2 handaxes, 4 fire bombs, caltrops		

Queen Msuga		Level 10 Elite Soldier (Leader)
Medium natural humanoid, orc		XP 1,000
HP 212; Bloodied 106		Initiative +8
AC 26, Fortitude 23, Reflex 21, Will 22		Perception +9
Speed 6 (8 when charging)		Low-light vision
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
⊕ Greataxe (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d12 + 5 damage.		
Effect: Msuga marks the target until the end of her next turn.		
⚡ Sweeping Blade (weapon) ◆ Recharge [☒] [☒]		
Attack: Close burst 1 (enemies in the burst); +15 vs. AC		
Hit: 3d12 + 5 damage, or 3d12 + 10 against a bloodied target, and Msuga marks the target until the end of her next turn.		
MINOR ACTIONS		
Furious Onslaught ◆ At-Will (1/round)		
Effect: One ally within 10 squares of Msuga can charge or make a basic attack as a free action.		
TRIGGERED ACTIONS		
⚡ Focused Riposte ◆ At-Will		
Trigger: An enemy that is marked by Msuga and within 5 squares of her makes an attack against one of her allies.		
Effect (Immediate Reaction): Msuga shifts up to 5 squares to a square adjacent to the triggering enemy and then uses <i>greataxe</i> against it.		
Queen's Demise ◆ Encounter		
Trigger: Msuga drops to 0 hit points.		
Effect (Free Action): Msuga or one ally within 10 squares of her takes a standard action as a free action.		
Skills Athletics +17, Insight +14, Intimidate +15		
Str 25 (+12)	Dex 12 (+6)	Wis 18 (+9)
Con 18 (+9)	Int 15 (+7)	Cha 21 (+10)
Alignment chaotic evil Languages Common, Giant		
Equipment scale armor, greataxe		

Fanged Jaws of Kulkoszar: Legend says that the first great chieftain of Clan Bloodspear singlehandedly slew the elder iron dragon Kulkoszar. With his mighty blade, the brazen chieftain hewed the central horn from the wyrm's brow and fastened the grisly relic onto his war standard. The self-proclaimed King Bloodspear declared the dragon's lair to be the seat of his new empire, and he forged a throne there from the dragon's jaws. Over the years, Clan Bloodspear has extended the original cavern into an extensive warren furnished with forges, arenas, and slave pens.

Vile Half-Breeds: Deep within remote chambers of the orc warrens, Rohka takes perverse interest in creating hybrid monsters, breeding the mightiest orc warriors with trolls and ogres captured from the Stonemarch. The Blood Witch claims that these half-breeds are crucial to the success of the burgeoning Bloodspear Horde.

Rohka the Blood Witch **Level 10 Elite Controller**
Medium natural humanoid, orc XP 1,000

HP 216; **Bloodied** 108 **Initiative** +7
AC 24, **Fortitude** 22, **Reflex** 21, **Will** 23 **Perception** +11
Speed 6 **Low-light vision**
Saving Throws +2; **Action Points** 1

STANDARD ACTIONS

⊕ **Claw** ◆ **At-Will**

Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d8 + 9 damage.

☞ **Baleful Eye of Gruumsh** (charm, psychic) ◆ **Recharge** ☞ ☞ ☞

Attack: Ranged 5 (one or two creatures); +13 vs. Will
Hit: 2d10 + 11 psychic damage.
Effect: The target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is dominated instead of immobilized (save ends).

✱ **Chaos Displacement** (psychic) ◆ **At-Will**

Attack: Area burst 1 within 5 (enemies in the burst); +13 vs. Fortitude
Hit: 2d10 + 7 psychic damage, and Rohka slides the target up to 3 squares.

MOVE ACTIONS

Teleport (teleportation) ◆ **Encounter**

Effect: Rohka teleports up to 10 squares.

TRIGGERED ACTIONS

I Need a Volunteer (teleportation) ◆ **Encounter**

Trigger: An enemy makes a melee or a ranged attack against Rohka, and an ally of hers is adjacent to her.
Effect (Immediate Interrupt): The ally and Rohka teleport, swapping positions. The triggering attack targets the ally instead.

Savage Demise ◆ **Encounter**

Trigger: Rohka drops to 0 hit points.
Effect (Free Action): Rohka takes a standard action.

Skills Arcana +13, Bluff +16, Insight +11

Str 14 (+7) **Dex** 14 (+7) **Wis** 12 (+6)

Con 20 (+10) **Int** 17 (+8) **Cha** 22 (+11)

Alignment chaotic evil **Languages** Common, Giant, telepathy 10



To Rule an Empire: Clan Bloodspear has always stood apart from its savage kin by working iron into tools and superior weapons, but Msuga has more in mind than savage rampaging. The new queen would permanently annex the civilized lands under their new sovereign, Empress Msuga of the Bloodspear Vale.



Left to right: Bloodspear half-troll, Bloodspear krull, Bloodspear ogrillon, Bloodspear grenadier

Bloodspear Krull	Level 5 Brute
Medium natural humanoid, orc	XP 200
HP 78; Bloodied 39	Initiative +3
AC 17, Fortitude 18, Reflex 16, Will 17	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
⊕ Glaive (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage.	
⬅ Charging Sweep (weapon) ♦ Recharge [E]	
Effect: The krull charges and makes the following attack in place of a melee basic attack.	
Attack: Close burst 2 (enemies in the burst); +10 vs. AC	
Hit: 2d10 + 5 damage, and the krull pushes the target 1 square and knocks it prone.	
Miss: Half damage.	
TRIGGERED ACTIONS	
↓ Frenzied Strike ♦ At-Will (1/round)	
Trigger: The krull bloodies an enemy.	
Effect (Free Action): The krull uses <i>glaive</i> against the triggering enemy.	
↓ Charging Demise ♦ Encounter	
Trigger: The krull drops to 0 hit points.	
Effect (Free Action): <i>Charging sweep</i> recharges, and the krull uses it.	
Skills Endurance +11, Intimidate +7	
Str 15 (+4)	Dex 12 (+3) Wis 15 (+4)
Con 18 (+6)	Int 13 (+3) Cha 11 (+2)
Alignment chaotic evil Languages Common, Giant	
Equipment chainmail, glaive	

Bloodspear Ogrillon	Level 5 Elite Brute
Medium natural humanoid, orc	XP 400
HP 156; Bloodied 78	Initiative +3
AC 17, Fortitude 18, Reflex 17, Will 16	Perception +2
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
⊕ Slam ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage, or 3d10 + 5 against a prone target. If the ogrillon scores a critical hit, it also knocks the target prone.	
↓ Double Attack ♦ At-Will	
Effect: The ogrillon uses <i>slam</i> twice.	
TRIGGERED ACTIONS	
↓ Brutish Retaliation ♦ At-Will	
Trigger: An enemy hits the ogrillon with a ranged or an area attack.	
Effect (Immediate Reaction): The ogrillon uses <i>slam</i> .	
Str 18 (+6)	Dex 12 (+3) Wis 10 (+2)
Con 18 (+6)	Int 6 (+0) Cha 10 (+2)
Alignment chaotic evil Languages Common, Giant	

Bloodspear Shiv	Level 6 Skirmisher
Medium natural humanoid, orc	XP 250
HP 75; Bloodied 37	Initiative +6
AC 20, Fortitude 19, Reflex 17, Will 18	Perception +6
Speed 6	Low-light vision
STANDARD ACTIONS	
⊕ ⊗ Dagger (weapon) ◆ At-Will	
Attack: Melee 1 or Ranged 5 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage.	
↓ Shifting Shank ◆ At-Will	
Effect: The shiv shifts up to its speed and uses <i>dagger</i> once at any point during the movement. If the attack bloodies the target, the shiv uses <i>dagger</i> a second time against the same target as a free action.	
TRIGGERED ACTIONS	
Savage Demise ◆ Encounter	
Trigger: The shiv drops to 0 hit points.	
Effect (Free Action): The shiv takes a standard action.	
Skills Acrobatics +9	
Str 16 (+6)	Dex 13 (+4)
Con 19 (+7)	Int 14 (+5)
Wis 16 (+6)	Cha 12 (+4)
Alignment chaotic evil Languages Common, Giant	
Equipment leather armor, 12 daggers	

Bloodspear Half-Troll	Level 8 Soldier
Medium natural humanoid	XP 350
HP 92; Bloodied 46	Initiative +8
AC 24, Fortitude 21, Reflex 20, Will 19	Perception +6
Speed 7	Low-light vision
TRAITS	
Regeneration	
The half-troll regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the half-troll takes fire or acid damage, its regeneration does not function on its next turn.	
Troll Healing	
Whenever an attack that doesn't deal acid or fire damage reduces the half-troll to 0 hit points, the half-troll does not die and instead falls unconscious until the start of its next turn, when it becomes conscious with 11 hit points. If an attack hits the half-troll and deals any acid or fire damage while it is unconscious, it does not return to life in this way.	
STANDARD ACTIONS	
⊕ Claw ◆ At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 9 damage.	
Effect: The target is grabbed (escape DC 16) if the half-troll has fewer than two creatures grabbed.	
TRIGGERED ACTIONS	
↓ Bite ◆ At-Will	
Trigger: A creature grabbed by the half-troll attacks it or escapes from the grab.	
Attack (Free Action): Melee 1 (triggering creature); +11 vs. Reflex	
Hit: 1d8 + 4 damage.	
Savage Demise ◆ Encounter	
Trigger: The half-troll drops to 0 hit points.	
Effect (Free Action): The half-troll takes a standard action.	
Skills Endurance +14	
Str 23 (+10)	Dex 14 (+6)
Con 20 (+9)	Int 8 (+3)
Wis 14 (+6)	Cha 10 (+4)
Alignment chaotic evil Languages Common, Giant	

Bloodspear Savage Throng	Level 9 Brute
Huge natural humanoid (swarm), orc	XP 400
HP 117; Bloodied 58	Initiative +6
AC 21, Fortitude 22, Reflex 21, Will 20	Perception +4
Speed 6	Low-light vision
Resist half damage from melee and ranged attacks;	
Vulnerable 10 to close and area attacks	
TRAITS	
⚙ Swarm Attack ◆ Aura 1	
Any enemy that ends its turn in the aura takes 4 damage.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Medium creature.	
STANDARD ACTIONS	
⊕ Mob of Swinging Axes ◆ At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d12 + 4 damage.	
↩ Savage Frenzy ◆ Encounter	
Attack: Close burst 1 (enemies in the burst); +14 vs. AC	
Hit: 2d10 + 8 damage, and the target is dazed (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
Trample ◆ Recharge when first bloodied	
Effect: The savage throng moves up to half its speed and can move through enemies' spaces during the move. Each time the throng enters an enemy's space for the first time during the move, it makes the following attack against that enemy.	
Attack: Melee 0; +12 vs. Reflex	
Hit: 3d6 + 5 damage, and the enemy falls prone.	
Str 20 (+9)	Dex 14 (+6)
Con 17 (+7)	Int 9 (+3)
Wis 11 (+4)	Cha 10 (+4)
Alignment chaotic evil Languages Common, Giant	

“You are not an orc, so I will explain. We are the daughters and sons of Gruumsh. What he commands us to destroy, we destroy. You have never seen such bloody slaughter. That is why I’ll kill you last.”

— Queen Msuga of
Clan Bloodspear

DAGGERBURG GOBLINS

Unnervingly clever, the Daggerburg goblins have a history of highway robbery and mayhem, accosting travelers who pass near or through Harken Forest.

Where the Witchlight Fens and Harken Forest meet, a craggy hill conceals the main entrance to Daggerburg, an ominous goblin fortress. Far from the tyranny of more powerful creatures, the Daggerburg goblins have long been free to plunder, maim, and murder. Mounted on swift battle worgs, Daggerburg raiders exploit their speed to bushwhack victims throughout the southern Nentir Vale. Lately, these marauders have staged more daring raids, even attacking guarded settlements along Harkenwold's border. They still remain wary, however, of moving against the forest-dwelling elves of the Woodsinger Clan.

Adept Ambushers: These goblin robbers excel at ambush, extolling it as a cultural value. A clever hobgoblin named Delderosh masterminds the raiders' attacks and trains them in their unorthodox combat style. Under Warlord Delderosh's leadership, the Daggerburg goblins have refined their hit-and-run tactics, which has enabled them to dodge capture and certain execution for more than a decade.

Delderosh leads his band in battle, using dirty tactics and brutality to assure victory. Once the goblins are engaged, Delderosh skirts the combat's perimeter, picking off the most appealing targets. He especially loathes spellcasters and kills them at every opportunity, plucking an eyeball from each such enemy to keep as a trophy.

Out of the Ordinary: As if the band weren't a diverse enough group already, it counts among its ranks a number of mistmane bugbears, which are obsessed with alchemy and dark magic. Their long servitude to the black arts has enabled them to enlarge their bodies so that they stand as giants compared to other bugbears.

Battle Worg	Level 5 Brute
Large natural magical beast (mount)	XP 200
HP 78; Bloodied 39	Initiative +3
AC 17, Fortitude 18, Reflex 17, Will 17	Perception +6
Speed 8	
TRAITS	
☼ Frightful Growl (fear) ◆ Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura.	
Slavering Lunge (mount)	
When the worg's rider rolls initiative, the worg can move up to half its speed as a free action.	
STANDARD ACTIONS	
⚔ Bite ◆ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 5 damage, and ongoing 5 damage (save ends).	
Str 15 (+4)	Dex 12 (+3)
Con 18 (+6)	Int 2 (-2)
	Wis 9 (+1)
	Cha 13 (+3)
Alignment evil	Languages –

Also large beyond the norm is the enormous goblin that calls himself Kabo Bomble. Although he is two feet shorter than the mistmanes, he is still nearly twice the size of his goblin kin.

Daggerburg Ruffian	Level 4 Soldier
Small natural humanoid, goblin	XP 175
HP 58; Bloodied 29	Initiative +7
AC 20, Fortitude 18, Reflex 16, Will 14	Perception +8
Speed 5	Low-light vision
TRAITS	
Combat Adept	
At the start of an encounter, the ruffian's attacks deal 1d10 extra damage against any enemy that has not yet acted during the encounter.	
Daggerburg Tactics	
Whenever an enemy misses the ruffian with a melee attack, the ruffian gains combat advantage against that enemy until the end of its next turn.	
STANDARD ACTIONS	
⚔ Spear (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 8 damage.	
☞ Hand Crossbow (weapon) ◆ At-Will	
Attack: Ranged 10 (one creature); +9 vs. AC	
Hit: 1d6 + 5 damage.	
⚔ Trip Up (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 1d8 + 8 damage, and the target falls prone.	
Str 13 (+3)	Dex 17 (+5)
Con 18 (+6)	Int 10 (+2)
	Wis 12 (+3)
	Cha 9 (+1)
Alignment evil	Languages Common, Goblin
Equipment chainmail, light shield, hand crossbow, spear, 10 crossbow bolts	

Mistmane Bugbear	Level 8 Elite Soldier
Large natural humanoid	XP 700
HP 172; Bloodied 86	Initiative +9
AC 24, Fortitude 21, Reflex 20, Will 22	Perception +9
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
☼ Arcane Mist ◆ Aura 2	
Creatures cannot teleport while in the aura.	
Combat Adept	
At the start of an encounter, the bugbear's attacks deal 1d10 extra damage against any enemy that has not yet acted during the encounter.	
STANDARD ACTIONS	
⚔ Rake (necrotic) ◆ At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d6 + 9 damage.	
Effect: The target is marked until the end of the bugbear's next turn. While marked by the bugbear, the target takes 5 necrotic damage whenever it uses an attack power that doesn't include the bugbear as a target.	
⚔ Double Attack ◆ At-Will	
Effect: The bugbear uses <i>rake</i> twice.	
MINOR ACTIONS	
⚔ Bewildering Mist ◆ Encounter	
Attack: Close burst 1 (enemies in the burst); +11 vs. Will	
Effect: The target is dazed until the end of the bugbear's next turn.	
Str 18 (+8)	Dex 16 (+7)
Con 14 (+6)	Int 12 (+5)
	Wis 20 (+9)
	Cha 18 (+8)
Alignment evil	Languages Common, Goblin



Warlord Delderosh
rides his battle worg

Warlord Delderosh **Level 10 Skirmisher (Leader)**
Medium natural humanoid, hobgoblin XP 500

HP 200; Bloodied 100 Initiative +11
AC 24, Fortitude 22, Reflex 23, Will 22 Perception +12
Speed 6 Low-light vision

TRAITS

Ambush Leader

At the start of an encounter, any ally within 5 squares of Delderosh gains a +5 power bonus to its initiative check.

Combat Advantage

Delderosh deals 1d6 extra damage against any creature granting combat advantage to him.

STANDARD ACTIONS

⊕ **Spear** (weapon) ◆ **At-Will**

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

Hit: 2d8 + 9 damage.

Effect: Delderosh can shift 1 square.

↘ **Shortbow** (weapon) ◆ **At-Will**

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

Hit: 2d6 + 5 damage.

⬇ **Skewer** (weapon) ◆ **Recharge** ☹ ☹

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

Hit: 2d8 + 8 damage, and ongoing 10 damage (save ends).

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

TRIGGERED ACTIONS

Daggerburg Resilience ◆ **Encounter**

Trigger: Delderosh or an ally within 5 squares of him is subjected to an effect that a save can end.

Effect (Immediate Reaction): The creature subjected to the effect makes a saving throw against it.

Skills Acrobatics +14, Bluff +14, Nature +12, Stealth +14

Str 18 (+9) Dex 18 (+9) Wis 15 (+7)

Con 12 (+6) Int 21 (+10) Cha 18 (+9)

Alignment evil Languages Common, Goblin

Equipment chainmail, spear, shortbow, 20 arrows

Daggerburg Theurge **Level 5 Controller**
Medium natural humanoid, goblin XP 200

HP 64; Bloodied 32 Initiative +3
AC 19, Fortitude 17, Reflex 17, Will 16 Perception +9
Speed 5 Low-light vision

TRAITS

Combat Adept

At the start of an encounter, the theurge's attacks deal 1d10 extra damage against any enemy that has not yet acted during the encounter.

Daggerburg Tactics

Whenever an enemy misses the theurge with a melee attack, the theurge gains combat advantage against that enemy until the end of its next turn.

STANDARD ACTIONS

⊕ **Spiked Club** (weapon) ◆ **At-Will**

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

Hit: 2d6 + 6 damage.

↘ **Slimy Transformation** (implement, polymorph) ◆ **At-Will**

Attack: Ranged 5 (one creature not currently affected by *slimy transformation*); +8 vs. Fortitude

Hit: The theurge alters the target's physical form to appear as a Tiny frog until the end of the theurge's next turn or until the target takes damage. While in this form, the target is slowed and cannot use powers.

✱ **Brimstone Rain** (fire, implement) ◆ **Encounter**

Attack: Area burst 2 within 10 (creatures in the burst); +8 vs.

Reflex

Hit: 1d8 + 4 fire damage, and ongoing 5 fire damage (save ends).

Miss: Half damage.

Skills Arcana +10

Str 10 (+2) Dex 12 (+3) Wis 15 (+4)

Con 16 (+5) Int 17 (+5) Cha 11 (+2)

Alignment evil Languages Common, Goblin

Equipment spiked club, wand

Daggerburg War Mage		Level 6 Artillery
Medium natural humanoid, hobgoblin		XP 250
HP 58; Bloodied 29	Initiative +6	
AC 20, Fortitude 17, Reflex 19, Will 18	Perception +7	
Speed 6	Low-light vision	
TRAITS		
Combat Adept		
At the start of an encounter, the war mage's attacks deal 1d10 extra damage against any enemy that has not yet acted during the encounter.		
STANDARD ACTIONS		
⊕ Staff (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d8 + 5 damage.		
↘ Stabbing Flame (fire, implement) ◆ At-Will		
Attack: Ranged 15 (one creature); +11 vs. Fortitude		
Hit: 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).		
↘ Icy Stream (cold, implement) ◆ Recharge ☒ ☒		
Attack: Ranged 15 (one creature); +11 vs. Reflex		
Hit: 1d10 + 9 cold damage, and the war mage slides the target up to 3 squares.		
Skills Arcana +13		
Str 15 (+5)	Dex 16 (+6)	Wis 18 (+7)
Con 16 (+6)	Int 21 (+8)	Cha 15 (+5)
Alignment evil		Languages Common, Goblin
Equipment staff		

Daggerburg Zealot		Level 7 Skirmisher
Medium natural humanoid, bugbear		XP 300
HP 78; Bloodied 39	Initiative +6	
AC 21, Fortitude 19, Reflex 20, Will 19	Perception +6	
Speed 6	Low-light vision	
TRAITS		
Combat Adept		
At the start of an encounter, the zealot's attacks deal 1d10 extra damage against any enemy that has not yet acted during the encounter.		
STANDARD ACTIONS		
⊕ Glaive (weapon) ◆ At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 2d6 + 8 damage.		
↓ Mobile Attack ◆ At-Will		
Effect: The zealot shifts up to half its speed and uses <i>glaive</i> once at any point during this movement.		
TRIGGERED ACTIONS		
↓ Daggerburg Zealotry ◆ Encounter		
Trigger: An enemy within 5 squares of the zealot attacks an ally of the zealot.		
Effect (Immediate Reaction): The zealot shifts up to its speed to a square adjacent to the triggering enemy and uses <i>glaive</i> against that enemy.		
Str 16 (+6)	Dex 12 (+4)	Wis 17 (+6)
Con 14 (+5)	Int 18 (+7)	Cha 13 (+4)
Alignment evil		Languages Common, Goblin
Equipment hide armor, glaive		

Daggerburg Slayer		Level 6 Brute
Medium natural humanoid, hobgoblin		XP 250
HP 85; Bloodied 42	Initiative +6	
AC 18, Fortitude 19, Reflex 17, Will 17	Perception +6	
Speed 6	Low-light vision	
TRAITS		
Combat Adept		
At the start of an encounter, the slayer's attacks deal 1d10 extra damage against any enemy that has not yet acted during the encounter.		
STANDARD ACTIONS		
⊕ Greataxe (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d12 + 3 damage, or 2d12 + 8 while the slayer is bloodied. If this attack bloodies the target, the target takes 5 extra damage.		
TRIGGERED ACTIONS		
Hobgoblin Resilience ◆ Encounter		
Trigger: The slayer is subjected to an effect that a save can end.		
Effect (Immediate Reaction): The slayer makes a saving throw against the triggering effect.		
Str 20 (+8)	Dex 16 (+6)	Wis 16 (+6)
Con 15 (+5)	Int 10 (+3)	Cha 10 (+3)
Alignment evil		Languages Common, Goblin
Equipment hide armor, greataxe		

Daggerburg Captain		Level 7 Soldier (Leader)
Medium natural humanoid, hobgoblin		XP 300
HP 78; Bloodied 39	Initiative +6	
AC 23, Fortitude 18, Reflex 19, Will 20	Perception +8	
Speed 5	Low-light vision	
STANDARD ACTIONS		
⊕ Bastard Sword (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d10 + 10 damage.		
Effect: The target is marked until the end of the captain's next turn. Until this mark ends, the target grants combat advantage.		
↓ Follow Me ◆ Recharge when first bloodied		
Effect: The captain charges an enemy. One or two allies within 5 squares of the captain can each take a free action to charge different enemies.		
TRIGGERED ACTIONS		
Daggerburg Resilience ◆ Encounter		
Trigger: The captain or an ally within 5 squares of it is subjected to an effect that a save can end.		
Effect (Immediate Reaction): The creature subjected to the effect can make a saving throw against it.		
Skills Athletics +11, History +12, Intimidate +12		
Str 16 (+6)	Dex 12 (+4)	Wis 20 (+8)
Con 14 (+5)	Int 18 (+7)	Cha 18 (+7)
Alignment evil		Languages Common, Goblin
Equipment scale mail, heavy shield, bastard sword		



Left to right: Mistmane bugbear, Kabo Bomble

Kabo Bomble	Level 9 Brute
Medium natural humanoid, goblin	XP 400
HP 116; Bloodied 58	Initiative +7
AC 21, Fortitude 22, Reflex 20, Will 18	Perception +3
Speed 5	Low-light vision
TRAITS	
Combat Adept	
At the start of an encounter, Kabo's attacks deal 1d10 extra damage against any enemy that has not yet acted during the encounter.	
Daggerburg Tactics	
Whenever an enemy misses Kabo with a melee attack, he gains combat advantage against that enemy until the end of his next turn.	
STANDARD ACTIONS	
⊕ Morningstar (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 10 damage.	
⊕ Spiked Gauntlet (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +12 vs. Reflex	
Hit: 3d6 + 10 damage. On a critical hit, the target is also dazed (save ends).	
⊕ Furious Attack ◆ Recharge when first bloodied	
Effect: Kabo uses <i>morningstar</i> and <i>spiked gauntlet</i> . If both attacks hit the same target, the target is dazed until the end of Kabo's next turn.	
MINOR ACTIONS	
⊕ Roar (fear) ◆ Encounter	
Attack: Close burst 2 (enemies in the burst); +12 vs. Will	
Hit: The target takes a -2 penalty to all defenses (save ends).	
Str 21 (+9)	Dex 17 (+7)
Con 16 (+7)	Int 6 (+2)
	Wis 8 (+3)
	Cha 11 (+4)
Alignment evil	
Languages Common, Goblin	
Equipment chainmail, morningstar, spiked gauntlet	

Daggerburg Reaper	Level 7 Lurker
Medium natural humanoid, bugbear	XP 300
HP 64; Bloodied 32	Initiative +12
AC 21, Fortitude 18, Reflex 20, Will 17	Perception +5
Speed 6	Low-light vision
TRAITS	
Combat Adept	
At the start of an encounter, the reaper's attacks deal 1d10 extra damage against any enemy that has not yet acted during the encounter.	
STANDARD ACTIONS	
⊕ Scythe (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 8 damage.	
⊕ Blinding Sweep (weapon) ◆ Encounter	
Attack: Close burst 1 (enemies in the burst); +10 vs. Reflex	
Hit: 3d6 + 5 damage, and the target is blinded until the end of the reaper's next turn.	
Miss: Half damage.	
MOVE ACTIONS	
⊕ Stalk (illusion) ◆ At-Will (1/round)	
Effect: The reaper shifts 1 square and then can move up to its speed. If it ends this movement at least 3 squares from all enemies, the reaper becomes invisible until the start of its next turn or until it makes an attack.	
Skills Stealth +13	
Str 17 (+6)	Dex 20 (+8)
Con 16 (+6)	Int 11 (+3)
	Wis 15 (+5)
	Cha 11 (+3)
Alignment evil	
Languages Common, Goblin	
Equipment leather armor, scythe	

DARK DRAKE OF THE MOON HILLS

When the sun sets over the Moon Hills, a dark terror roams the rugged country beyond the gates of Fallcrest. Its roar resounds across the landscape, chilling the blood and freezing the palpitating heart.

The Dark Drake and its brood emerge only on the blackest of nights, stealing across the moors in search of humanoid prey. Unlike common drakes, these “dark drakes” are actively malicious. An evil intellect flares within their reptilian brains, and their terrifying abilities are evidenced in the morning’s light by the gruesome, dismembered remains of their kills.

Local Legend: The Dark Drake of the Moon Hills is known as a dreadful monster among the people of Fallcrest, though its existence has never been confirmed. The creature has never been sighted—it exists only in tavern tales, phantom roars in the hills, and the accounts of superstitious peasants half mad from fear. Dozens of folk tales spin wildly different versions of

the beast. Though most sages proclaim the tales of the Dark Drake to be silly ghost stories, the locals ignore their claims, taking perverse pride in spooking visitors with “their” monster.

Dark Brood: According to the stories, the Dark Drake called, or perhaps spawned, the fearsome beasts that now trouble the Moon Hills. Legend claims that its roar summons its broodmates, who rise from deep holes in the ground to the surface like black drops of devils’ blood. Whether or not the tales are true, the common folk of Fallcrest have dubbed the monstrous reptiles “dark drakes,” and local rangers have become concerned by the increasing numbers of unnatural drakes populating the hills. Two types in particular have been causing trouble.

The coiling adderbrood drakes are black and as slick as oil, sliding from hidden burrows to poison their prey with sicklelike fangs before dragging the paralyzed victims back down to their lightless underground den. The long, black-scaled bodies of hellghost drakes are covered with faint, wavering flames that intensify whenever the reptile is restrained against its will.



Dark drakes enjoy inflicting torment against individual targets. When facing groups of enemies, the drakes gang up on one creature at a time, taking it to ground and tearing it apart in a frenzy to panic its companions.

Mysterious Figure: If the Dark Drake of the Moon Hills exists, it is not only ancient, but cunning enough to have eluded expert monster hunters and diviners for decades. Opportunists from Fallcrest obfuscate the truth by staging Dark Drake hoaxes for profit or fame, or to cover up grisly murders.

Nevertheless, the sinister presence of the brood of lesser dark drakes in the Moon Hills remains unexplained. Common drakes and felldrakes also throng to the region, as if in answer to a primal call or the summons of some king drake. And bodies still turn up on the moor on the darkest nights—moon-white and rigid, as if they died from sheer terror.

Dark Drake of the Moon Hills		Level 8 Elite Lurker	
Large natural beast (reptile)		XP 700	
HP 148; Bloodied 74		Initiative +11	
AC 22, Fortitude 22, Reflex 20, Will 20		Perception +12	
Speed 6		Darkvision	
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
⊕ Bite ◆ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d10 + 5 damage.			
↓ Double Attack ◆ At-Will			
Effect: The drake uses <i>bite</i> twice.			
↓ Unseen Killer (psychic) ◆ At-Will			
Requirement: The drake must be invisible as a result of <i>ghost drake</i> .			
Attack: Melee 1 (one or two creatures); +11 vs. Will			
Hit: 3d10 + 16 psychic damage.			
Ghost Drake (illusion) ◆ At-Will			
Effect: The drake is insubstantial and phasing until the end of its turn, then moves up to its speed. After moving, it becomes invisible until the end of the encounter or until it hits or misses with an attack.			
MINOR ACTIONS			
↓ Terrible Aspect (fear) ◆ Recharge when the drake hits with a melee attack other than this one			
Attack: Melee 1 (one creature that can see the drake); +11 vs. Will			
Hit: The drake pushes the target 1 square, and the target is immobilized until the end of its next turn.			
Skills Stealth +12			
Str 20 (+9)	Dex 16 (+7)	Wis 17 (+7)	
Con 20 (+9)	Int 4 (+1)	Cha 12 (+5)	
Alignment evil		Languages –	

Hellghost Dark Drake		Level 6 Brute	
Large natural beast (reptile)		XP 250	
HP 85; Bloodied 42		Initiative +7	
AC 18, Fortitude 19, Reflex 19, Will 17		Perception +5	
Speed 8		Darkvision	
Resist 5 fire			
TRAITS			
☼ Ghostfire Radiance ◆ Aura 1			
Creatures in the aura gain vulnerable 5 fire.			
STANDARD ACTIONS			
⊕ Fiery Bite (fire) ◆ At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d10 + 6 fire damage.			
↓ Ghostfire Rampage (fire) ◆ Encounter			
Effect: The drake moves up to its speed and can enter enemies' spaces during the move. Each time the drake enters an enemy's space for the first time during the move, it makes the following attack against that enemy.			
Attack: Melee 0; +9 vs. Reflex			
Hit: 2d10 + 2 fire damage. The enemy falls prone, and it takes ongoing 5 fire damage (save ends).			
TRIGGERED ACTIONS			
↩ Pulsing Ghostfire (fire) ◆ Encounter			
Trigger: The drake is immobilized, restrained, or stunned.			
Effect (No Action): Close burst 2 (creatures in the burst); +9 vs. Reflex			
Hit: 3d10 + 4 fire damage, and the target falls prone.			
Miss: Half damage.			
Str 19 (+7)	Dex 18 (+7)	Wis 14 (+5)	
Con 15 (+5)	Int 4 (+0)	Cha 8 (+2)	
Alignment evil		Languages –	

Adderbrood Dark Drake		Level 7 Skirmisher	
Medium natural beast (reptile)		XP 300	
HP 79; Bloodied 39		Initiative +10	
AC 21, Fortitude 19, Reflex 21, Will 18		Perception +5	
Speed 8, burrow 4		Darkvision	
Resist 5 poison			
TRAITS			
Adder's Mobility			
While an enemy is slowed or immobilized by the drake, that enemy cannot make opportunity attacks against the drake, and the drake can enter its space.			
STANDARD ACTIONS			
⊕ Bite (poison) ◆ At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 2d10 + 4 damage, and the target is slowed until the end of the drake's next turn.			
↓ Venomous Strike (poison) ◆ At-Will			
Attack: Melee 1 (one creature slowed by the drake); +10 vs. Fortitude			
Hit: 2d10 + 4 damage, and ongoing 5 poison damage (save ends).			
First Failed Saving Throw: The target is immobilized and takes ongoing 5 poison damage (save ends both).			
Skills Stealth +13			
Str 16 (+6)	Dex 20 (+8)	Wis 14 (+5)	
Con 15 (+5)	Int 4 (+0)	Cha 11 (+3)	
Alignment evil		Languages –	

DYTHAN'S LEGION

Wielding arms and armor from a bygone era, these dragonborn legionnaires scour Arkhosian ruins for relics of their lost heritage. Dythan's Legion has little patience for treasure hunters. Stand in its way, and your bones will litter the ruins for some future explorer to excavate.

On the hunt for lost dragonborn relics, Dythan's Legion has come to the Nentir Vale to locate ancient Arkhosian ruins. Its members are all dragonborn that have flocked around the banner of Legatus Dythan, a charismatic idealist who seeks to raise Arkhosia from the ashes. Dythan's Legion numbers close to five hundred—small in comparison to the legions of old, but large in an age without empires. The legion is split into platoons, each one numbering between twenty and twenty-four legionnaires, scattered throughout the Nentir Vale and beyond.

Relics of the Empire: Though the lost civilization of Arkhosia was centered in the lands south of the Nentir Vale, the dragonborn empire did have a handful of remote enclaves this far north. One such site, Rolaz-Gaar, is thought to lie near the shore of Lake Nen. Another Arkhosian ruin is rumored to rest deep within the limestone caverns beneath the Ogréfist Hills.

Mark of Bael Turath: Upon acceptance into the legion, each new member is branded with a Turathi slave marking. The brand serves as a stark reminder of the legion's origin and purpose. Centuries ago, Bael Turath's tiefling rulers sent devils to enslave isolated dragonborn clans along the Arkhosian border. Dythan's ancestral clan, the Drakeriders, was among those enslaved. Though the Turathi empire collapsed long ago, its mark of bondage has endured, passed from one generation to the next. Legatus Dythan bears such a mark, and those deemed worthy to join his legion share in the honor.

Dythan's Dream: The legion's commander is fixated on seeing the Arkhosian empire restored to glory. Legatus Dythan plans to collect wisdom and power from the old empire's relics to facilitate this monumental task. Standing nearly 7 feet tall, Dythan is a prime example of his race. The legatus is rarely seen without his gold-inlaid plate armor, which is embossed with heraldic devices of Arkhosia.

Duty and Discipline: The legion employs a strict hierarchy based on the service ranks used in ancient Arkhosia. Rank is earned through great deeds performed on and off the battlefield. Adroit tactical planning and critical thinking are valued as much as, if not more than, melee prowess. From highest to lowest,



the legion's ranks include legatus (general), thaenar (major), vargus (captain), morikar (lieutenant), farang (sergeant), hengot (corporal), and baka (private). Independent of rank, each legionnaire is assigned to one of three specialized corps: infantry, cavalry, or artillery.

Beasts Serve Too: Even though the legion is formidable in its own right, its use of drakes and behemoths greatly enhances its effectiveness. Legion dragoons capture liondrakes in desert lands far to the south and train them as mounts. Meanwhile, reptilian behemoths (*Monster Manual 3*) are purchased from hunters, trained as beasts of burden, and used to haul large supply wagons.

Arkhosian Siege Towers: Dythan's Legion salvaged a handful of Arkhosia's animated constructs. These 15-foot-wide, 30-foot-tall stone towers use 10-foot-tall granite rollers to move unimpeded over rough terrain. A siege tower's roof resembles a stone dragon head, and it spews goutts of arcane fire. Eyes carved into each of the tower's walls give it sight. A tower has two levels, and arrow slits perforate the upper floor's walls. A top floor typically holds four archers, while a lower level comfortably fits nine warriors or other Medium creatures. Reinforced iron doors and retractable ramps worked into each tower's walls allow troops to quickly embark or disembark.

Legatus Dythan	Level 15 Elite Soldier (Leader)	
Medium natural humanoid, dragonborn	XP 2,400	
HP 290; Bloodied 145	Initiative +10	
AC 31, Fortitude 28, Reflex 26, Will 27	Perception +11	
Speed 6	Saving Throws +2; Action Points 1	
TRAITS		
☀ Last Stand ◆ Aura 5		
Bloodied allies gain a +2 power bonus to damage rolls while in the aura.		
Phalanx Formation		
Dythan gains a +1 power bonus to AC for each ally adjacent to him, up to a maximum power bonus of +4.		
STANDARD ACTIONS		
⚔ Longsword (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +20 vs. AC, or +22 vs. AC while Dythan is bloodied		
Hit: 3d8 + 10 damage, or 5d8 + 10 if Dythan is marked by the target or if the target has an active <i>defender aura</i> .		
⚡ Shock Javelin (lightning, weapon) ◆ At-Will		
Attack: Ranged 10 (one creature); +18 vs. Reflex, or +20 vs. Reflex while Dythan is bloodied		
Hit: 3d8 + 10 lightning damage.		
MINOR ACTIONS		
⚔ Shield Bash (weapon) ◆ At-Will (1/round)		
Attack: Melee 1 (one creature); +20 vs. AC, or +22 vs. AC while Dythan is bloodied		
Hit: 2d6 + 4 damage, and Dythan can push the target 1 square and then shift 1 square to a square the target occupied.		
👁 Dragon Breath (fire) ◆ Encounter		
Attack: Close blast 3 (creatures in the blast); +18 vs. Reflex		
Hit: 2d6 + 4 fire damage.		
TRIGGERED ACTIONS		
Dythan's Challenge ◆ At-Will		
Trigger: An ally within 5 squares of Dythan is marked by an enemy.		
Effect (<i>Immediate Interrupt</i>): The enemy marks Dythan instead.		
Skills Athletics +19, History +17		
Str 25 (+14)	Dex 13 (+8)	Wis 18 (+11)
Con 17 (+10)	Int 20 (+12)	Cha 23 (+13)
Alignment evil Languages Common, Draconic		
Equipment plate armor, light shield, 6 javelins, longsword		

Dythan's Legion Vanguard	Level 11 Soldier	
Medium natural humanoid, dragonborn	XP 600	
HP 111; Bloodied 55	Initiative +8	
AC 27, Fortitude 25, Reflex 21, Will 23	Perception +9	
Speed 6		
TRAITS		
Phalanx Formation		
The vanguard gains a +1 power bonus to AC for each ally adjacent to it, up to a maximum power bonus of +4.		
STANDARD ACTIONS		
⚔ Longsword (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +16 vs. AC, or +18 vs. AC while the vanguard is bloodied		
Hit: 2d8 + 10 damage, and the target is marked until the end of the vanguard's next turn.		
MINOR ACTIONS		
⚔ Shield Bash (weapon) ◆ At-Will (1/round)		
Attack: Melee 1 (one creature marked by the vanguard); +16 vs. AC, or +18 vs. AC while the vanguard is bloodied		
Hit: The target is dazed until the end of the vanguard's next turn.		
Vanguard's Mark ◆ Recharge when first bloodied		
Effect: Close burst 5 (one enemy in the burst). The target is marked until the end of the vanguard's next turn. If the target doesn't end its next turn adjacent to the vanguard, the vanguard can immediately charge the target as a free action and doesn't provoke opportunity attacks for the charge's movement.		
👁 Dragon Breath (poison) ◆ Encounter		
Attack: Close blast 3 (creatures in the blast); +14 vs. Reflex, or +16 vs. Reflex while the vanguard is bloodied		
Hit: 1d6 + 6 poison damage.		
Str 21 (+10)	Dex 12 (+6)	Wis 18 (+9)
Con 15 (+7)	Int 14 (+7)	Cha 15 (+7)
Alignment evil Languages Common, Draconic		
Equipment plate armor, heavy shield, longsword		

*“The heart of Arkhosia
beats once again.”*

— Legatus Dythan



Arkhosian Siege Tower

Huge natural animate (construct)

Level 13 Elite Brute

XP 1,600

HP 336; Bloodied 168

Initiative +11

AC 25, Fortitude 28, Reflex 25, Will 22

Perception +7

Speed 4

All-around vision

Immune charm, disease, poison;

Resist 15 to all damage from outside the tower

Saving Throws +2; Action Points 1

TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the siege tower.

Juggernaut

The siege tower ignores difficult terrain and does not provoke opportunity attacks. It cannot squeeze, make opportunity attacks, or grab creatures.

Living Building

The tower can end its movement in other creatures' spaces, and other creatures can end their movements in its space. The tower is 30 feet high (Athletics DC 20 to climb it). It has two levels, each with a 15-foot-high ceiling. The lower level has two reinforced iron doors (break DC 25), which the tower can open or close as a minor action. While the doors are closed, line of effect and line of sight cannot be traced from outside the tower to creatures on the lower level. The upper level has arrow slits and can be reached by either of two ladders from the lower level. Creatures inside the tower or on its exterior move with it as if it were a vehicle.

Rough Ride

While the tower is bloodied, it is slowed, and creatures inside it take a -2 penalty to attack rolls.

STANDARD ACTIONS

✦ Dragon's Head (fire) ◆ At-Will

Attack: Area burst 1 within 20 (creatures in the burst outside the tower); +16 vs. Reflex

Hit: 1d12 + 7 fire damage, and ongoing 10 fire damage (save ends).

Miss: Half damage.

MOVE ACTIONS

‡ Crush ◆ At-Will (1/round)

Effect: The siege tower moves up to its speed and can enter enemies' spaces during this movement. When the tower enters a nonflying creature's space for the first time during this movement, the tower makes the following attack against that creature.

Attack: Melee 0; +16 vs. Reflex

Hit: 3d12 + 6 damage. The creature falls prone.

Miss: The creature falls prone.

TRIGGERED ACTIONS

⚡ Collapse ◆ Encounter

Trigger: The tower drops to 0 hit points.

Effect (No Action): The tower is destroyed. Its space becomes difficult terrain until the end of the encounter. Creatures inside the tower fall prone in the tower's space, and the tower makes the following attack.

Attack: Close burst 1 (creatures in the burst); +16 vs. Reflex

Hit: 4d10 + 17 damage, and the target falls prone.

Miss: Half damage.

Str 25 (+13)

Dex 20 (+11)

Wis 13 (+7)

Con 28 (+15)

Int 1 (+1)

Cha 10 (+6)

Alignment unaligned

Languages –

Dythan's Legion Warrior Level 10 Minion Skirmisher

Medium natural humanoid, dragonborn XP 125

HP 1; a missed attack never damages a minion. Initiative +10
 AC 24, Fortitude 23, Reflex 22, Will 22 Perception +6
 Speed 6

TRAITS

Phalanx Formation

The warrior gains a +1 power bonus to AC for each ally adjacent to it, up to a maximum power bonus of +4.

STANDARD ACTIONS

⊕ **Spear** (weapon) ◆ **At-Will**

Effect: Before and after the attack, the warrior can shift 1 square.
 Attack: Melee 1 (one creature); +15 vs. AC
 Hit: 8 damage, or 10 while the warrior has combat advantage against the target.

↘ **Javelin** (weapon) ◆ **At-Will**

Attack: Ranged 10 (one creature); +15 vs. AC
 Hit: 8 damage.

MINOR ACTIONS

↖ **Dragon Breath** (lightning) ◆ **Encounter**

Attack: Close blast 3 (creatures in the blast); +13 vs. Reflex
 Hit: 9 lightning damage.

Str 16 (+8) Dex 16 (+8) Wis 13 (+6)
 Con 19 (+9) Int 10 (+5) Cha 16 (+8)

Alignment evil Languages Common, Draconic

Equipment leather armor, heavy shield, 4 javelins, spear

Dythan's Legion Archer Level 10 Artillery

Medium natural humanoid, dragonborn XP 500

HP 84; Bloodied 42 Initiative +9
 AC 24, Fortitude 23, Reflex 23, Will 20 Perception +6
 Speed 6

STANDARD ACTIONS

⊕ **Short Sword** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +15 vs. AC, or +17 vs. AC while the archer is bloodied
 Hit: 3d6 + 8 damage.

⊗ **Longbow** (weapon) ◆ **At-Will**

Attack: Ranged 20 (one creature); +17 vs. AC, or +19 vs. AC while the archer is bloodied
 Hit: 2d10 + 7 damage.

✦ **Arrow Volley** (weapon) ◆ **Recharge** ☼ ☼ ☼ ☼

Attack: Area burst 1 within 20 (enemies in the burst); +17 vs. AC, or +19 vs. AC while the archer is bloodied
 Hit: 1d10 + 8 damage.

MINOR ACTIONS

↖ **Dragon Breath** (cold) ◆ **Encounter**

Attack: Close blast 3 (creatures in the blast); +13 vs. Reflex, or +15 vs. Reflex while the archer is bloodied
 Hit: 1d6 + 6 cold damage, and the archer can push the target 1 square.

Str 14 (+7) Dex 18 (+9) Wis 13 (+6)
 Con 18 (+9) Int 10 (+5) Cha 10 (+5)

Alignment evil Languages Common, Draconic

Equipment leather armor, short sword, longbow, 20 arrows

Dythan's Legion Dragoon Level 12 Controller (Leader)

Medium natural humanoid, dragonborn XP 700

HP 119; Bloodied 59 Initiative +8
 AC 26, Fortitude 25, Reflex 24, Will 24 Perception +8
 Speed 6

TRAITS

Masterful Rider

Whenever the dragoon is mounted and subjected to a pull, push, or slide, it can move 1 square fewer than the effect specifies.

STANDARD ACTIONS

⊕ **Lance** (weapon) ◆ **At-Will**

Attack: Melee 2 (one creature); +17 vs. AC, or +19 vs. AC while the dragoon is bloodied
 Hit: 2d12 + 7 damage. If the dragoon is mounted, the target also falls prone.

MINOR ACTIONS

Battlefield Mastery ◆ **Recharge** ☼ ☼ ☼ ☼

Effect: Close burst 2 (allies in the burst). Each target can shift 1 square as a free action.

↖ **Dragon Breath** (acid) ◆ **Encounter**

Attack: Close blast 3 (creatures in the blast); +15 vs. Reflex, or +17 vs. Reflex while the dragoon is bloodied
 Hit: 1d6 + 6 acid damage.

TRIGGERED ACTIONS

Incensed Mount ◆ **At-Will**

Trigger: An enemy's attack damages the dragoon while the dragoon is mounted.

Effect (Immediate Reaction): Melee 1 (the dragoon's mount). The target can make a basic attack against the triggering enemy as a free action.

Str 18 (+10) Dex 15 (+8) Wis 14 (+8)
 Con 15 (+8) Int 17 (+9) Cha 17 (+9)

Alignment evil Languages Common, Draconic

Equipment leather armor, lance

Liondrake Level 12 Skirmisher

Large natural beast (mount, reptile) XP 700

HP 122; Bloodied 61 Initiative +12
 AC 26, Fortitude 26, Reflex 24, Will 23 Perception +14
 Speed 7, fly 10 Darkvision

TRAITS

Fierce Steed (mount)

While charging, the liondrake and its rider gain a +4 power bonus to all defenses against opportunity attacks.

STANDARD ACTIONS

⊕ **Bite** ◆ **At-Will**

Attack: Melee 2 (one creature); +17 vs. AC
 Hit: 4d6 + 6 damage.

⊕ **Claw** ◆ **At-Will**

Attack: Melee 2 (one creature); +17 vs. AC
 Hit: 2d8 + 4 damage.

↓ **Battle Leap** ◆ **At-Will**

Effect: The liondrake shifts up to 4 squares, and then either uses bite once or claw twice.

↖ **Terrifying Roar** (fear, thunder) ◆ **Encounter**

Attack: Close blast 5 (creatures in the blast); +15 vs. Fortitude
 Hit: 1d8 + 6 thunder damage, and the target is dazed (save ends).

Str 22 (+12) Dex 19 (+10) Wis 16 (+9)
 Con 18 (+10) Int 6 (+4) Cha 11 (+6)

Alignment unaligned Languages Common, Draconic

FELL COURT

The first tieflings were created through a pact with powerful devils, but even that association could not prevent their empire's destruction. Only when Bael Turath is restored can tieflings begin to forge a legacy that will endure for ages to come—or so says the Fell Court.

The first tieflings entered the Nentir Vale as ragged survivors, exiled from most civilized areas and distrusted by all because of the corruption of Bael Turath. A handful of tiefling scoundrels descended from those refugees have banded together for mutual protection, calling themselves the Fell Court. These self-proclaimed scions of Bael Turath are determined to restore the shattered empire under their rule.

Swindlers and Thieves: The outcast tieflings have settled in the seedier parts of Fallcrest and other communities throughout the Nentir Vale. Their leader, Melech Ambrose, fancies himself a visionary and a general, but in truth he behaves more like a petty crime lord, lurking within Fallcrest's slums and conducting clandestine operations that fund his "war chest." The Lord Warden of Fallcrest has only recently become aware of the Fell Court and seeks more information about the tieflings, but his agents have had trouble uncovering the Fell Court's activities.

Above the Law: Melech Ambrose runs a modest black-market operation out of Fallcrest. He has become a folk hero among the slum dwellers, who are usually unprotected by the constabulary, because of his defiance of the established authorities. Ever the smooth talker, Melech has wormed his way into several important social circles beyond the slums and befriended well-to-do people willing to turn a blind eye to his criminal enterprises in exchange for a fat purse. Though many question his motives, he has never been charged with a crime and acts shocked when accused. He is fiercely protective of his fellow Fell Court members and does whatever it takes to shield them from local authorities.

Schemes of Conquest: Melech and the other Fell Court tieflings are several generations removed from the glory of Bael Turath, and they long for the empire's return. The first step is conquering Fallcrest, but such ambitions demand gold. Most of the Fell Court's money comes from Melech's black-market dealings and various schemes that prey on the misfortune of others. In various hidden redoubts, the Fell Court has begun to amass weapons and supplies for a secret army that will one day overthrow the Lord Warden of Fallcrest. Until then, it uses honeyed words and promises of Bael Turath's return to lure more tieflings into the fold.



The Fell Court does not deal directly with what qualifies as high society in Fallcrest or elsewhere. Instead, its members use sycophants and unknowing stooges to acquire useful information that might enable them to fill their coffers or blackmail a potential enemy.

Dark Dealings: Melech reports to his own dark masters. He is in direct communication with powerful devils that guide him in his dealings, and these fiends have a vested interest in seeing Bael Turath rise from the ashes. To aid him, the devils have granted Melech some measure of control over the felldrakes (page 52) that have invaded the Nentir Vale, giving the Fell Court access to small groups of the tiefling-bred monsters. Melech's followers are trained to work in concert with felldrakes, and individual members of the Fell Court often keep one or two of the creatures as pets and protectors.

Fell Court Blackheart	Level 2 Lurker
Medium natural humanoid, tiefling	XP 125
HP 37; Bloodied 18	Initiative +10
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +8
Speed 6	Low-light vision
Resist 5 fire	
TRAITS	
Blackhearted Scoundrel	
Whenever the blackheart deals damage to an enemy granting combat advantage to it, that enemy cannot spend healing surges (save ends).	
STANDARD ACTIONS	
⊕ Deadly Sickle (necrotic, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC, or +8 vs. AC if the target is bloodied	
Hit: 1d6 + 7 necrotic damage.	
⊖ Sly Attack (necrotic, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex, or +6 vs. AC if the target is bloodied	
Hit: 1d6 + 7 necrotic damage, or 2d6 + 14 necrotic damage if the blackheart started its turn in smoke form.	
Miss: Half damage.	
Smoke Form ◆ At-Will	
Effect: The blackheart assumes smoke form until it reverts to its normal form as a free action or until it drops to 0 hit points. While in smoke form, the blackheart cannot attack or be attacked and cannot regain hit points. Enemies can enter its space, and it can occupy the same space as another creature. It moves at full speed instead of half speed while squeezing. If the effect ends while the blackheart is occupying another creature's space, the blackheart reverts to its normal form in the nearest unoccupied space.	
TRIGGERED ACTIONS	
Blood Curse ◆ Encounter	
Trigger: The blackheart drops to 0 hit points.	
Effect (Free Action): One enemy that the blackheart can see loses a healing surge.	
Infernal Wrath (fire) ◆ Encounter	
Trigger: An enemy within 10 squares of the blackheart hits it with an attack.	
Effect (Free Action): The triggering enemy takes 1d6 + 3 fire damage.	
Skills Acrobatics +11, Bluff +9, Stealth +11, Streetwise +9	
Str 16 (+4)	Dex 20 (+6) Wis 15 (+3)
Con 19 (+5)	Int 13 (+2) Cha 17 (+4)
Alignment evil Languages Common, Infernal	
Equipment leather armor, sickle	

Through his network of spies and informants, Melech Ambrose has become aware of the activities of the Iron Circle (page 72) and learned that its leaders are followers of Asmodeus. Thus it seems to him that the Fell Court and the Iron Circle have much in common.

The Iron Circle has the power to conquer the Nentir Vale far more quickly than the Fell Court could, and yet Melech chooses not to feel threatened by such a rival. Instead of opposing and undermining the efforts of the Iron Circle, Melech has attempted to make contact with Iron Circle agents in the hope of forging an alliance. To date, his overtures have been ignored. Neither he nor his spies have been able to arrange meetings with high-ranking members of the Iron Circle, but once the Fell Court gains notoriety, he trusts that will change.

Melech believes—rightly or wrongly—that the Iron Circle lacks a tight network of spies throughout the Nentir Vale. Thus, the Fell Court has something to offer at the negotiating table. If the Iron Circle proves receptive to an alliance, Melech plans to negotiate a sweet deal on behalf of the Fell Court. He believes that war is coming to the Nentir Vale, and once the conflict is joined the Iron Circle is likely to fight the frontline battles while the Fell Court operates in the shadows, slowly growing in strength. Melech would be willing to serve as a vassal to the Iron Circle's leaders and a governor of Fallcrest. Once the Nentir Vale has been brought to heel and the Iron Circle begins to set its sights on other regions, Melech can begin to tighten his grip on the vale and amass the resources needed to achieve his dream of resurrecting Bael Turath. The outstanding question in Melech's mind is whether the leaders of the Iron Circle are wise enough to embrace Bael Turath's return, or whether Melech must plan for the day when the Fell Court turns its back (and its proverbial dagger) on the Iron Circle.

Getting In: Nearly all members of the Fell Court are tieflings. A few outlying members belong to other races, but they are considered disposable and have no real opportunities for advancement within the organization. When the Fell Court becomes aware of a potential recruit, it assigns a middle-ranking member to shadow the candidate and gather information about his or her associations (friends, benefactors, and enemies).

The process of initiation begins with a staged attack against the potential recruit: Either the Fell Court hires thugs to accost the individual, or it orchestrates an encounter between the individual and one of his or her known enemies. Regardless, the Fell Court is careful to conceal its involvement in the planning of the attack. Once the potential recruit feels sufficiently threatened, the Fell Court intervenes. The intervention might take the form of a band of armed tieflings coming to the candidate's defense or a secret payoff to keep an old enemy at bay. As the Fell Court comes to the candidate's rescue, one of its members undertakes the task of befriendng the potential recruit and creating a bond of trust.

If the candidate's desires align with those of the Fell Court, he or she is invited into a small social circle of tieflings whose primary responsibilities include keeping an eye on each other and providing assistance to other tieflings as needed. The first step of initiation is making the candidate feel like part of a community, without burdening the individual with too many obligations. Once the recruit becomes a loyal and dedicated member of the community, he or she is granted a meeting with one of Melech Ambrose's trusted underbosses. The underboss welcomes the recruit into the larger organization, asserts his belief that tieflings must honor the legacy of Bael Turath, and gives the recruit a "trial by fire"—an assignment that demonstrates his or her commitment to the Fell Court's goals. This trial is tailored to the individual: The underboss won't ask a tiefling fighter to steal a Bael Turathi relic from a dwarven vault if such a task is better suited for a rogue,

but he might ask the fighter to intimidate someone or serve as a bodyguard during a tense negotiation.

If the candidate's beliefs don't quite align with the goals of the Fell Court, measures are still taken to make the individual feel welcome within the organization. The Fell Court continues to help the candidate any way it can, but it keeps the candidate at arm's length until the candidate volunteers to perform tasks that further the Fell Court's agenda. Until then, friends within the organization continue to influence the candidate by demonstrating how important it is for tieflings to band together and rebuild their own society. In some cases, the Fell Court stages situations designed to make the candidate sympathize with his fellow tieflings' struggle for independence. A close friend within the organization might disappear under mysterious circumstances, luring the candidate into a quest to find the missing tiefling that ultimately leads to conflict with the Fell Court's enemies.

Getting Out: A recruit who becomes a liability is assigned to tasks that keep him or her out of the public eye and as far away from centers of Fell Court activity as possible. Unless the individual quickly shows signs of being a useful member of the organization, he or she is quietly eliminated. In death, the failed recruit is put to good use: His or her body is often killed in a fashion that points suspicion at one of the Fell Court's irksome rivals, such as the River Rats (page 94). The recruit's death is used as a rallying cry to lure other tieflings into the fold.

Driven by Ambition: The rank-and-file members of the Fell Court are ruffians and creeps. They defend Melech Ambrose's holdings as well as serve as initial contacts with potential recruits. All are driven by personal ambition and the hope of promotion to underboss, and they genuinely believe in Melech's dream of rebuilding the tiefling empire.

When the organization needs someone shadowed or eliminated, one or more Fell Court blackhearts are deployed. A gang of ruffians and creeps might have a single blackheart lurking in its midst. Sometimes two or three blackhearts combine efforts to take down a particularly troublesome foe.

Melech supervises several greedy underbosses, and each of them has a number of ruffians, creeps, and blackhearts to command. An underboss also has one major operation to oversee. For example, an underboss might be charged with amassing and protecting a trove of weapons hidden in a warehouse, while another might be in charge of the Fell Court's kidnapping ring in Fallcrest.

Melech also employs a number of magically gifted tieflings who refer to themselves as hellmages. Many of them, like Melech, claim to be the lost scions of fallen noble houses. Some hellmages specialize in training felldrakes, while others serve as Melech's bodyguards, marshals, and lieutenants.

Melech Ambrose	Level 5 Skirmisher (Leader)	
Medium natural humanoid, tiefling	XP 200	
HP 68; Bloodied 34	Initiative +6	
AC 19, Fortitude 17, Reflex 16, Will 18	Perception +10	
Speed 5	Low-light vision	
Resist 5 fire		
TRAITS		
☼ Bloodthirsty ◆ Aura 1		
Bloodied enemies grant combat advantage while in the aura.		
☼ Drake Fervor ◆ Aura 3		
Drake allies gain a +2 power bonus to damage rolls and saving throws while in the aura.		
Insufferable Antagonist		
If Melech starts his turn subjected to one or more immobilizing, restraining, or slowing effects, he makes a saving throw. If he saves, those effects on him end.		
STANDARD ACTIONS		
⊕ Scimitar (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC, or +11 vs. AC if the target is bloodied		
Hit: 2d8 + 4 damage.		
⊖ Fiendish Strike (weapon) ◆ At-Will		
Effect: Melech shifts up to 2 squares before the attack.		
Attack: Melee 1 (one creature); +8 vs. Reflex, or +9 vs. Reflex if the target is bloodied		
Hit: 2d8 + 4 damage. If Melech has combat advantage against the target, the target is also dazed until the end of Melech's next turn.		
☞ Hurl Flame (fire) ◆ At-Will		
Attack: Ranged 5 (one creature); +8 vs. Reflex, or +9 vs. Reflex if the target is bloodied		
Hit: 2d6 + 6 fire damage.		
TRIGGERED ACTIONS		
Infernal Wrath (fire) ◆ Encounter		
Trigger: An enemy within 10 squares of Melech hits him with an attack.		
Effect (Free Action): The triggering enemy takes 1d6 + 6 fire damage.		
Skills Bluff +13, Diplomacy +13, History +11, Stealth +9, Streetwise +13		
Str 17 (+5)	Dex 15 (+5)	Wis 16 (+5)
Con 20 (+7)	Int 18 (+6)	Cha 22 (+8)
Alignment evil		
Languages Common, Infernal		
Equipment chainmail, light shield, scimitar		

Fell Court Ruffian		Level 2 Minion Brute	
Medium natural humanoid, tiefling		XP 31	
HP 1; a missed attack never damages a minion.		Initiative +3	
AC 14, Fortitude 16, Reflex 14, Will 13		Perception +2	
Speed 6		Low-light vision	
Resist 5 fire			
STANDARD ACTIONS			
⊕ Club (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC, or +8 vs. AC if the target is bloodied			
Hit: 5 damage.			
Miss: 3 damage.			
TRIGGERED ACTIONS			
↓ Dances with Drakes ◆ At-Will			
Trigger: A drake ally makes a melee attack against an enemy adjacent to the ruffian.			
Effect (Immediate Reaction): The ruffian uses club against the triggering enemy.			
Skills Bluff +5, Stealth +8			
Str 17 (+4)	Dex 15 (+3)	Wis 12 (+2)	
Con 18 (+5)	Int 10 (+1)	Cha 8 (+0)	
Alignment evil		Languages Common	
Equipment leather armor, club			

Fell Court Underboss		Level 3 Soldier (Leader)	
Medium natural humanoid, tiefling		XP 150	
HP 47; Bloodied 23		Initiative +6	
AC 19, Fortitude 15, Reflex 15, Will 14		Perception +8	
Speed 6		Low-light vision	
Resist 5 fire			
TRAITS			
☀ Drake Wrangler ◆ Aura 1			
Drake allies gain resist 5 fire and a +2 power bonus to AC while in the aura.			
☀ Hellbound (fire) ◆ Aura 1			
Any creature takes 5 fire damage when it leaves the aura.			
STANDARD ACTIONS			
⊕ Bastard Sword (fire, weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC, or +9 vs. AC if the target is bloodied			
Hit: 1d10 + 6 damage.			
Effect: Until the end of the underboss's next turn, the target takes 5 fire damage each time it uses an attack power that doesn't include the underboss as a target.			
↓ Diabolical Strike (fire, weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +8 vs. Reflex, or +9 vs. Reflex if the target is bloodied			
Hit: 1d10 + 6 fire damage. If the underboss has combat advantage against the target, the target cannot shift until the end of the underboss's next turn.			
TRIGGERED ACTIONS			
Infernal Wrath (fire) ◆ Encounter			
Trigger: An enemy within 10 squares of the underboss hits it with an attack.			
Effect (Free Action): The triggering enemy takes 1d6 + 4 fire damage.			
Skills Bluff +9, Intimidate +9, Stealth +9, Streetwise +9			
Str 18 (+5)	Dex 16 (+4)	Wis 15 (+3)	
Con 15 (+3)	Int 18 (+5)	Cha 17 (+4)	
Alignment evil		Languages Common, Infernal	
Equipment leather armor, bastard sword			

Fell Court Creep		Level 3 Minion Skirmisher	
Medium natural humanoid, tiefling		XP 38	
HP 1; a missed attack never damages a minion.		Initiative +7	
AC 17, Fortitude 14, Reflex 17, Will 15		Perception +6	
Speed 6		Low-light vision	
Resist 5 fire			
STANDARD ACTIONS			
⊕ Dazing Dagger (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 5 damage, and the target is dazed until the end of the creep's current turn.			
TRIGGERED ACTIONS			
Fiendish Shift (fire) ◆ At-Will			
Trigger: An enemy's melee attack misses the creep.			
Effect (Free Action): The triggering enemy takes 3 fire damage, and the creep can shift 1 square.			
Skills Bluff +10, Stealth +12			
Str 11 (+1)	Dex 18 (+5)	Wis 10 (+1)	
Con 12 (+2)	Int 14 (+3)	Cha 15 (+3)	
Alignment evil		Languages Common	
Equipment leather armor, dagger			

Fell Court Hellmage		Level 4 Artillery (Leader)	
Medium natural humanoid, tiefling		XP 175	
HP 42; Bloodied 21		Initiative +6	
AC 18, Fortitude 14, Reflex 17, Will 17		Perception +12	
Speed 6		Low-light vision	
Resist 5 fire			
TRAITS			
☀ Drake Regeneration (healing) ◆ Aura 3			
Any bloodied drake ally in the aura regains 5 hit points at the start of its turn if it has at least 1 hit point.			
STANDARD ACTIONS			
⊕ Dagger (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +9 vs. AC, or +10 vs. AC if the target is bloodied			
Hit: 2d4 + 7 damage.			
☹ Infernal Bolt (fire, implement, radiant) ◆ At-Will			
Attack: Ranged 20 (one creature); +9 vs. Reflex, or +10 vs. Reflex if the target is bloodied			
Hit: 1d8 + 3 fire and radiant damage, and ongoing 5 fire and radiant damage (save ends).			
TRIGGERED ACTIONS			
Infernal Wrath (fire) ◆ Encounter			
Trigger: An enemy within 10 squares of the hellmage hits it with an attack.			
Effect (Free Action): The triggering enemy takes 1d6 + 5 fire damage.			
☹ See You in Hell ◆ Encounter			
Trigger: The hellmage drops to 0 hit points.			
Effect (Immediate Interrupt): The hellmage uses infernal bolt, and the attack does not provoke opportunity attacks.			
Skills Arcana +12, Bluff +10, History +12, Stealth +11			
Str 15 (+4)	Dex 19 (+6)	Wis 20 (+7)	
Con 12 (+3)	Int 21 (+7)	Cha 17 (+5)	
Alignment evil		Languages Common, Infernal	
Equipment dagger			

FELLDRAKE

Common drakes enhanced by tiefling sorcery, felldrakes are unparalleled guardians and ferocious hunters.

The largest of the felldrakes is an aggressive, territorial, three-horned monster that would charge a red dragon before yielding an inch of ground—and it's the most docile of the species. Smaller varieties bring down their quarry with a sinister fervor that borders on malice.

Bred for Savagery: When devils transformed the decadent human nobles of Bael Turath into tieflings, the nobles were thrilled with the infernal power inherent in their new forms. Casting their baleful gaze upon the common drakes wandering their land, the Turathi devised ways for these creatures to better serve the empire. Emulating their infernal masters, the tieflings altered the drakes in various ways and bound them to service.

Cunning Ambushers: The leaping felldrake is a green-scaled creature capable of quickly jumping out of danger. Adept at camouflage, leaping felldrakes bide their time amid bookshelves, rafters, tree branches, and cave walls, waiting for an opportunity to lunge at a victim. Their tiny jaws work quickly, crushing a windpipe or severing an artery within seconds. A weak venom in the felldrake's saliva turns the flesh around a bite wound blue for several hours, making a felldrake a valuable asset when identifying thieves and burglars who were caught in the act and bitten before they managed to flee.

Pack Hunters: The second of the tieflings' successes, crested felldrakes were bred from guard drake stock and enhanced for agility, speed, and stealth. Like its progenitor, the crested felldrake is a pack hunter. Its bright orange crest runs from skull to tail, and it shifts in color from light orange to deep red as the felldrake closes in on its prey and smells its fear. Many a foe has underestimated the vicious cunning of crested felldrakes on the hunt; clutches of these creatures have been known to climb upon one another's backs to reach high places, and stories tell of an individual creature using its foreclaws to open and close doors.

Deadly Stalkers: The hissing felldrake is a lithe copper-scaled beast that has a frilled neck and a larger body than the leaping and crested varieties. Turathi beastmasters drew their inspiration from nagas and cobras, creating a quick, poisonous beast with a hypnotic dance that entrances its envenomed prey. By refining the leaping felldrake's weak poison, the tieflings imbued the hissing felldrake with a corrosive spittle laced with soporific pheromones.

Determined Guards: The tri-horn is the most aggressive felldrake produced by the tieflings' breeding program. Tough, territorial, and stubborn, the tri-horned felldrake claims a piece of ground and considers that place its lair until instructed otherwise.

A tri-horned felldrake can corral lesser felldrakes, who obey the larger creature through some pecking order among these unnatural reptiles.

Unwilling Allies: Although felldrakes are wild predators, a remnant of the domestication that the tieflings of Bael Turath embedded in them remains. With the knowledge and help of their devil masters, the tieflings of the Fell Court have recently begun to reassert control over many of the felldrakes in the Nentir Vale, using them as pets and protectors.

Leaping Felldrake		Level 1 Lurker
Small natural beast (reptile)		XP 100
HP 26; Bloodied 13		Initiative +7
AC 15, Fortitude 12, Reflex 15, Will 13		Perception +7
Speed 6, climb 6		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d4 + 4 damage.		
⊖ Neck Bite ◆ At-Will		
Attack: Melee 1 (one creature granting combat advantage to the felldrake); +6 vs. AC		
Hit: 4d4 damage, and the target is grabbed (escape DC 12) if the felldrake does not have a creature grabbed. Until the grab ends, the target takes ongoing 5 damage.		
MOVE ACTIONS		
Flying Leap ◆ At-Will		
Effect: The felldrake flies up to 3 squares. This movement does not provoke opportunity attacks.		
Instant Camouflage ◆ At-Will		
Requirement: The felldrake must have cover, concealment, or no enemies within 5 squares of it.		
Effect: The felldrake becomes invisible until it attacks or until the end of its next turn.		
Skills Acrobatics +8, Athletics +5, Stealth +8		
Str 10 (+0)	Dex 17 (+3)	Wis 15 (+2)
Con 14 (+2)	Int 3 (-4)	Cha 11 (+0)
Alignment unaligned		Languages –

Crested Felldrake		Level 2 Skirmisher
Small natural beast (reptile)		XP 125
HP 39; Bloodied 19		Initiative +6
AC 16, Fortitude 15, Reflex 15, Will 12		Perception +8
Speed 8		
TRAITS		
Pack Frenzy		
The felldrake gains a +1 bonus to attack rolls and a +2 bonus to damage rolls while adjacent to a felldrake ally.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d10 + 5 damage, and a felldrake ally within 2 squares of the felldrake can shift up to 2 squares as an immediate reaction.		
TRIGGERED ACTIONS		
Undaunted Strider ◆ At-Will		
Trigger: The felldrake is hit by an opportunity attack.		
Effect (Free Action): The felldrake shifts up to 2 squares.		
Skills Athletics +9, Stealth +9		
Str 16 (+4)	Dex 16 (+4)	Wis 15 (+3)
Con 15 (+3)	Int 3 (-3)	Cha 11 (+1)
Alignment unaligned		Languages –



Left to right: Leaping felldrake, tri-horned felldrake, hissing felldrake, crested felldrake

Hissing Felldrake		Level 3 Artillery
Medium natural beast (reptile)		XP 150
HP 38; Bloodied 19		Initiative +5
AC 17, Fortitude 15, Reflex 16, Will 14		Perception +8
Speed 7		
Resist 10 acid		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 6 damage.		
☞ Fell Spit (acid) ◆ At-Will		
Attack: Ranged 10 (one creature); +8 vs. Reflex		
Hit: 1d10 + 6 acid damage.		
Effect: If the target is bloodied, it is slowed until the end of its next turn. If the target is already slowed, it is instead dazed (save ends).		
Skills Stealth +10		
Str 15 (+3)	Dex 18 (+5)	Wis 14 (+3)
Con 14 (+3)	Int 3 (-3)	Cha 13 (+2)
Alignment unaligned		Languages –

Tri-Horned Felldrake		Level 4 Soldier
Medium natural beast (reptile)		XP 175
HP 58; Bloodied 29		Initiative +5
AC 20, Fortitude 18, Reflex 15, Will 15		Perception +3
Speed 5		
Immune fear		
TRAITS		
Tri-Horn Charge		
The felldrake gains a +3 bonus to damage rolls on charge attacks.		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d10 + 7 damage.		
↓ Challenging Gore ◆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage, and the target is marked until the end of the felldrake's next turn.		
TRIGGERED ACTIONS		
↓ Aggressive Warden ◆ At-Will		
Trigger: An enemy adjacent to the felldrake and marked by it uses an attack power that doesn't include it as a target.		
Effect (Immediate Reaction): Melee 1 (triggering enemy). The target takes 1d6 + 3 damage and falls prone.		
Skills Athletics +10		
Str 16 (+5)	Dex 13 (+3)	Wis 12 (+3)
Con 18 (+6)	Int 3 (-2)	Cha 10 (+2)
Alignment unaligned		Languages –

FROST WITCHES

True to their name, the evil Frost Witches of the Winterbole Forest wield powerful winter magic granted to them as loyal servants of Cryonax, elemental prince of cold.

Over the past several decades, the evil elemental prince Cryonax has sent underlings to infiltrate the Winterbole Forest, looking to extend his influence into the Nentir Vale. Chief among these servants are the Frost Witches, who use cold-based magic to frighten, fight, and manipulate all with whom they come in contact. They terrorize the forest, seeking to convert others to Cryonax's will or drive them from the Winterbole.

The Frost Witches are relatively few in number. To combat this weakness, they often ally themselves with similarly minded creatures or try to manipulate more powerful forest creatures. The white dragon Bitterstrike and the Winterbole treants are occasional allies, but just as often are victims of the witches' schemes.

The Frost Witches come from many races, including elves, humans, harpies, and gnomes. Most are female, and all use magic. Though a new witch is occasionally born into the group, they normally recruit like-minded individuals, or even kidnap young females who have shown an aptitude for magic. Residents in and near the Winterbole Forest live in fear of the witches and are horrified at the notion that their children might be whisked away. The witches' goals and elemental master are unknown to most people, though some among the powerful and knowledgeable are aware of the witches' semisecret affiliation.

Cold Personified: Winter and cold hold little sway over the Frost Witches, and the witches' bodies radiate an unnatural iciness. Their skin glistens like a light morning frost, their breath can be seen as if on a cold day, and their touch is frigid. Objects they grasp become frost covered and remain cold for hours afterward. Their garments typically are dark-colored with iciclelike runes embroidered on them, and their dress is unusually lightweight for winter conditions.

The witches are stern, and what little humor they enjoy is very dark in nature. They are evil and wholly dedicated to Cryonax. A young kidnap victim might occasionally try to escape, but success is rare, because the witches tirelessly hunt such quarry down while it remains within the forest. The Frost Witches are manipulative, watchful, and vengeful. They make deals with powers great and small within the forest to drive their enemies away, or to bring others under Cryonax's influence. No matter the deal, their words are normally backed up with implied or overt threats.

Culture and Camps: The Frost Witches live in small camps and isolated huts, most commonly near the banks of Lake Nen's northwestern cove. Individuals and groups of less than half a dozen can be found almost anywhere within the forest. From these bases,

they set devious plans in motion, pressure the local populace, and expand their reach within the woods.

The powerful elf witch Clenderi rules from the group's headquarters, known as Cold Camp. The enclave consists of a dozen or so wooden huts and tents arranged in a rough circle around an enormous magical kettle known as the Frozen Cauldron.

Cold Camp and the Frozen Cauldron: Cold Camp is more than just a small gathering of structures where the Frost Witches live. It is also the center of their power due to the Frozen Cauldron's presence. This powerful magical creation is a 6-foot-diameter cauldron crafted from solid ice that rests on a bed of icy magical fire. The cauldron exudes intense cold, and a dense coating of ice extends away from it along the ground. The Frost Witches use the cauldron for their rituals. In addition to enabling the Frost Witches to conjure magical assistants and defenders from it, the cauldron has the following traits.

❄️ Icy Flames Aura (cold) ♦ Aura 2

Any enemy of the witches that ends its turn in the aura takes 5 cold damage.

Frozen Ground

The ground around the cauldron (the squares between the cauldron and the outer edge of the camp) is difficult terrain for any creature moving on it that doesn't have ice walk.

Clenderi and the Witches: Clenderi is the highest authority within the group, aside from Cryonax. Little affects one's status in the group beyond personal experience and Clenderi's approval. Though some amount of intrigue naturally occurs between the witches and Clenderi's current favorites, it is far less than would be found in a royal court. Most direct their energy and schemes toward outsiders, because expanding the group's reach expands their own power, as well as that of their elemental prince.

ENCOUNTERING THE FROST WITCHES

The shoreline camp poster map is a good location for an encounter with the Frost Witches. This site could be one of their camps along a marshy section of Lake Nen, or even a section of Cold Camp. Consider using it as a small Frost Witch camp that the characters come across while pursuing a group of Tigerclaw barbarian raiders. A Frost Witch and her servants reside within the small shacks, and a Frost Witch harpy and a pair of icicle swarms are on one of the islands. For added complexity, have the water squares be frozen over (whether because it's winter, or due to the icicle swarms) and count as difficult terrain, or even require Acrobatics checks to cross.



Left to right: Frozen cauldron guardian, Frost Witch, icicle swarm, Frost Witch harpy

Bitterstrike: The white dragon Bitterstrike (page 20) demands tribute from many groups within the Winterbole Forest, including the Frost Witches. The witches meet the dragon's demands as minimally as possible and use their meetings with the dragon's representatives to spy on the dragon, her lands, and her other victims. They skillfully manipulate Bitterstrike into carrying out tasks that benefit them as well. Clenderi believes Bitterstrike could make a fine follower of Cryonax and is patiently trying to push the dragon to that conclusion.

Other Winterbole Groups: The Frost Witches have many enemies, particularly among those who know of their allegiance to the elemental prince. They have no permanent allies, but many temporary or clandestine ones, some of whom might change sides depending on the situation. The Tigerclaw clans (page 100) despise the witches, having been the victim of too many schemes. They attack any witch in Tigerclaw territory on sight. The witches regard them as a nuisance most of the time, but remain wary when near the barbarians' territory. The Winterbole treants (page 104) are the Frost Witches' most common, albeit intermittent, allies.

Icicle Swarm		Level 6 Skirmisher
Medium elemental animate (cold, swarm)		XP 250
HP 68; Bloodied 34		Initiative +8
AC 20, Fortitude 19, Reflex 21, Will 18		Perception +3
Speed 0 (ice walk), fly 7 (hover)		
Immune disease, poison;		
Resist 10 cold, half damage from melee and ranged attacks;		
Vulnerable 10 fire, 10 against close and area attacks		
TRAITS		
⚙ Swarm Attack (cold) ♦ Aura 1		
Any enemy that ends its turn in the aura takes 5 cold damage.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Tiny creature.		
STANDARD ACTIONS		
⊕ Icicle Stab (cold) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 3d6 + 4 cold damage. On a critical hit, the target is immobilized (save ends).		
Effect: Before or after the attack, the swarm can shift up to 2 squares.		
Str 13 (+4)	Dex 16 (+6)	Wis 10 (+3)
Con 12 (+4)	Int 8 (+2)	Cha 6 (+1)
Alignment evil		Languages Primordial

Frost Witch **Level 8 Controller**

Medium natural humanoid, human XP 350

HP 87; Bloodied 43 **Initiative +6****AC 22, Fortitude 20, Reflex 21, Will 21** **Perception +12****Speed 6 (ice walk)****Resist 10 cold; Vulnerable 5 fire****TRAITS**☼ **Frost Aura** ◆ **Aura 1**

Enemies have vulnerable 5 cold while in the aura.

STANDARD ACTIONS⊕ **Frost Staff** (cold, weapon) ◆ **At-Will****Attack:** Melee 1 (one creature); +13 vs. AC**Hit:** 3d6 + 3 cold damage, and the witch slides the target up to 2 squares.☹ **Snow Blindness** (cold, implement, radiant) ◆ **At-Will****Attack:** Ranged 5 (one creature); +11 vs. Fortitude**Hit:** 3d6 + 6 cold and radiant damage, and the target can't see any creature that is more than 3 squares away from it (save ends).⚡ **Icy Blast** (cold, implement, zone) ◆ **Encounter****Attack:** Close blast 5 (creatures in the blast); +11 vs. Fortitude**Hit:** 3d8 + 5 cold damage.**Miss:** Half damage.**Effect:** The blast creates a zone that lasts until the end of the witch's next turn. The ground of the zone is difficult terrain for creatures without ice walk.**Sustain Minor:** The zone persists until the end of the witch's next turn.**Skills** Arcana +12, Bluff +10, Diplomacy +10, Nature +12**Str 14 (+6)** **Dex 15 (+6)** **Wis 16 (+7)****Con 15 (+6)** **Int 17 (+7)** **Cha 12 (+5)****Alignment** evil **Languages** Common, Elven, Primordial**Equipment** staff**Frost Witch Harpy** **Level 12 Controller**

Medium fey humanoid XP 700

HP 123; Bloodied 61 **Initiative +9****AC 26, Fortitude 23, Reflex 23, Will 25** **Perception +13****Speed 6 (ice walk), fly 8 (clumsy)****Resist 10 cold, 10 thunder; Vulnerable 5 fire****TRAITS**☼ **Frost Aura** ◆ **Aura 2**

Enemies have vulnerable 5 cold while in the aura.

STANDARD ACTIONS⊕ **Frost Claw** (cold) ◆ **At-Will****Attack:** Melee 1 (one creature); +17 vs. AC**Hit:** 3d8 + 4 cold damage.☹ **Icy Stare** (cold) ◆ **At-Will****Attack:** Ranged 5 (one or two creatures); +15 vs. Will**Hit:** 3d6 + 2 cold damage, and the target is slowed until the end of the harpy's next turn.⚡ **Chilling Screech** (cold, thunder) ◆ **Encounter****Attack:** Close burst 2 (creatures in the burst); +15 vs. Fortitude**Hit:** 4d8 + 2 cold and thunder damage. If the target is slowed or immobilized, it takes ongoing 10 cold damage (save ends).**Skills** Arcana +15, Bluff +17, Diplomacy +17, Nature +13**Str 16 (+9)** **Dex 17 (+9)** **Wis 15 (+8)****Con 19 (+10)** **Int 19 (+10)** **Cha 22 (+12)****Alignment** evil **Languages** Common, Elven, Primordial**Frozen Cauldron Guardian** **Level 15 Brute**

Medium elemental animate (cold) XP 1,200

HP 179; Bloodied 89 **Initiative +13****AC 27, Fortitude 27, Reflex 29, Will 25** **Perception +14****Speed 0 (ice walk), fly 8 (hover)****Resist 10 cold; Vulnerable 5 fire****STANDARD ACTIONS**⊕ **Cold Snap** (cold) ◆ **At-Will****Attack:** Melee 1 (one creature); +20 vs. AC**Hit:** 3d10 + 12 cold damage, and the target falls prone.⚡ **Enveloping Chill** (cold) ◆ **Recharge** ☹ ☹ ☹**Attack:** Close burst 1 (creatures in the burst); +18 vs. Fortitude**Hit:** 2d10 + 11 cold damage, and the target falls prone. The target can't stand up and takes ongoing 10 cold damage (save ends both).**Skills** Stealth +18**Str 15 (+9)** **Dex 23 (+13)** **Wis 15 (+9)****Con 19 (+11)** **Int 10 (+7)** **Cha 9 (+6)****Alignment** evil **Languages** Primordial**Clenderi** **Level 18 Elite Controller (Leader)**

Medium natural humanoid, elf XP 4,000

HP 344; Bloodied 172 **Initiative +12****AC 32, Fortitude 29, Reflex 30, Will 31** **Perception +19****Speed 6 (ice walk)****Resist 10 cold; Vulnerable 5 fire****Saving Throws +2; Action Points 1****TRAITS**☼ **Frost Aura** ◆ **Aura 2**

Enemies have vulnerable 5 cold while in the aura.

Wild Step

Clenderi ignores difficult terrain when she shifts.

STANDARD ACTIONS⊕ **Frost Staff** (cold, weapon) ◆ **At-Will****Attack:** Melee 1 (one creature); +23 vs. AC**Hit:** 3d10 + 7 cold damage, and Clenderi slides the target up to 2 squares.☹ **Icy Glare** (cold, implement) ◆ **At-Will****Attack:** Ranged 5 (one or two creatures); +21 vs. Fortitude**Hit:** 3d10 + 10 cold damage, and the target is immobilized until the end of Clenderi's next turn.☼ **Wind of Winter** (cold, implement, teleportation) ◆**Recharge** ☹ ☹ ☹**Attack:** Area burst 2 within 10 (enemies in the burst); +21 vs. Fortitude**Hit:** 3d10 + 4 cold damage.**Effect:** The burst creates a zone that lasts until the end of Clenderi's next turn. The ground of the zone is difficult terrain for creatures without ice walk. Any ally of Clenderi that starts its turn in the zone can take a move action to teleport up to 10 squares to a square outside the zone.⚡ **Frostfall** (cold, implement) ◆ **Encounter****Attack:** Close blast 3 (creatures in the blast); +21 vs. Fortitude**Hit:** 4d10 + 2 cold damage, and the target is petrified (save ends).**Miss:** Half damage, and the target is restrained until the end of Clenderi's next turn.**TRIGGERED ACTIONS****Elven Accuracy** ◆ **Encounter****Trigger:** Clenderi makes an attack roll and dislikes the result.**Effect (Free Action):** Clenderi rerolls the attack roll and must use the second result.**Skills** Arcana +20, Bluff +21, Diplomacy +21, Nature +19**Str 15 (+11)** **Dex 16 (+12)** **Wis 20 (+14)****Con 20 (+14)** **Int 22 (+15)** **Cha 25 (+16)****Alignment** evil **Languages** Common, Elven, Primordial**Equipment** staff

GRAVELSTOKE FAMILY

Every family has its dark secrets, but the Gravelstokes keep a secret written in the blood of Nerath. This noble family has spent many years hiding in the shadows, waiting for the right moment to carve a new name for itself. That time has finally come.

Before the fall of Nerath, when the Gravelstoke family was at the height of its power and prestige, it was the envy of noble society. The Gravelstokes held various estates—some remote—and commanded a formidable house guard. When Nerath fell, so did the family's good fortunes. The Gravelstokes were embroiled in waves of political backstabbing and civil strife. Putting an end to old rivalries cost them dearly, depleting their coffers and diminishing their household. However, throughout that difficult time and to this day, the family has guarded its dark secret: The Gravelstokes were not only proud supporters of the king but also assassins in service to the crown. But after Nerath had fallen, they no longer had a rich benefactor to support their bloody work.

The family patriarch, Andrew Gravelstoke, retired to the country and took most of his surviving family with him. In time, he passed on and left his children to squander what remained of his holdings. Currently, the Gravelstoke family inhabits a bleak stone mansion

in the Barony of Harkenwold, and it keeps a modest summer retreat on the outskirts of Fallcrest. The reigning patriarch is Andrew's grandson, Xander, and he has an itch to restore his family to greatness by doing what it does best—murdering people.

Politics as Usual: After years of bickering, Xander Gravelstoke and his troubled siblings have decided to restore the Gravelstoke family to prominence by quietly making it known that they're open for business—to those who have need of skilled assassins. They have surreptitiously made contact with old "family friends," patched up relationships with wealthy rivals, and arranged secret meetings with evil-minded people interested in gaining power in the Nentir Vale and beyond.

The Patriarch: Xander conducts most of the family's business negotiations himself, since he has a good head for diplomacy and a disarming manner. Beneath his warm smile, however, is a heart of ice. Regan, his third wife, is nearly half his age and doesn't have any skill with weapons, but she's attractive and demure, and she knows how to keep a secret. (Xander's first two wives displeased him, so he dispatched them, making their deaths seem accidental.) Regan doesn't have his full confidence; when planning his bloody affairs, Xander prefers the counsel of his uncle Barin and his widowed sister-in-law Lenore (a wicked and hard-looking noblewoman of thirty-five years).



Left to right: Mikus, Xander, Alesia, Tovin, Vincent

The Three Siblings: Xander Gravelstoke has three younger siblings named Alesia, Mikus, and Tovin. Mikus and Tovin are twins. The three siblings are inseparable, traveling back and forth between their estates along with other family members and household staff, or wherever “the work” takes them. It’s well known that they share a fondness for one another, and rumors of their “debased offspring” have become fodder for whispered taproom conversations. The rumors are false, but the siblings are nonetheless grasping, cruel, and moody. Most of their bizarre behavior is artfully calculated to make others believe they’re mentally unhinged; however, when focused on an objective, they form a potent and formidable triad.

The Forlorn Son: Vincent Gravelstoke, Xander’s only child (from his second marriage), is a reclusive and quiet sociopath, pleasing to the eye yet dour in countenance. He prefers to observe from a distance rather

than socialize. In combat, Vincent skirts around the battlefield, waiting for the right moment to strike. However, he’s very particular about his prey, making him of little use as a hired assassin and making Xander unsure what to do with him.

Assassins of the Vale: The Gravelstokes take pride in their skills in the art of assassination, and over the years they have perfected a signature ability that turns their victims to black rock. Though they surround themselves with the faded trappings of nobility, they are often contracted to perform dastardly deeds that are not for the faint of heart. In combat, the Gravelstokes contrive elaborate and complex schemes to put their opposition in disadvantageous situations, preferring to fight on their terms.

Live to Fight Another Day: The Gravelstokes always retreat to familiar ground when plans go awry. Their mansions are riddled with secret doors that allow them to move about unseen, as well as traps designed to slay unwanted guests. It is also believed that the Gravelstokes have a hidden manor located somewhere in the Shadowfell, accessible by a number of portals hidden in their more mundane estates.

Vincent Gravelstoke	Level 12 Lurker	
Medium natural humanoid, human	XP 700	
HP 90; Bloodied 45	Initiative +16	
AC 26, Fortitude 21, Reflex 25, Will 23	Perception +12	
Speed 6	Darkvision	
TRAITS		
Stone Cold Slayer		
Any creature killed by Vincent is petrified. As long as the creature remains petrified, it cannot be raised from the dead. Vincent can end the effect by touching the petrified creature. The effect can also be ended by spilling one or more drops of Vincent’s blood on the petrified creature.		
STANDARD ACTIONS		
⚔ Poisoned Rapier (necrotic, poison, weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +15 vs. Fortitude		
Hit: 2d6 + 8 necrotic and poison damage. If the target is granting combat advantage to Vincent, it also takes ongoing 10 damage (save ends).		
⚔ Shadow Strike (weapon) ♦ Recharge when Vincent is first bloodied		
Effect: Vincent is removed from play. At the start of his next turn, he reappears in a square within 10 squares of his previous location and can make the following attack as a standard action.		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 4d8 + 12 damage, and the target cannot spend healing surges (save ends).		
Miss: Half damage.		
MINOR ACTIONS		
Fade into the Shadows (illusion) ♦ Encounter		
Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. The effect ends immediately if Vincent attacks or takes radiant damage. While insubstantial, he takes half damage from all attacks except those that deal force damage.		
TRIGGERED ACTIONS		
Parry ♦ At-Will		
Trigger: An enemy hits Vincent with a melee attack.		
Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.		
Skills Stealth +17		
Str 17 (+9)	Dex 22 (+12)	Wis 13 (+7)
Con 12 (+7)	Int 13 (+7)	Cha 7 (+4)
Alignment evil		Languages Common, Elven
Equipment leather armor, rapier		

Tovin Gravelstoke	Level 13 Artillery	
Medium natural humanoid, human	XP 800	
HP 96; Bloodied 48	Initiative +11	
AC 27, Fortitude 25, Reflex 26, Will 23	Perception +9	
Speed 6	Darkvision	
TRAITS		
Stone Cold Slayer		
Any creature slain by Tovin is petrified. As long as the creature remains petrified, it cannot be raised from the dead. Tovin can end the effect by touching the petrified creature. The effect can also be ended by spilling one or more drops of Tovin’s blood on the petrified creature.		
STANDARD ACTIONS		
⚔ Dagger of Death (necrotic, weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 10 necrotic damage.		
⚔ Crossbow of Dread (weapon) ♦ At-Will		
Attack: Ranged 20 (one creature); +20 vs. AC		
Hit: 2d8 + 12 damage, and Tovin gains a +4 power bonus to damage rolls against the target until the end of his next turn.		
⚔ Poisoned Shot (necrotic, poison, weapon) ♦ Recharge ☞ ☞		
Attack: Ranged 20 (one creature); +20 vs. AC		
Hit: 2d8 + 12 damage, and ongoing 10 necrotic and poison damage (save ends).		
First Failed Saving Throw: The target is immobilized and takes ongoing 10 necrotic and poison damage (save ends both).		
Second Failed Saving Throw: The power’s other effects end, and the target falls unconscious (save ends).		
TRIGGERED ACTIONS		
Shadow Escape (necrotic, teleportation) ♦ Encounter		
Trigger: An adjacent enemy attacks Tovin with a melee attack.		
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 5 necrotic damage, and Tovin teleports up to 5 squares.		
Skills Acrobatics +16, Athletics +15, Bluff +13, Insight +14, Stealth +16		
Str 18 (+10)	Dex 21 (+11)	Wis 17 (+9)
Con 12 (+7)	Int 17 (+9)	Cha 14 (+8)
Alignment evil		Languages Common, Draconic, Elven
Equipment leather armor, dagger, crossbow, 20 bolts		

Mikus Gravelstoke	Level 13 Soldier
Medium natural humanoid, human	XP 800
HP 128; Bloodied 64	Initiative +11
AC 29, Fortitude 27, Reflex 23, Will 25	Perception +9
Speed 6	Darkvision
TRAITS	
☼ Gloaming Shroud ◆ Aura 1 Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
Stone Cold Slayer Any creature slain by Mikus is petrified. As long as the creature remains petrified, it cannot be raised from the dead. Mikus can end the effect by touching the petrified creature. The effect can also be ended by spilling one or more drops of Mikus's blood on the petrified creature.	
STANDARD ACTIONS	
⊕ Greatsword (weapon) ◆ At-Will <i>Attack:</i> Melee 1 (one creature); +18 vs. AC <i>Hit:</i> 2d10 + 10 damage. <i>Effect:</i> The target is marked until the end of Mikus's next turn.	
⚡ Incite the Blood (charm, weapon) ◆ Recharge when first bloodied <i>Effect:</i> Close burst 3 (enemies in the burst). Mikus pulls the target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him. <i>Attack:</i> Melee 1; +18 vs. AC <i>Hit:</i> 2d10 + 12 damage.	
TRIGGERED ACTIONS	
Shadow's Curse (necrotic) ◆ At-Will <i>Trigger:</i> An enemy marked by Mikus and within 5 squares of him makes an attack that doesn't include him as a target. <i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage. This damage ignores resistances and immunities.	
Skills Athletics +16, Intimidate +15 Str 21 (+11) Dex 17 (+9) Wis 16 (+9) Con 16 (+9) Int 10 (+6) Cha 18 (+10)	
Alignment evil Languages Common Equipment leather armor, greatsword	

Xander Gravelstoke	Level 16 Elite Skirmisher (Leader)
Medium natural humanoid, human	XP 2,800
HP 304; Bloodied 152	Initiative +16
AC 30, Fortitude 26, Reflex 29, Will 28	Perception +17
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Stone Cold Slayer Any creature slain by Xander is petrified. As long as the creature remains petrified, it cannot be raised from the dead. Xander can end the effect by touching the petrified creature. The effect can also be ended by spilling one or more drops of Xander's blood on the petrified creature.	
STANDARD ACTIONS	
⊕ Short Sword (weapon) ◆ At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 3d6 + 14 damage, and Xander can slide the target 1 square. This attack's damage ignores 10 points of resistance.	
⚡ Lunge (weapon) ◆ Recharge ☼ ☼ ☼ <i>Effect:</i> Before the attack, Xander can shift up to half his speed. <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 6d6 + 15 damage. This attack's damage ignores 10 points of resistance.	

Alesia Gravelstoke	Level 14 Controller
Medium natural humanoid, human	XP 1,000
HP 140; Bloodied 70	Initiative +11
AC 28, Fortitude 26, Reflex 25, Will 27	Perception +13
Speed 6	Darkvision
TRAITS	
Stone Cold Slayer Any creature slain by Alesia is petrified. As long as the creature remains petrified, it cannot be raised from the dead. Alesia can end the effect by touching the petrified creature. The effect can also be ended by spilling one or more drops of Alesia's blood on the petrified creature.	
STANDARD ACTIONS	
⊕ ☹ Bewildering Chakram (psychic, weapon) ◆ At-Will <i>Attack:</i> Melee 1 or Ranged 5 (one creature); +19 vs. AC <i>Hit:</i> 3d6 + 12 damage. <i>Effect:</i> If the target moves on its next turn, during the move it takes 5 psychic damage for each square of movement. In addition, if Alesia uses this power as a ranged attack, her chakram returns to her hand.	
☼ Toxic Tendrils (necrotic, poison) ◆ Recharge ☼ ☼ ☼ <i>Attack:</i> Area burst 2 within 10 (enemies in the burst); +17 vs. Reflex <i>Hit:</i> 3d6 + 6 necrotic and poison damage, and the target is slowed (save ends).	
⚡ ☹ Reeling Chakram (weapon) ◆ Recharge when first bloodied <i>Attack:</i> Melee 1 or Ranged 5 (one creature); +19 vs. AC <i>Hit:</i> 6d6 + 12 damage. <i>Miss:</i> Half damage. <i>Effect:</i> Alesia slides the target up to 2 squares and knocks it prone. In addition, if Alesia uses this power as a ranged attack, her chakram returns to her hand.	
Skills Acrobatics +15, Bluff +17, Stealth +16, Streetwise +17 Str 14 (+9) Dex 18 (+11) Wis 23 (+13) Con 20 (+12) Int 17 (+10) Cha 20 (+12)	
Alignment evil Languages Common, Draconic, Elven Equipment cloth armor, chakram	

MOVE ACTIONS	
Shadow Step (teleportation) ◆ Encounter <i>Effect:</i> Xander teleports up to 5 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
⚡ Off-Hand Swipe (weapon) ◆ At-Will (1/round) <i>Effect:</i> Before the attack, Xander shifts up to 2 squares. <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 2d6 + 5 damage.	
Quick Rally ◆ Encounter <i>Effect:</i> Close burst 3 (allies in the burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. Each target must attack a different creature.	
Skills Acrobatics +19, Bluff +18, Diplomacy +18, Insight +17 Str 17 (+11) Dex 23 (+14) Wis 18 (+12) Con 16 (+11) Int 15 (+10) Cha 20 (+13)	
Alignment evil Languages Common, Dwarven, Elven Equipment leather armor, 2 short swords	

GRAY COMPANY

From the dust of fallen Nerath, a bleached-out train of grim, armored humans emerges from the Gray Downs like a silhouette in the fog. On the march, Gray Company soldiers intend to reclaim and restore the sundered thrones and monster-infested ruins of their forefathers.

From a young age, the Gray Company's soldiers heard stories from their grandfathers of how Nerath's grand pennants flew above every city in the ancient world. Finally grown and trained in combat, these enlistees from the Gray Downs intend to take back their heritage. Halvath Cormarrin, the self-proclaimed successor to Nerath's throne, is leading the group from the foggy hinterlands across the Nentir Vale and down into the former empire's foremost lands. Along the way, the company is recruiting new soldiers, plundering ancient ruins, seeking relics such as the lost Sword of Nerath and the Threefold Crown, and hunting down treasure seekers who pilfered fragments of the soldiers' so-called birthright. According to rumor, the Gray Company didn't earn its name from its home region, but from its faded banners of long-dead noble houses and its soldiers' grim moral views.

Keepers of Lost Tradition: By collecting half-remembered verses of ancient epics, crumbling tomes, and fragile artifacts, the Gray Company preserves tiny shards of Nerath's greatness. The company is fanatical

ENCOUNTERING THE GRAY COMPANY

The town hall poster map is a good location for an encounter with the Gray Company. Although the main force of the Gray Company resides in the Gray Downs, the group has agents spread across the Nentir Vale seeking ancient Nerathan relics. Consider having the characters be summoned to this location by a local magistrate, only to discover Gray Company troops waiting for them inside. One member of the Gray Company requests one of the character's magic items, claiming it as an old family heirloom. If the character fails to hand over the item, the Gray Company tries to take it by force, as the rest of the group enters the building through the front and side doors to block off escape.

about regaining its inheritance and hunts any creature known to have plundered Nerathan relics. If a thief were to willingly hand over an artifact, and be deemed competent, Cormarrin might recruit the reformed plunderer and offer him or her wealth and status in the restored empire. If such a culprit were to decline the offer, the company would bind the villain, read his or her sentencing and punishment aloud from a moldering tome of ancient law, and then execute the offender.



Soldiering for Tomorrow: Determined to resurrect the glory of ancient Nerath, the Gray Company actively recruits new soldiers. Members sit fireside with potential troops, lacing stories of beloved Nerath with ale and mead. They whisper their hopes about a younger, brighter generation rising from the ruins to bring light to the darkened world. They scorn people who squabble for coin, sell their swords to the highest bidder, or serve the upstart lords of this new age. Despite the members' vaunted claims of honor and nobility, many Nentir Vale inhabitants believe the Gray Company is nothing more than a gang of bandits seeking legitimacy.

Standing Army: Recruits who join the Gray Company do not leave its ranks. Once inducted and told the fragmented secrets of old Nerath, a soldier is committed for life. Deserters are hunted down and hanged publicly at the nearest crossroads.

Warriors make up the company's rank and file, backed by mages whose ability should not be underestimated. These mist mages can call upon and manipulate the fog that rolls in over the Gray Downs to hamper their enemies. Meanwhile, other mages in the group work to unlock the power of Nerathan magic items and to raise long-dead Nerathan heroes to fight for the empire once more. So far, Nerath's most formidable

magic remains lost. But Cormarrin is sure it's only a matter of time before his mages unearth that, too.

Heirs to an Empire: Although the group's power base is located in the Gray Downs, Gray Company chapters have sprouted elsewhere—under the leadership of other so-called princes of Nerath. If united, these separate chapters might be strong enough to accomplish the company's dream of restoration. However, political power struggles, infighting, and accusations of false lineage have kept the chapter leaders from coming together under a single banner. Some historians quietly say this type of squabbling is what laid Nerath low; so by feuding, the Gray Company is carrying out the empire's legacy after all.

Halvath Cormarrin	Level 8 Elite Brute (Leader)
Medium natural humanoid, human	XP 700
HP 214; Bloodied 107	Initiative +6
AC 20, Fortitude 21, Reflex 18, Will 19	Perception +6
Speed 5	
Saving Throws +2; Action Points 1	
TRAITS	
⚙ Until the Last Breath ♦ Aura 5	
Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action.	
Grim Solidarity	
If Cormarrin starts his turn adjacent to a creature that has <i>grim solidarity</i> , he can make a saving throw against one effect that a save can end.	
STANDARD ACTIONS	
⚔ Ancient Rune Flail (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d10 + 4 damage.	
⚔ Double Attack ♦ At-Will	
Effect: Cormarrin uses <i>ancient rune flail</i> twice.	
⚔ Rune Flail's Arc (thunder, weapon) ♦ Recharge ⚡⚡	
Attack: Close burst 1 (enemies in the burst); +11 vs. Reflex	
Hit: 3d10 + 4 thunder damage, and Cormarrin pushes the target 1 square and knocks it prone.	
Miss: Half damage, and Cormarrin pushes the target 1 square.	
TRIGGERED ACTIONS	
Cry of Glory ♦ Encounter	
Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit.	
Effect (Free Action): Close burst 10 (triggering ally in the burst). The ally instead scores a critical hit.	
Skills Arcana +11, Athletics +14, History +11	
Str 20 (+9)	Dex 14 (+6) Wis 14 (+6)
Con 17 (+7)	Int 15 (+6) Cha 16 (+7)
Alignment evil Languages Common, Draconic	
Equipment plate armor, heavy shield, ancient flail	

Gray Company Mist Mage	Level 9 Controller
Medium natural humanoid, human	XP 400
HP 95; Bloodied 47	Initiative +8
AC 23, Fortitude 20, Reflex 23, Will 21	Perception +7
Speed 6	
Resist 5 cold	
TRAITS	
Grim Solidarity	
If the mage starts its turn adjacent to a creature that has <i>grim solidarity</i> , it can make a saving throw against one effect that a save can end.	
STANDARD ACTIONS	
⚔ Ice Dagger (cold, weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d4 + 12 cold damage, and the target is slowed until the end of the mage's next turn.	
⚔ Misty Tendrils (cold, implement) ♦ At-Will	
Attack: Close blast 3 (enemies in the blast); +12 vs. Reflex	
Hit: 2d6 + 6 cold damage.	
Effect: The mage can slide the target 1 square.	
Gray Mist (zone) ♦ Encounter	
Effect: Area burst 2 within 10. The burst creates a zone that lasts until the end of the mage's next turn. Any creature that ends its turn in the zone takes a -2 penalty to attack rolls and is slowed until the end of its next turn.	
Sustain Minor: The zone persists until the end of the mage's next turn.	
MINOR ACTIONS	
⚔ Freeze Mist (implement) ♦ At-Will (1/round)	
Attack: Ranged 5 (one slowed creature); +12 vs. Reflex	
Hit: The target is immobilized until the end of the mage's next turn.	
Skills Arcana +14, History +14	
Str 14 (+6)	Dex 19 (+8) Wis 16 (+7)
Con 15 (+6)	Int 20 (+9) Cha 17 (+7)
Alignment unaligned Languages Common	
Equipment robes, dagger, wand	



Gray Company Fallen Hero **Level 6 Brute**
Medium natural humanoid (undead) XP 250

HP 89; Bloodied 44 Initiative +5
AC 18, Fortitude 19, Reflex 17, Will 16 Perception +4
Speed 5 Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant

TRAITS

Grim Solidarity

If the fallen hero starts its turn adjacent to a creature that has *grim solidarity*, it can make a saving throw against one effect that a save can end.

STANDARD ACTIONS

⊕ **Longsword** (necrotic, weapon) ♦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 3d8 + 4 necrotic damage, and the target gains vulnerable 5 necrotic until the end of the fallen hero's next turn.

⚡ **Nerath's Vengeance** ♦ **Recharge** when first bloodied
Effect: The fallen hero uses *longsword* against each enemy adjacent to it.

Str 16 (+6) Dex 14 (+5) Wis 13 (+4)
Con 19 (+7) Int 10 (+3) Cha 10 (+3)

Alignment evil Languages Common
Equipment breastplate, heavy shield, longsword

Gray Company Recruit **Level 7 Minion Artillery**
Medium natural humanoid, human XP 75

HP 1; a missed attack never damages a minion. Initiative +7
AC 21, Fortitude 19, Reflex 20, Will 18 Perception +4
Speed 6

TRAITS

Grim Solidarity

If the recruit starts its turn adjacent to a creature that has *grim solidarity*, it can make a saving throw against one effect that a save can end.

STANDARD ACTIONS

⊕ **Short Sword** (weapon) ♦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 6 damage.

⊕ **Shortbow** (weapon) ♦ **At-Will**
Attack: Ranged 20 (one creature); +14 vs. AC
Hit: 6 damage.

TRIGGERED ACTIONS

⚡ **Inspired Fervor** ♦ **At-Will** (1/round)
Trigger: The recruit scores a critical hit against an enemy.
Effect (Free Action): The recruit makes a basic attack against the enemy, with a +2 power bonus to the attack roll.

Str 15 (+5) Dex 18 (+7) Wis 12 (+4)
Con 16 (+6) Int 10 (+3) Cha 16 (+6)

Alignment unaligned Languages Common
Equipment studded leather, short sword, shortbow, 20 arrows

Gray Company Soldier **Level 7 Soldier**
Medium natural humanoid, human XP 300

HP 80; Bloodied 40 Initiative +7
AC 23, Fortitude 20, Reflex 18, Will 19 Perception +4
Speed 5

TRAITS

Grim Solidarity

If the soldier starts its turn adjacent to a creature that has *grim solidarity*, it can make a saving throw against one effect that a save can end.

STANDARD ACTIONS

⊕ **Ancient Longsword** (weapon) ♦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d8 + 6 damage.

TRIGGERED ACTIONS

⚡ **Strike of the Ancient Blade** (weapon) ♦ **At-Will**
Trigger: An enemy adjacent to the soldier uses an attack power that doesn't include the soldier as a target.
Attack (Immediate Reaction): Melee 1 (the triggering enemy); +10 vs. Fortitude
Hit: 2d8 + 6 damage, and the soldier pushes the target 1 square and knocks it prone.

⚡ **For the Glory of Nerath** (weapon) ♦ **Encounter**
Trigger: An ally within 5 squares of the soldier drops to 0 hit points.
Attack (Immediate Reaction): Close burst 1 (enemies in the burst); +12 vs. AC
Hit: 2d8 + 9 damage, and ongoing 5 damage (save ends).

Skills History +8
Str 19 (+7) Dex 14 (+5) Wis 12 (+4)
Con 16 (+6) Int 10 (+3) Cha 16 (+6)

Alignment unaligned Languages Common
Equipment plate armor, heavy shield, ancient longsword

HARKEN'S HEART

Powerful and vigilant, Harken's Heart druids are closely attuned to Harken Forest and its needs. For centuries, the forest's elf protectors have taken any measure necessary to safeguard the land and help it thrive.

In the Nentir Vale's earliest days, when the elves and the eladrin separated, many elves settled in the lush and lively Harken Forest. A handful of elves quickly developed a strong connection to the living forest's primal power and became the land's first druids. Over the centuries, the druids became wholly attuned to the forest's needs. This band became known as Harken's Heart, named after its symbolic position in the great wooded land. Many of the forest's other elf residents came to view Harken's Heart with a growing combination of distaste, disapproval, and fear, believing that the druids' obsession with the primal power drawn from the ancient wood was dangerous. Their fears were well founded.

When war broke out between the treants of the Harken and Winterbole forests, it was natural that the Harken's Heart druids leapt to their forest's defense. However, the group's ruthlessness toward its foes and its central and violent role in the fighting shocked the valley's other druids. After the war ended, a powerful

druid master named Eyton cursed the Harken's Heart druids, severing them from their primal power source.

Angered by Eyton's actions, yet fearing the intense power required to accomplish the severing, the Harken's Heart druids appealed to the god Melora for aid. If Melora heard the call, she only partially acceded to the druids' pleas. The spell was altered and became known as Harken's curse. While within Harken Forest, those of Harken's Heart retain their full powers, including their ability to defend themselves and the forest. However, their primal powers quickly decline when they leave the forest's boundaries, and dissipate completely a league outside its borders. Thus, the druids' overzealous tendencies cannot harm the surrounding lands and people, or so nearby communities hope. Despite having regained limited power from the curse, Harken's Heart has continued to seek an end to it.

Leader for Life: A druid known as the Hierophant leads Harken's Heart. He or she is the group's ultimate negotiator, judge, arbiter, and policymaker. Once a druid attains this top position, it's for life. Each Hierophant handpicks and rears his or her successor. If the Hierophant dies without an established heir, the Harken's Heart druids elect a new leader. The Hierophant is highly respected for his or her power, wisdom, and forest knowledge, even by some elves and druids outside the group.



Scattered and Stealthy: The general membership of Harken's Heart numbers in the hundreds. Most are born into the group, though some outside elves occasionally join. Harken's Heart druids live in small camps or settlements sprinkled throughout the forest, and they rarely number more than a dozen members in a particular community. Many live and travel alone, residing in any glade, woven tree (see below), or isolated grove inside the forest as need dictates. Harken's Heart druids prefer to travel in beast form, or at least in a highly stealthy manner when moving about the forest. They observe first, and then act, often aggressively.

Defenders are druids who best know their forest region and can recognize and halt significant threats before they become greater problems. Most of the druids, including the defenders, instruct acolytes in the forest's ways and needs and teach the younglings about their powerful primal connection.

Harken's Heart Acolyte		Level 7 Minion Skirmisher	
Medium natural humanoid (shapechanger), elf		XP 75	
HP 1; a missed attack never damages a minion.		Initiative +7	
AC 21, Fortitude 20, Reflex 19, Will 18		Perception +9	
Speed 7 (forest walk)		Low-light vision	
TRAITS			
Wild Step			
The acolyte ignores difficult terrain whenever it shifts.			
STANDARD ACTIONS			
⊕ Claw ♦ At-Will			
Requirement: The acolyte must be in beast form.			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 7 damage.			
Effect: The acolyte can shift 1 square before or after the attack.			
⊕ Quarterstaff (weapon) ♦ At-Will			
Requirement: The acolyte must be in humanoid form.			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 5 damage.			
MINOR ACTIONS			
Change Shape (polymorph) ♦ At-Will			
Effect: The acolyte alters its physical form to appear as a Medium beast until it uses <i>change shape</i> again or until it dies. It can also use this power to return to its humanoid form.			
Str 17 (+6)	Dex 15 (+5)	Wis 13 (+4)	
Con 14 (+5)	Int 10 (+3)	Cha 11 (+3)	
Alignment unaligned		Languages Common, Elven	
Equipment quarterstaff			

"That forest has claws."
— Old Harkenwold saying

The druids' garments and gear are colored in forest hues, but members often keep brightly decorated individual items among their personal effects to remind them of the diversity of the forest.

The Forest First: Harken's Heart is greatly feared within the forest, and inhabitants know to respect the power of the druids, if not their ways. Harken's Heart protects the forest above all else, and its members take a broad view of what constitutes a threat. This attitude brings the druids into regular conflict with other groups, residents, and races that seek to use the forest's resources for their own advancement, because the Heart's idea of protection often goes well beyond what most druids or rangers would consider reasonable. Where the latter groups seek to protect the forest as well as the balance of nature, Harken's Heart considers no factors beyond those that affect the forest directly.

Harken's Heart Druid		Level 7 Controller	
Medium natural humanoid (shapechanger), elf		XP 300	
HP 78; Bloodied 39		Initiative +6	
AC 21, Fortitude 18, Reflex 19, Will 20		Perception +12	
Speed 7 (forest walk)		Low-light vision	
TRAITS			
Wild Step			
The druid ignores difficult terrain whenever it shifts.			
STANDARD ACTIONS			
⊕ Lunge ♦ At-Will			
Requirement: The druid must be in beast form.			
Attack: Melee 1 (one creature); +10 vs. Reflex			
Hit: 2d8 + 6 damage.			
Effect: The druid slides the target up to 2 squares.			
⊕ Quarterstaff (weapon) ♦ At-Will			
Requirement: The druid must be in humanoid form.			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 2d8 + 6 damage.			
⊗ Entangle ♦ At-Will			
Attack: Ranged 5 (one creature); +10 vs. Reflex			
Hit: The target is immobilized (save ends).			
✦ Wall of Thorns (zone) ♦ Recharge when first bloodied			
Requirement: The druid must be in humanoid form.			
Attack: Area wall 8 within 10 (creatures in the wall); +10 vs. Reflex			
Hit: 1d10 +5 damage, and ongoing 5 damage (save ends).			
Effect: The wall creates a zone up to 4 squares high that lasts until the end of the encounter. The zone is difficult terrain for creatures without forest walk. Any creature without forest walk that enters the zone or ends its turn there takes 5 damage.			
MINOR ACTIONS			
Change Shape (polymorph) ♦ At-Will			
Effect: The druid alters its physical form to appear as a Medium beast until it uses <i>change shape</i> again or until it dies. It can also use this power to return to its humanoid form.			
Skills Nature +12, Stealth +11			
Str 15 (+5)	Dex 16 (+6)	Wis 18 (+7)	
Con 14 (+5)	Int 12 (+4)	Cha 14 (+5)	
Alignment unaligned		Languages Common, Elven	
Equipment quarterstaff			

Woven Trees: Like other elves, Harken's Heart druids weave living trees and plants together to create permanent structures, sometimes using magic or natural methods to increase the growth rate. They prefer to conceal solitary structures within dense groves, narrow valleys, twisting crevasses, and other easily overlooked nooks.

The Great Braided Tree, a tall, multileveled woven structure near the center of the forest, is part headquarters, part education center, and part residence for the largest Harken's Heart population. It holds about two hundred elves, though this number sometimes swells to several hundred in times of great discussion or peril.

Harken Treants: Throughout the treant wars, Harken's Heart was a steadfast ally of the Harken treants (page 104). Since the establishment of Harken's curse, the druids' magical aid is limited to defensive

operations. The group might, however, send advisors and observers beyond Harken Forest to gather information; the druids have also been known to put themselves at great personal risk when a mission could lead to the forest gaining territory. In recent years, a Harken's Heart's sect has devoted itself to expanding the forest's boundaries, which would give all Harken's Heart druids a wider berth in which to use their powers. Meanwhile, the Harken treants are rumored to be planning an all-out land grab in the near future.

Harken's Heart Defender		Level 9 Soldier
Medium natural humanoid (shapechanger), elf		XP 400
HP 95; Bloodied 47		Initiative +11
AC 25, Fortitude 20, Reflex 22, Will 20		Perception +11
Speed 7 (forest walk)		Low-light vision
TRAITS		
Wild Step		
The defender ignores difficult terrain whenever it shifts.		
STANDARD ACTIONS		
⊕ Mangle ◆ At-Will		
Requirement: The defender must be in beast form.		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 8 damage, and the target is slowed until the end of its next turn.		
⊕ Quarterstaff (weapon) ◆ At-Will		
Requirement: The defender must be in humanoid form.		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 8 damage.		
⚡ Primal Flurry ◆ Recharge when first bloodied		
Requirement: The defender must be in beast form.		
Attack: Close burst 1 (enemies in the burst); +12 vs. Reflex		
Hit: 2d8 + 8 damage, and the target falls prone. If the target stands up during its next turn, the defender can make a melee basic attack against it as a free action.		
Miss: Half damage, and the target falls prone.		
MOVE ACTIONS		
Beast's Pursuit ◆ Encounter		
Requirement: The defender must be in beast form.		
Effect: The defender shifts up to its speed to a square adjacent to an enemy and gains a +2 power bonus to attack rolls until the end of its turn.		
MINOR ACTIONS		
Change Shape (polymorph) ◆ At-Will		
Effect: The defender alters its physical form to appear as a Medium beast until it uses <i>change shape</i> again or until it dies. It can also use this power to return to its humanoid form.		
Skills Acrobatics +14, Athletics +12, Stealth +14		
Str 17 (+7)	Dex 20 (+9)	Wis 14 (+6)
Con 15 (+6)	Int 14 (+6)	Cha 17 (+7)
Alignment unaligned		Languages Common, Elven
Equipment quarterstaff		

Harken's Heart		Level 10 Elite Artillery (Leader)
Hierophant		
Medium natural humanoid (shapechanger), elf		XP 1,000
HP 166; Bloodied 83		Initiative +9
AC 24, Fortitude 20, Reflex 22, Will 24		Perception +14
Speed 7 (forest walk)		Low-light vision
Saving Throws +2; Action Points 1		
TRAITS		
Wild Step		
The Hierophant ignores difficult terrain whenever it shifts.		
STANDARD ACTIONS		
⊕ Quarterstaff (weapon) ◆ At-Will		
Requirement: The Hierophant must be in humanoid form.		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage.		
⚡ Earth Slam ◆ At-Will		
Requirement: The Hierophant must be in humanoid form.		
Attack: Ranged 20 (one or two creatures); +15 vs. Fortitude		
Hit: 3d6 + 9 damage. On a critical hit, the target falls prone.		
⚡ Frenzied Escape ◆ Recharge when first bloodied		
Requirement: The Hierophant must be in beast form.		
Attack: Close burst 1 (enemies in the burst); +13 vs. Reflex		
Hit: 3d10 + 12 damage, and ongoing 10 damage (save ends).		
Effect: The Hierophant shifts up to its speed to a square that is not adjacent to an enemy. It gains a +4 power bonus to all defenses during this movement.		
⚡ Lightning Storm (lightning, thunder, zone) ◆ Recharge ☄ ☄		
Requirement: The Hierophant must be in humanoid form.		
Attack: Area burst 1 within 20 (creatures in the burst); +15 vs. Reflex		
Hit: 4d8 + 10 lightning damage, and ongoing 10 thunder damage (save ends).		
Effect: The burst creates a zone that lasts until the end of the Hierophant's next turn. Any creature that ends its turn in the zone takes 10 lightning damage.		
MINOR ACTIONS		
Change Shape (polymorph) ◆ At-Will		
Effect: The Hierophant alters its physical form to appear as a Medium beast until it uses <i>change shape</i> again or until it dies. It can also use this power to return to its humanoid form.		
Guardian of the Forest ◆ At-Will (1/round)		
Attack: Ranged 20 (one creature); +13 vs. Will		
Hit: The Hierophant chooses an ally within 20 squares of it. The target is now marked by that ally (save ends).		
Skills Diplomacy +15, Insight +14, Nature +14		
Str 15 (+7)	Dex 18 (+9)	Wis 18 (+9)
Con 17 (+8)	Int 16 (+8)	Cha 20 (+10)
Alignment unaligned		Languages Common, Elven
Equipment quarterstaff		

HOUND OF ILL OMEN

When fog rolls across the Gray Downs during the dead of night, the hounds of ill omen emerge from the mists, ghostly apparitions howling their song of doom.

Once the loyal companions of the hill clans, who now rest beneath the barrows of the Gray Downs, the hounds of ill omen howl to awaken and avenge their long-dead masters.

Ghosts of Long Ago: The Gray Downs were once inhabited by indigenous hill clan people reputed far and wide for their fierce hunting hounds. But when the empire of Nerath began to bloom, greedy generals sought to expand the empire into the Nentir Vale and across the hill clans' territory. The clans resisted.

Hopelessly outnumbered, they stood with their faithful hounds against the mighty armies of Nerath, even as the Tigerclaw barbarians (page 100) and other native tribes abandoned the vale and retreated far into the

northern wilderness. Although the hill clans fought bravely, they were annihilated in a final desperate battle upon the downs.

Long after the battle, the hounds of the hill clans prowled the battlefields, howling over the corpses of their masters and refusing to leave their sides. The Nerathans built a great barrow in honor of the warriors that fought and died—and after the last of their bodies was interred, the hounds vanished.

But on dark nights when the fog rises, it is said that the hounds can still be seen coursing across the downs, their ghostly forms pining for their lost masters. The common folk call them the “hounds of ill omen,” because calamity and misfortune follow in the wake of their fearsome howls.

Harbingers of Death: As legend would have it, on nights when the skull-white moon hangs low and the downs are silent as a corpse's dream, the ghost hounds

Hound of Ill Omen Medium shadow beast (undead)	Level 7 Soldier XP 300
HP 80; Bloodied 40	Initiative +10
AC 23, Fortitude 19, Reflex 20, Will 18	Perception +10
Speed 8; phasing	Darkvision
Immune disease, poison	
TRAITS	
☼ Ill Omen ◆ Aura 2	
Any enemy that spends a healing surge while in the aura is slowed until the end of its next turn.	
Insubstantial	
The hound takes half damage from any damage source, except those that deal force damage or radiant damage. In addition, if the hound takes radiant damage, it loses the insubstantial trait until the end of its next turn.	
STANDARD ACTIONS	
⊕ Bite ◆ At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
Effect: The target is marked until the end of the hound's next turn.	
⚡ Howl of Doom (psychic, thunder) ◆ Encounter	
Attack: Close blast 5 (enemies in the blast); +10 vs. Will	
Hit: 2d10 + 11 thunder damage, and the target is cursed. Until the target is no longer cursed, it takes 3 psychic damage whenever it misses every target with an attack power. At the end of each of the target's extended rests, it makes a DC 16 Religion check to try to end the curse.	
First Failed Check: The psychic damage increases to 6.	
Second Failed Check: The psychic damage increases to 9.	
Third Failed Check: The target dies.	
Miss: Half damage.	
TRIGGERED ACTIONS	
⚡ Howl of the Pack (fear, thunder) ◆ At-Will	
Trigger: An enemy within 3 squares of the hound and marked by it willingly moves away from it.	
Attack (Immediate Interrupt): Close blast 3 (triggering enemy in the blast); +10 vs. Fortitude	
Hit: 2d10 + 4 thunder damage, and the target grants combat advantage until the end of its next turn.	
Str 16 (+6)	Dex 20 (+8)
Con 16 (+6)	Int 4 (+0)
Wis 14 (+5)	Cha 12 (+4)
Alignment unaligned	Languages –

Bregga, Hound of Ill Omen Large shadow beast (undead)	Level 10 Elite Skirmisher XP 1,000
HP 212; Bloodied 106	Initiative +13
AC 24, Fortitude 22, Reflex 23, Will 20	Perception +12
Speed 8; phasing	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
☼ Ill Omen ◆ Aura 2	
Any enemy that spends a healing surge while in the aura is slowed until the end of its next turn.	
Insubstantial	
Bregga takes half damage from any damage source, except those that deal force damage or radiant damage. In addition, if she takes radiant damage, she loses the insubstantial trait until the end of her next turn.	
STANDARD ACTIONS	
⊕ Bite ◆ At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d8 + 5 damage.	
⬇ Clamping Bite ◆ At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d8 + 5 damage, and Bregga can shift up to half her speed, pulling the target with her. The target remains adjacent to Bregga during this movement.	
⬇ Drag and Snap ◆ At-Will	
Effect: Bregga uses <i>clamping bite</i> and then <i>bite</i> against the same target.	
⚡ Howl of Doom (psychic, thunder) ◆ Encounter	
Attack: Close blast 5 (enemies in the blast); +13 vs. Will	
Hit: 3d10 + 11 thunder damage, and the target is cursed. Until the target is no longer cursed, it takes 3 psychic damage whenever it misses every target with an attack power. At the end of each of the target's extended rests, it makes a DC 18 Religion check to try to end the curse.	
First Failed Check: The psychic damage increases to 6.	
Second Failed Check: The psychic damage increases to 9.	
Third Failed Check: The target dies.	
Miss: Half damage.	
MOVE ACTIONS	
Ghostly Travel (illusion) ◆ Recharge when first bloodied	
Effect: Bregga becomes invisible and moves up to her speed. She remains invisible until the end of her turn.	
Str 19 (+9)	Dex 22 (+11)
Con 18 (+9)	Int 4 (+2)
Wis 14 (+7)	Cha 15 (+7)
Alignment unaligned	Languages –

come forth to hunt mortals. Who sends the hounds and for what purpose, none can tell; when a hound tracks its quarry down, it emits a baleful cry before vanishing into the fog. For the one the hound calls, its hours are numbered.

Those the hound has called observe nothing unusual at first. But soon enough, ill luck nips close at the afflicted one's heels, and as calamity follows calamity, it soon becomes apparent that a curse is at work. Dangerous accidents and near fatal encounters plague the hound's quarry until the panicking mortal flees, rabbitlike, to any haven that might stave off its impending demise. It is said those who seek solace by petitioning the mercy of the gods, or of the great she-hound Bregga, have sometimes survived a hound's dire calling. For most, however, death comes inevitably. And then, the hound's ghostly jaws drag the mortal's spirit to the charnel halls beneath the cold earth of the barrow, where the dead remnants of the hill clans feast upon the bright essence of its life.

Servants of the Shades: Sometimes a single howl sounds over the downs, louder and longer than any other. This is the cry of the alpha female, Bregga, calling the pack to her so the hounds can rouse the shades of their masters slumbering within the barrows. It's said that Bregga was the first hound, having lived on the downs since before the hill clans arrived. According to some legends, she sees the true nature of mortal hearts and sends her hounds to punish the unjust—in retribution for the sins of Nerath, perhaps—but no one knows for certain.

When Bregga's hounds sound their lonely howls for the hill clans, the spectral apparitions of their dead masters—cold and black as the grave—rise again from their barrows. Their hateful presence chills the blood of living mortals. With their hounds restored to their sides, the hill clan apparitions ride again to war, eternally seeking vengeance against foes and empires long since crumbled into dust.

Hill Clan Apparition		Level 8 Minion Soldier	
Medium shadow humanoid (undead)		XP 88	
HP 1; a missed attack never damages a minion.		Initiative +11	
AC 24, Fortitude 20, Reflex 21, Will 18		Perception +4	
Speed 6, fly 6 (hover)		Darkvision	
Immune disease, poison; Resist 10 necrotic			
TRAITS			
Chill of the Grave			
Any enemy that starts its turn adjacent to the apparition is slowed until the start of its next turn.			
STANDARD ACTIONS			
⚔ Shadow Blade ⚡ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 6 damage.			
☠ Call of the Dead (psychic) ⚡ At-Will			
Attack: Ranged 5 (one creature); +11 vs. Will			
Hit: 6 psychic damage, and the apparition pulls the target up to 4 squares.			
Str 16 (+7)	Dex 20 (+9)	Wis 11 (+4)	
Con 13 (+5)	Int 14 (+6)	Cha 12 (+5)	
Alignment evil		Languages Common	



HUNTER SPIDERS

These surface drow, believing they have been forsaken by their Underdark-dwelling kin, lurk in the darkened reaches of Harken Forest. The poisonous intrigues of Erelhei-Cinlu pale in comparison to the effort these drow will undertake in their desire to return home.

Although they are primarily Underdark dwellers, drow have been known to send raiding parties to the surface to capture slaves and partake in all manner of intrigue. Erelhei-Cinlu, an infamous drow city, lies many miles below the Nentir Vale. Until recently, the two areas were connected by a tunnel that surfaced in the Ogréfist Hills. Three years ago, the tunnel collapsed a mile underground. The drow suspect that burrowing umber hulks might have triggered the collapse, and attempts to reopen the tunnel have been hampered by the hulks and other creatures. For whatever reason, the drow houses of Erelhei-Cinlu have made only half-hearted attempts to clear the passage. This situation has proven problematic for a drow raiding party that has been trapped on the surface since the tunnel collapsed.

The raiders, calling themselves the Hunter Spiders, are members of House Despana. Upon discovering that their road to Erelhei-Cinlu had collapsed, they made

camp in the Ogréfist Hills, fully expecting the tunnel to be cleared. After months of waiting, they became convinced that Erelhei-Cinlu had abandoned them, and they headed east into Harken Forest. This decision was especially hard for the group's leader, Ti'irtha, the daughter of House Despana's matron, Ilmirinza. Ti'irtha's consort, Vhaelor, suspected that the forest might contain another passage connecting to a major Underdark artery called Torog's Highway, because Harken Forest had witnessed many skirmishes between the elves, the eladrin, and the drow, and Vhaelor believed there was a tunnel to the Underdark hidden somewhere within. Ti'irtha turned to Lolth for guidance, and the goddess led her to a corner of Harken Forest known as the Spiderhaunt Thicket.

Temporary Home: North of the King's Road, the leafy boughs of Harken Forest grow thorny and dense. Within, the Spiderhaunt Thicket is overgrown and nigh impenetrable. Amid the thorny brambles lie the ruins of ancient elven settlements, many swarming with arachnids or haunted by undead fey. Though they range far and wide, the Hunter Spiders call Spiderhaunt Thicket their temporary home, skulking among the ruins in search of hidden passages to the Underdark. This effort would be long and tedious were it not for the fact that they have captured numerous slaves.



Slaves and Demons: The Hunter Spiders haunt the King's Road, snatching travelers between Fallcrest and Harkenwold. When armed patrols make it difficult for them to carry out this tactic, the drow head north and set up ambushes along the Trade Road between Fallcrest and Thunderspire, although they face stiff competition there from the Raven Roost bandits (page 90). When pickings are slim, the Hunter Spiders are not afraid to creep into Fallcrest's outlying farms under

the shroud of night and snatch people from their beds. Rumors of "white-haired demons with obsidian skin" keep many people cowering under the covers all night.

Ti'irtha the Werespider: Control of the Spider-haunt Thicket did not come without a price. Shortly after the Hunter Spiders arrived in the gnarled grove, Lolth saw fit to test them. Exploring the grove alone, Ti'irtha and Vhaelor discovered a small shrine to the Spider Goddess in one of the ruins. Ti'irtha murdered Vhaelor and spilled his blood on the spider-shaped altar as an offering. Rather than show her the way home, Lolth transformed Ti'irtha into a werespider, which allowed her to assume the form of a hideous black spider.

Small in Number: The Hunter Spiders have managed to survive on the surface without losing more than a few members. Still, they number only twenty-four, including Ti'irtha. A handful always remain in Spider-haunt Thicket, overseeing the slaves while the others set ambushes. The first hint of trouble for beleaguered explorers in the area likely manifests as an enveloping cloud of darkness. Before the prey can spot the darklasher lurking in the trees overhead, masses of summoned spiders swarm over the victims, using poisonous fangs to deliver a multitude of bites. Suddenly, only the hardiest are left standing. These unfortunates are quickly brought down by the stinging lash of razor-edged scourges, hauled off with the other broken survivors, and quickly put to work scouring ruins for signs of hidden tunnels to the Underdark.

The Hunter Spiders are willing to negotiate with anyone who claims to know the location of a passage to the Underdark. However, Ti'irtha is no stranger to the art of deception, and she expects proof before upholding her end of any bargain.

Ti'irtha, Drow Werespider **Level 17 Elite Skirmisher**
Medium fey humanoid (shapechanger, spider), drow XP 3,200

HP 288; **Bloodied** 144 **Initiative** +17
AC 31, **Fortitude** 27, **Reflex** 30, **Will** 29 **Perception** +17
Speed 7, climb 7 (spider climb) **Darkvision**
Resist 10 poison
Saving Throws +2; **Action Points** 1

TRAITS

Regeneration

Ti'irtha regains 10 hit points whenever she starts her turn with at least 1 hit point. When she takes damage from a silvered weapon, her regeneration does not function on her next turn.

Spidery Nature

Ti'irtha ignores the hindering effects of spider swarms and spiderwebs.

STANDARD ACTIONS

⊕ **Bite** (disease, poison) ◆ **At-Will**

Requirement: Ti'irtha must be in spider form.

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

Hit: 2d8 + 16 poison damage. In addition, at the end of the encounter, the target makes a saving throw. On a failure, the target contracts Spider Queen's curse (stage 1).

⊕ **Dark Caress** ◆ **At-Will**

Requirement: Ti'irtha must be in humanoid form.

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

Hit: 3d6 + 15 damage, and the target gains vulnerable 5 poison (save ends). If Ti'irtha has combat advantage against the target for the attack, the target also takes a -5 penalty to this saving throw.

⊕ **Double Attack** ◆ **At-Will**

Effect: Ti'irtha makes two melee basic attacks. She can shift 1 square after each attack, or up to 3 squares after each attack if she is in spider form.

MINOR ACTIONS

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

Effect: Ti'irtha alters her physical form to appear as a Medium spider or a unique Medium drow until she uses *change shape* again or until she dies.

✱ **Spiderweb** ◆ **Recharge** when first bloodied

Requirement: Ti'irtha must be in spider form.

Attack: Area burst 1 within 5 (creatures in the burst); +20 vs. Reflex

Hit: The target is restrained until it escapes (DC 23) or leaves the area of the burst.

Effect: The area of the burst is difficult terrain until the end of the encounter.

Skills Insight +17, Intimidate +20, Stealth +20

Str 17 (+11)

Dex 24 (+15)

Wis 19 (+12)

Con 20 (+13)

Int 18 (+12)

Cha 25 (+15)

Alignment evil

Languages Common, Elven

Spider Queen's Curse

Level 17 Disease

The infected creature feels strangely invigorated as its body becomes host to thousands of tiny spider eggs.

Stage 0: The target recovers from the disease.

Stage 1: While affected by this stage, the target gains a +1 bonus to Fortitude, Reflex, and Will. Whenever the target spends a healing surge, it regains 2d6 extra hit points.

Stage 2: While affected by this stage, the target keeps the +1 bonus to Fortitude, Reflex, and Will, but takes a -2 penalty to Endurance checks made to recover from this disease. Whenever the target spends a healing surge, it regains 3d6 extra hit points.

Stage 3: The target dies. A spider swarm (described in *Monster Vault*) erupts from the target's corpse.

Check: At the end of each extended rest, the target makes an Endurance check if the disease is at stage 1 or 2. The check result determines the effect:

15 or Lower: The stage of the disease increases by 1.

16-22: No change.

23 or Higher: The stage of the disease decreases by 1.

Drow Spider Totemist Medium fey humanoid, drow	Level 16 Controller (Leader) XP 1,400
HP 154; Bloodied 77	Initiative +11
AC 30, Fortitude 26, Reflex 29, Will 27	Perception +17
Speed 6	Darkvision
TRAITS	
☼ Dark Pact Mobility ◆ Aura 5 Bloodied allies in the aura automatically succeed on saving throws against slowing effects and immobilizing effects.	
STANDARD ACTIONS	
⊕ Totem Bite (poison, weapon) ◆ At-Will Attack: Melee 1 (one creature); +21 vs. AC Hit: 2d10 + 3 damage, and ongoing 10 poison damage (save ends).	
☞ Venom Ray (implement, poison) ◆ At-Will Attack: Ranged 5 (one creature); +19 vs. Reflex Hit: 3d8 + 6 poison damage, and the target is immobilized until the end of its next turn.	
MINOR ACTIONS	
🕸 Spider Swarm (poison, zone) ◆ Recharge ☼ ☼ Effect: Close burst 2. The burst creates a zone that lasts until the end of the encounter or until the totemist uses <i>spider swarm</i> again. Enemies grant combat advantage while in the zone, and any enemy that ends its turn there takes 10 poison damage.	
Skills Arcana +20, Intimidate +18	
Str 15 (+10)	Dex 17 (+11) Wis 19 (+12)
Con 18 (+12)	Int 24 (+15) Cha 21 (+13)
Alignment evil Languages Common, Elven	
Equipment robes, spider totem	

Drow Razorscourge Medium fey humanoid, drow	Level 17 Soldier XP 1,600
HP 163; Bloodied 81	Initiative +13
AC 33, Fortitude 28, Reflex 28, Will 30	Perception +16
Speed 6	Darkvision
STANDARD ACTIONS	
⊕ Scourge (weapon) ◆ At-Will Attack: Melee 2 (one creature); +22 vs. AC Hit: 3d10 + 9 damage. Effect: The target is marked until the end of the razorscourge's next turn.	
⊕ Ensnaing Lash (weapon) ◆ At-Will Attack: Melee 2 (one creature); +22 vs. AC Hit: 2d10 + 6 damage, and the target is grabbed (escape DC 23). Until the grab ends, the target takes ongoing 20 damage. The grab ends automatically if the razorscourge uses this power again.	
MINOR ACTIONS	
☞ Darkfire ◆ Encounter Attack: Ranged 10 (one creature); +20 vs. Reflex Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the razorscourge's next turn.	
TRIGGERED ACTIONS	
⊕ Retributive Flogging ◆ At-Will Trigger: An enemy within 2 squares of the razorscourge and marked by it deals damage to one of the razorscourge's allies. Effect (Immediate Reaction): The razorscourge uses <i>scourge</i> against the triggering enemy.	
Skills Athletics +17, Intimidate +19	
Str 18 (+12)	Dex 17 (+11) Wis 16 (+11)
Con 19 (+12)	Int 19 (+12) Cha 22 (+14)
Alignment evil Languages Common, Elven	
Equipment chainmail, scourge	

Drow Darklasher Medium fey humanoid, drow	Level 15 Lurker XP 1,200
HP 114; Bloodied 57	Initiative +17
AC 29, Fortitude 26, Reflex 28, Will 24	Perception +14
Speed 6	Darkvision
TRAITS	
Combat Advantage The darklasher's attacks deal 2d10 extra damage against creatures granting combat advantage to it.	
STANDARD ACTIONS	
⊕ Dagger (weapon) ◆ At-Will Attack: Melee 1 (one creature); +20 vs. AC Hit: 2d8 + 10 damage.	
☞ Lashing Darkness (force) ◆ At-Will Attack: Ranged 10 (one creature that can't see the darklasher); +18 vs. Reflex Hit: 3d10 + 12 force damage, and the darklasher can slide the target 1 square.	
Shadow Levitation ◆ At-Will Effect: The darklasher shifts up to 4 squares (20 feet) into the air. It then gains a fly speed of 4 (hover) and total concealment until the end of its next turn or until immediately after it attacks. When the flight ends, the darklasher descends safely to the ground.	
MINOR ACTIONS	
☞ Cloud of Darkness (zone) ◆ Encounter Effect: Close burst 1. The burst creates a zone that lasts until the end of the encounter. The cloud blocks line of sight for all creatures except the darklasher. While entirely in the cloud, any creature other than the darklasher is blinded. The darklasher can dismiss the zone as a free action.	
Skills Acrobatics +18, Stealth +18	
Str 16 (+10)	Dex 23 (+13) Wis 14 (+9)
Con 18 (+11)	Int 17 (+10) Cha 13 (+8)
Alignment evil Languages Common, Elven	
Equipment chainmail, dagger	

“Cruelty takes many forms. A wicked taunt. A jagged knife. A slow, agonizing death. But there’s nothing more cruel than—BE SILENT! I’m talking! Look—we only want to return home. Is that so wrong?”

—Ti’irtha the Werespider

HURLY-BURLY BROTHERS

These ill-tempered trolls were separated at birth for a reason, and they've survived by being nearly indestructible.

North of Winterhaven, a lonely path wends through the foothills of the Cairngorm Peaks. Flanking this trail are two caves five miles apart, one along the shore of Lake Wintermist and the other carved into a rocky hill to the west. Although the caves aren't visible from the trail, local hunters know them well and avoid them, for they are home to two savage trolls—fraternal twins—that despise one another. Residents of Winterhaven call the trolls Hurly and Burly, because of their tumultuous history and the uproar they have caused over the years.

Troll Territory: Each troll has a cave to himself. Though they generally keep to themselves, the trolls sometimes encroach upon each other's territory, leading to arguments and brawls. The brothers walk away from these conflicts no worse for wear, thanks to their regeneration ability. However, these altercations can upset them for days, spurring them to take out their frustrations on nearby farmsteads and passersby.

Bound by Blood: Hurly and Burly are not typical trolls. Their mother, a shaman, cast a ritual upon them when they were born. The ritual bound their spirits as one, such that the brothers cannot be killed unless they're in close proximity to one another. A successful DC 21 Arcana check or Nature check reveals that the only way to kill one troll is to deal acid or fire damage to its unconscious body while its brother is close by.

Hurly/Burly

Large natural humanoid, troll

Level 9 Elite Brute

XP 800

HP 240; Bloodied 120

Initiative +8

AC 21, Fortitude 22, Reflex 20, Will 18

Perception +11

Speed 8

Saving Throws +2; Action Points 1

TRAITS

Bound by Blood

If Hurly or Burly is reduced to 0 hit points by damage that isn't acid or fire, he does not die and instead falls unconscious until the start of his next turn, when he returns to life with 30 hit points. If an attack hits him and deals any acid or fire damage while he is unconscious and within 5 squares of his brother, he does not return to life in this way. When one brother dies, the other loses this trait.

Regeneration

Hurly or Burly regains 10 hit points whenever he starts his turn and has at least 1 hit point. When he takes acid or fire damage, his regeneration does not function on his next turn.

STANDARD ACTIONS

⊕ Battleaxe (weapon) ◆ At-Will

Attack: Melee 2 (one creature); +14 vs. AC

Hit: 2d8 + 12 damage.

↵ Cleave (weapon) ◆ At-Will

Attack: Close burst 2 (enemies in the burst); +14 vs. AC

Hit: 2d8 + 7 damage, and Hurly/Burly can push the target 1 square.

Skills Athletics +15, Nature +11

Str 22 (+10)

Dex 18 (+8)

Wis 14 (+6)

Con 20 (+9)

Int 6 (+2)

Cha 9 (+3)

Alignment chaotic evil Languages Common, Giant

Equipment battleaxe



IRON CIRCLE

This organization of cruel and mysterious mercenaries hails from lands south of the Nentir Vale and has become a growing threat to the region, particularly the southern settlements.

The Iron Circle is a powerful band of mercenaries under the control of the inscrutable Lord Vhennyk, who hails from the city of Sarthel, to the south of the Nentir Vale. Lord Vhennyk and his followers worship Asmodeus, but few Nentir Vale inhabitants are aware of the mercenaries' true affiliations. Lord Vhennyk's sweeping plans to conquer civilization in the name of his diabolical god are genuine, however, and he has set his sights on the barony of Harkenwold. (The Iron Circle's invasion of Harkenwold is chronicled in *Reavers of Harkenwold™*, a two-part adventure in the *Dungeon Master's Kit™* boxed set. The Iron Circle is presented here at full strength, prior to the events of the adventure.)

The Lord's Lieutenants: Since the Iron Circle is largely unknown in the Nentir Vale, few of the vale's inhabitants have heard of Lord Vhennyk, though that state of affairs could eventually change. However, southern settlers who deal more regularly with the Iron Circle might soon hear the names Nazin Redthorn and Val Esed.

Redthorn is a brigand captain recently tasked with launching overt operations in the southern Nentir Vale.



A muscular human in his mid-thirties, he is a brute who relishes violence, but he is also shrewd and patient. Redthorn's overconfidence often drives his plans and actions. (Redthorn plays an important role in *Reavers of Harkenwold* and is best used sparingly and distantly until the events of that adventure unfold. Until then, the captain is more interested in planning the invasion of Harkenwold, with occasional covert visits to other Nentir Vale locales.)

Esed is Lord Vhennyk's spymaster and chief information gatherer. She secretly lives in the Harkenwold region, assuming a variety of aliases. She has a strong physique and long, pitch-black hair, which she typically keeps braided. A tough human, she is part spy, part thief, and all mercenary. The Iron Circle's leadership appreciates her acumen and pays her well enough to secure her loyalty. Esed's primary task is to gather information about territory, community politics, and potential defenses, paying special attention to the barony of Harkenwold. The master spy has cultivated a swath of contacts, most of whom do not know her real mission or employer. She has access to funds and is willing to pay others for choice bits of information. (Esed's efforts prepare the way for the invasion of Harkenwold, but she does not appear in the *Reavers of Harkenwold* adventure.)

Iron Circle leaders prefer clandestine reconnaissance missions to bold interactions, learning as much as they can about the lands, citizens, and threats to the area before exposing the organization or its intentions. They are interested in the political structures and military prowess of local baronies and assorted power groups, including the Harken Forest elves (page 63) and the Daggerburg goblins (page 38). Leaders are also keen to discover the locations of lost treasure hoards. Even though the rare mission can be brutal and aggressive, most are simple observe-and-report assignments. (The closer to *Reavers of Harkenwold* events, the more these efforts focus on Harkenwold and Harken Forest.)

IRON CIRCLE LORE

History DC 13: The Iron Circle is a large and fearsome band of evil mercenaries. It is headquartered far to the south of the Nentir Vale.

History DC 18: Iron Circle members have been spotted occasionally in Harken Forest and the southern Nentir River, but never in large numbers. A few military and political leaders within the Nentir Vale are familiar with the organization and its operations.

History DC 26: The Iron Circle has an interest in the Nentir Vale, but no one knows why. Some say Iron Circle spies are operating in local towns, especially in the south. The organization's rumored connection to evil gods and devils had bred unease and fear in several communities.



Low Profile: It's uncommon for Iron Circle members to travel openly through the Nentir Vale. Those who do are apt to be taking care of personal business or on minor Iron Circle missions. Such encounters are likely to occur in the southern lands or along heavily traveled roads and waterways.

Iron Circle Dark Adept **Level 3 Controller (Leader)**
Medium natural humanoid, human XP 150

HP 46; Bloodied 23 **Initiative +2**
AC 17, Fortitude 14, Reflex 14, Will 16 **Perception +5**
Speed 6

STANDARD ACTIONS

⊕ **Dark Dagger** (fire, weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +6 vs. Reflex
Hit: 2d4 + 4 fire damage, and the dark adept slides the target up to 3 squares.

✱ **Fiery Tendrils** (fire, implement) ◆ **At-Will**

Attack: Area burst 1 within 10 (creatures in the burst); +6 vs. Reflex
Hit: 1d6 + 6 fire damage, and the target is slowed and grants combat advantage until the end of the dark adept's next turn.

MINOR ACTIONS

Dark Imperative ◆ **Recharge** when first bloodied

Effect: Close burst 5 (one ally in the burst). The dark adept slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 3 extra necrotic damage.

Skills Arcana +8, Religion +8

Str 13 (+2) **Dex** 12 (+2) **Wis** 18 (+5)

Con 14 (+3) **Int** 15 (+3) **Cha** 13 (+2)

Alignment evil **Languages** Common, Supernal

Equipment chainmail, dagger, red surcoat with gold-trimmed black circle

Iron Circle Commander **Level 5 Elite Soldier (Leader)**
Medium natural humanoid, human XP 400

HP 126; Bloodied 63 **Initiative +4**
AC 21, Fortitude 19, Reflex 16, Will 17 **Perception +3**
Speed 5

Saving Throws +2; Action Points 1

STANDARD ACTIONS

⊕ **Flail** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d10 + 8 damage.

⊕ **Devil's Tactics** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d10 + 7 damage, and the target grants combat advantage until the end of the commander's next turn.
Effect: One of the commander's allies within 5 squares of the target can make a basic attack against the target as a free action.

↔ **Infernal Flames** (fire) ◆ **Encounter**

Attack: Close blast 5 (enemies in the blast); +8 vs. Reflex
Hit: 2d6 + 5 fire damage, and the target is dazed (save ends).
Effect: Allies in the blast gain 5 temporary hit points.

TRIGGERED ACTIONS

⊕ **Tripping Flail** (weapon) ◆ **At-Will**

Trigger: An enemy leaves a square adjacent to the commander.
Attack (Opportunity Action): Melee 1 (triggering enemy); +9 vs. Reflex
Hit: The target falls prone.

Skills Athletics +12, Intimidate +10

Str 20 (+7) **Dex** 10 (+2) **Wis** 13 (+3)

Con 15 (+4) **Int** 15 (+4) **Cha** 16 (+5)

Alignment evil **Languages** Common

Equipment scale armor, heavy shield, flail, black surcoat



Left to right: Iron Circle brigand (female and male), Iron Circle spy

Iron Circle members are primarily human, though like-minded individuals of other races can be found in the organization's ranks. Enlistees are evil and aggressive. Many rise from the ranks of common thugs, thieves, and cutthroats, but some are elite fighters who are capable of planning and carrying out sophisticated operations. The Iron Circle also employs powerful sages and dark adepts that animate constructs to guard its bases and important figures, among other tasks.

Tar Devils: Infernal pacts forged with the Nine Hells enable the band's most powerful adepts to summon and command tar devils, further darkening the group's reputation. A tarlike substance oozes from a tar devil's skin, dribbling down its body and leaving thin trails of tacky sludge in its wake. A tar devil is humanoid in shape with short horns that emerge from, and curve over, its humanlike head. It has haunting, pupilless eyes, beastlike feet, and a strong, lizardlike, nonprehensile tail. A tar devil wears little or no armor and carries exotic weaponry.

Iron Circle Brigand		Level 1 Soldier
Medium natural humanoid, human		XP 100
HP 28; Bloodied 14		Initiative +3
AC 17, Fortitude 14, Reflex 13, Will 12		Perception +0
Speed 5		
TRAITS		
☀ Relentless Assault ◆ Aura 1		
Whenever an enemy adjacent to the brigand uses an attack power that doesn't include the brigand as a target, that enemy takes 3 damage.		
STANDARD ACTIONS		
⊕ Mace (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage.		
⊕ Drive Back (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage, and the brigand can push the target 1 square and then shift 1 square to a square the target occupied.		
⤴ Crossbow (weapon) ◆ At-Will		
Attack: Ranged 15/30 (one creature); +6 vs. AC		
Hit: 1d8 + 1 damage.		
Str 16 (+3)	Dex 12 (+1)	Wis 10 (+0)
Con 12 (+1)	Int 9 (-1)	Cha 9 (-1)
Alignment evil		Languages Common
Equipment scale armor, light shield, mace, crossbow, 20 bolts, black cloak embroidered with a gray circle		

Tar Devil Harrier		Level 3 Artillery
Medium immortal humanoid (devil)		XP 150
HP 36; Bloodied 18	Initiative +5	
AC 17, Fortitude 14, Reflex 16, Will 14	Perception +8	
Speed 6	Darkvision	
Resist 10 fire; Vulnerable 5 acid		
STANDARD ACTIONS		
⊕ Kukri (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 5 damage.		
⊗ Tar Ball (fire) ♦ At-Will		
Attack: Ranged 10 (one creature); +8 vs. Reflex		
Hit: 2d6 + 4 fire damage, and the target is slowed and takes ongoing 2 fire damage (save ends both).		
MINOR ACTIONS		
↖ Fuming Cloud (fire, zone) ♦ Encounter		
Attack: Close burst 1 (creatures in the burst); +6 vs. Fortitude		
Hit: 1d6 + 4 fire damage.		
Effect: The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain. While entirely within the zone, creatures have partial concealment, and any creature that ends its turn in the zone takes 2 fire damage.		
Str 15 (+3)	Dex 18 (+5)	Wis 14 (+3)
Con 12 (+2)	Int 11 (+1)	Cha 11 (+1)
Alignment evil		Languages Supernal
Equipment kukri		

Tar Devil Brawler		Level 3 Brute
Medium immortal humanoid (devil)		XP 150
HP 53; Bloodied 26	Initiative +4	
AC 15, Fortitude 14, Reflex 16, Will 14	Perception +6	
Speed 6	Darkvision	
Resist 10 fire; Vulnerable 5 acid		
TRAITS		
⚙ Tar Splatter ♦ Aura 1		
Any enemy that starts its turn in the aura cannot shift during that turn.		
STANDARD ACTIONS		
⊕ Slam (fire) ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6 + 7 fire damage.		
↓ Tar Strike (fire) ♦ Recharge ☞ ☜		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 3d6 + 5 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).		
Str 12 (+2)	Dex 17 (+4)	Wis 11 (+1)
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)
Alignment evil		Languages Supernal

“Harkenwold is just the beginning.”
— Lord Vhennyk of the Iron Circle

Tar Devil Guard		Level 4 Soldier
Medium immortal humanoid (devil)		XP 175
HP 53; Bloodied 26	Initiative +7	
AC 20, Fortitude 15, Reflex 17, Will 15	Perception +7	
Speed 6	Darkvision	
Resist 10 fire; Vulnerable 5 acid		
TRAITS		
⚙ Hot Reek (fire) ♦ Aura 1		
Any enemy that starts its turn in the aura takes 2 fire damage and cannot shift during that turn.		
STANDARD ACTIONS		
⊕ Khopesh (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d8 + 7 damage.		
⊗ Tar Net (fire) ♦ Recharge if no creature is restrained by this power at the start of the devil guard's turn		
Attack: Ranged 5 (one creature); +7 vs. Reflex		
Hit: 1d6 + 4 fire damage, and the target is restrained (save ends). The devil guard can pull the target up to 4 squares to a square adjacent to it.		
Str 12 (+3)	Dex 17 (+5)	Wis 11 (+2)
Con 13 (+3)	Int 10 (+2)	Cha 12 (+3)
Alignment evil		Languages Supernal
Equipment khopesh, net		

Iron Circle Spy		Level 4 Lurker
Medium natural humanoid, human		XP 175
HP 44; Bloodied 22	Initiative +10	
AC 18, Fortitude 16, Reflex 18, Will 16	Perception +9	
Speed 6		
STANDARD ACTIONS		
⊕ Short Sword (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage.		
⊗ Devil's Flame (fire) ♦ At-Will		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 2d4 + 7 fire damage.		
↓ Infernal Strike (fire, weapon) ♦ Recharge when the spy uses <i>veil of shadows</i>		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 4d6 + 10 fire damage.		
Miss: Half damage.		
Veil of Shadows (zone) ♦ Recharge when the spy uses <i>infernal strike</i>		
Effect: Close burst 1. The burst creates a zone that lasts until the end of the spy's next turn. The zone blocks line of sight for all creatures except the spy. While entirely within the zone, creatures other than the spy are blinded.		
TRIGGERED ACTIONS		
↓ ⊗ Diabolical Dodge ♦ At-Will		
Trigger: An enemy uses a power that pulls, pushes, or slides the spy while the spy is in the zone created by its <i>veil of shadows</i> .		
Effect (<i>Immediate Interrupt</i>): The spy makes a basic attack against the triggering enemy and then can shift up to 2 squares to another square in the zone.		
Skills Bluff +9, Diplomacy +9, Stealth +11, Thievery +11		
Str 12 (+3)	Dex 18 (+6)	Wis 15 (+4)
Con 14 (+4)	Int 13 (+3)	Cha 14 (+4)
Alignment evil		Languages Common, Elven
Equipment leather armor, short sword		

MAGES OF SARUUN

Obsessed with the secrets of the Underdark's hidden depths, the Mages of Saruun have established a tentative grasp on an ancient subterranean stronghold. In the ordered society they have built, the mages' rule is law; to break it means death.

The Mages of Saruun oversee their subterranean outpost from an impregnable tower. Served by animated brass minotaurs and wielding powerful magic plumbed from the depths of the Underdark, these ambitious arcanists maintain strict order in their stronghold as they seek influence over and alliance with the races of the deep frontier.

Underdark Traders and Researchers: Long ago, the minotaur city of Saruun Khel thrived beneath Thunderspire Mountain. But when cults of Torog rose to prominence within the minotaurs' society, the demon lord Baphomet cursed the citizens for their unfaithfulness. Mad with rage from the curse, they destroyed one another, and Saruun Khel was lost.

Years later, three mages seeking reliable access to the Underdark discovered the city's ruins. They resolved to establish a stronghold within Saruun Khel and founded an order of mages dedicated to Underdark relations, trade, and research. Their endeavor was a success. Now the Mages of Saruun rule the Seven-Pillared Hall, a

former city square bedecked with dozens of lanterns that glow from pillars and walls like soft yellow stars against the eternal dark. Stone facades chiseled in the symmetrical style of ancient minotaur craftsmen cut into the natural cavern walls, lending an air of order to the subterranean realm.

In the Seven-Pillared Hall, dwarves, duergar, drow, and other merchants of the Underdark come to trade. The existence of the place is not widely known either by Underdark denizens or surface-dwellers, and the mages try to keep it that way. From a high tower without doors known as the Tower of Saruun, they work behind the scenes to preserve, protect, and facilitate transactions—always with an eye toward gaining influence, secrets, and power in the world below.

Orderly Enforcers: The Mages of Saruun have no desire to institute a structured government in the Seven-Pillared Hall. Theft and murder are forbidden, but there are few other hard-and-fast rules. The mages keep order, taking turns acting as the Ordinator Arcanis—a judge, jury, and executioner in one office. The Ordinator appears out of thin air, wearing black robes and a golden mask bearing a stylized human face, to resolve disputes swiftly, and often fatally. With no formal government or prison facilities, the mages have neither time nor patience for troublemakers, and no qualms about killing such offenders on the spot. As



Left to right: Mage of Saruun, bronze warder, warped Mage of Saruun

befits a diplomatic order seeking to improve its relationships with Underdark allies, the mages do not make arbitrary rulings. With access to powerful scrying rituals and items, the Ordinator Arcanis quickly discerns the truth of the offenses on which he or she passes judgment.

Absentee Rulers: The order's founders, Hasafir, Niame, and Samazar, began the restoration of the Seven-Pillared Hall and established the Tower of Saruun as a base of operations. They brought trusted arcanists that shared their goals into the order, and then disappeared into the tower. The cycle repeated for each new group of mages that took command in the Seven-Pillared Hall. Traders can only speculate upon what happens to the tower's occupants, because the mages will say nothing. Some claim there have only ever been three mages, who maintain the illusion of a multitude. Others speak of renegades and civil war within the tower's walls. But sojourners from the depths of the Underdark tell another tale, whispering of mortal surface dwellers that have uncovered the forbidden secrets of the primordials and the gods in the eternal night below.

Adapters and Builders: When the Mages of Saruun cleared the Seven-Pillared Hall and secured an underground passage to the Underdark, they inherited the wondrous legacy of magic and craft the minotaurs left behind. Over the past two decades, the mages have unlocked these ancient secrets and employed them in service of the Seven-Pillared Hall. Chief among their finds was the discovery of bronze minotaur statues controlled by special rune-inscribed amulets, and the entry ritual for the doorless Tower of Saruun. The bronze warders, as the minotaur statues are known, serve as the mages' bodyguards and enforcers.

As the mages drive marauding gnoll tribes and slaving goblin clans from beneath Thunderspire, they reclaim the lost artifacts and architecture of Saruun Khel, fortifying and expanding their base of operations in the Underdark.

Bronze Warder	Level 10 Elite Soldier
Large natural animate (construct)	XP 1,000
HP 168; Bloodied 84	Initiative +7
AC 26, Fortitude 24, Reflex 21, Will 21	Perception +4
Speed 5	Darkvision
Immune charm, fear, poison; Resist 5 all	
Saving Throws +2; Action Points 1	
TRAITS	
Inexorable Movement	
The bronze warder can enter the spaces of Medium or Small enemies.	
Ponderous	
The bronze warder cannot shift.	
STANDARD ACTIONS	
⊕ Greataxe (weapon) ◆ At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d12 + 5 damage.	
Effect: The target is marked until the end of the bronze warder's next turn.	
↓ Double Attack ◆ At-Will	
Effect: The bronze warder uses <i>greataxe</i> twice.	
↓ Rampage (weapon) ◆ Recharge when first bloodied	
Effect: The bronze warder can move up to 3 squares. Whenever the bronze warder enters an enemy's space during this movement, that enemy falls prone. At the end of the movement, the bronze warder then makes the following attack.	
Attack: Close burst 2 (enemies in the burst); +15 vs. AC	
Hit: 3d12 + 10 damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Guard ◆ At-Will	
Trigger: The bronze warder's master is damaged by an attack and is within 2 squares of the warder.	
Effect (<i>Immediate Interrupt</i>): The bronze warder takes half of the triggering attack's damage, and its master takes the other half.	
Str 21 (+10)	Dex 10 (+5)
Con 21 (+10)	Int 3 (+1)
Wis 8 (+4)	Cha 3 (+1)
Alignment unaligned	Languages –
Equipment greataxe	

Mage of Saruun	Level 12 Controller
Medium natural humanoid, human	XP 700
HP 116; Bloodied 58	Initiative +8
AC 26, Fortitude 22, Reflex 27, Will 24	Perception +9
Speed 6	
STANDARD ACTIONS	
⊕ Quarterstaff (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 3 damage.	
Effect: The mage can slide the target 1 square.	
⊗ Empowered Magic Missile (force, implement) ◆ At-Will	
Effect: Ranged 10 (one creature). The target takes 10 force damage, and the mage pushes the target up to 2 squares.	
← Noxious Shroud (implement, poison, zone) ◆ At-Will	
Attack: Close blast 3 (creatures in the blast); +15 vs. Fortitude	
Hit: 3d6 + 6 poison damage.	
Effect: The blast creates a zone that lasts until the end of the mage's next turn. Any creature that ends its turn in the zone is slowed and takes ongoing 5 poison damage (save ends both).	
✱ Cloying Flames (fire, implement) ◆ Recharge when first bloodied	
Attack: Area burst 2 within 10 (creatures in the burst); +15 vs. Reflex	
Hit: 3d10 + 9 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).	
Miss: Half damage.	
Skills Arcana +17	
Str 10 (+6)	Dex 14 (+8)
Con 12 (+7)	Int 22 (+12)
	Wis 17 (+9)
	Cha 12 (+7)
Alignment unaligned	Languages Common, Dwarven, Elven
Equipment quarterstaff	

“A vast maze, the Underdark.

Full of lost secrets.”

— Tirella, mage of Saruun

Saruun Apprentice		Level 8 Minion Controller	
Medium natural humanoid, human		XP 88	
HP 1; a missed attack never damages a minion.		Initiative +7	
AC 22, Fortitude 18, Reflex 22, Will 20		Perception +6	
Speed 6			
STANDARD ACTIONS			
⊕ Dagger (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 6 damage.			
↗ Ice Patch (cold, implement) ◆ At-Will			
Attack: Ranged 5 (one creature); +11 vs. Reflex			
Hit: The target falls prone. If the apprentice scores a critical hit, the target also takes 6 cold damage and is immobilized until the end of its next turn.			
Str 10 (+4)	Dex 16 (+7)	Wis 14 (+6)	
Con 11 (+4)	Int 18 (+8)	Cha 12 (+5)	
Alignment unaligned		Languages Common, Elven	
Equipment dagger, wand			

Saruun Underdark Adept		Level 10 Artillery	
Medium natural humanoid, human		XP 500	
HP 79; Bloodied 39		Initiative +8	
AC 24, Fortitude 20, Reflex 24, Will 22		Perception +8	
Speed 6 Darkvision			
STANDARD ACTIONS			
⊕ Shadow Whip ◆ At-Will			
Attack: Melee 2 (one creature); +13 vs. Reflex			
Hit: 2d4 + 5 damage.			
Effect: The adept slides the target 1 square.			
⊗ Darkfire Bolt (fire, implement, necrotic) ◆ At-Will			
Attack: Ranged 15 (one creature); +15 vs. Fortitude. The attack can score a critical hit on a roll of 18-20.			
Hit: 2d10 + 2 fire and necrotic damage. If the adept scores a critical hit, the target is weakened (save ends).			
↗ Corrupting Ray (implement, necrotic) ◆ Encounter			
Attack: Ranged 15 (one creature); +15 vs. Fortitude			
Hit: 4d8 + 9 necrotic damage, and the target is blinded (save ends).			
Miss: Half damage.			
MINOR ACTIONS			
Force Shield ◆ Recharge when an enemy damages the adept with a ranged or an area attack power			
Effect: The adept takes no damage from ranged or area attacks until the end of its next turn.			
Skills Arcana +15, Dungeoneering +13			
Str 12 (+6)	Dex 16 (+8)	Wis 16 (+8)	
Con 13 (+6)	Int 21 (+10)	Cha 10 (+5)	
Alignment unaligned		Languages Common, Dwarven, Elven	
Equipment wand			

*“Lo! I am the Underdark!
Blrrg th’lun zu’ung’rr!”*

— Vaztar,
warped mage of Saruun

Saruun Bat		Level 10 Minion Skirmisher	
Tiny natural beast		XP 125	
HP 1; a missed attack never damages a minion.		Initiative +13	
AC 24, Fortitude 22, Reflex 24, Will 21		Perception +5	
Speed 2, fly 6 (hover) Blindsight 5			
TRAITS			
See the Unseen ◆ Aura 1			
Enemies cannot benefit from any concealment while in the aura.			
STANDARD ACTIONS			
⊕ Shrieking Dive (thunder) ◆ At-Will			
Effect: The bat flies up to its fly speed. At any point during its movement, it makes the following attack once. This movement does not provoke opportunity attacks.			
Attack: Melee 0 (one creature); +13 vs. Will			
Hit: 8 thunder damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.			
TRIGGERED ACTIONS			
Shielding Familiar ◆ Encounter			
Trigger: An attack damages an ally in the bat’s space or adjacent to it.			
Effect (<i>Immediate Interrupt</i>): The triggering attack deals only half damage to the ally, and the bat drops to 0 hit points.			
Str 6 (+3)	Dex 23 (+11)	Wis 10 (+5)	
Con 13 (+6)	Int 2 (+1)	Cha 10 (+5)	
Alignment unaligned		Languages –	

Warped Mage of Saruun		Level 14 Elite Brute	
Medium aberrant humanoid, human		XP 2,000	
HP 346; Bloodied 173		Initiative +10	
AC 26, Fortitude 26, Reflex 25, Will 24		Perception +10	
Speed 6, climb 4 Blindsight 10			
Resist 10 psychic			
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
⊕ Shadow Tentacle ◆ At-Will			
Attack: Melee 3 (one creature); +17 vs. Reflex			
Hit: 4d10 + 6 damage, and the target is grabbed (escape DC 21). Whenever a creature attempts to escape the grab and fails, that creature takes 10 damage.			
↖ Tentacle Lash ◆ At-Will			
Attack: Close blast 3 (enemies in the blast); +17 vs. Reflex			
Hit: 3d10 + 6 damage, and the target falls prone.			
↖ Psychic Burst (psychic) ◆ Encounter			
Attack: Close burst 2 (enemies in the burst); +17 vs. Will			
Hit: 2d12 + 3 psychic damage, and the target is dazed (save ends).			
Miss: Half damage.			
TRIGGERED ACTIONS			
↖ Arcane Release (cold, fire, lightning, thunder) ◆ Encounter			
Trigger: The mage is stunned or drops to 0 hit points.			
Attack (<i>No Action</i>): Close burst 2 (creatures in the burst); +17 vs. Fortitude			
Hit: 2d10 + 12 cold, fire, lightning, and thunder damage.			
Miss: Half damage.			
Skills Arcana +17, Dungeoneering +15			
Str 20 (+12)	Dex 16 (+10)	Wis 16 (+10)	
Con 23 (+13)	Int 21 (+12)	Cha 3 (+3)	
Alignment evil		Languages Common, Deep Speech, Dwarven	

MOONCALF

Mooncalves are otherworldly monstrosities from the Far Realm that haunt the spaces between the worlds. Following some little-understood cycle, they enter the world for a period of weeks, lairing atop desolate mountains and lonely hills, often near settlements where food is abundant.

Ringed by mountains and dotted with hills, the Nentir Vale remains a favorite location for the predatory mooncalves. Sages of Nerath used to predict with great accuracy the arrival of these horrific beasts, but much of that knowledge has been lost since Nerath's fall.

A mooncalf combines the body of an immense cephalopod with the wings of a bat. It has six short tentacles that it uses to grab prey and two long, flailing tentacles that it uses to attack at a distance. The creature's beak-like mouth is located where the tentacles meet the base of its body.

Visitors from Beyond: Roughly every eight years, a small group of 2-5 mooncalves, called a grasp, preys upon a localized area (a few square miles) for a single lunar cycle before returning to the place they came from. Mooncalves typically hunt at night, resting during the daylight hours. Although not choosy about prey,

mooncalves particularly enjoy the flesh of humanoids and cattle, making them a true menace to villages and towns. A grasp of feasting mooncalves can devour an entire settlement and its livestock in a matter of weeks.

Hammerfast once fell prey to a solitary mooncalf of formidable size, and it took the combined efforts of the town militia and a group of adventurers to slay the beast. A small dwarven fort in the foothills of the Dawnforge Mountains between Hammerfast and Harkenwold didn't fare as well; a grasp of mooncalves made nightly visits until the survivors abandoned the outpost.

Of all the places in the Nentir Vale that attract such creatures, Thunderspire Mountain might be the mooncalves' favorite haunt. The creatures are drawn to the perpetual storm that engulfs the mountain's peak, and from stormwrecked promontories they descend upon passing trade caravans without warning and without mercy.

The most popular account of a mooncalf attack in the Nentir Vale is still recounted in the taverns of Fallcrest and Winterhaven, even though the event occurred almost a generation ago. Two human hunters sleeping on the shore of Lake Wintermist in early summer were set upon by a hungry manticore. One of the hunters was quickly slain, pierced through the heart by one of



the manticore's tail spikes. As the other hunter fought for his life, a tentacle reached down from the night sky, wrapped itself around the manticore, and pulled the creature up into darkness. The manticore's roars were silenced quickly. Hiding in the bushes, the surviving hunter saw a monstrous shape silhouetted against the full moon—a bat-winged horror flying off with the dead manticore in its clutches.

Mooncalves tend to lair in high places and often find themselves at odds with chimeras, griffons, manticores, perytons, and other mountain-dwelling predators.

Mooncalves understand Deep Speech but do not speak it. They can communicate telepathically with each other and with any other creature within 100 feet. However, only creatures that understand Deep Speech can fathom a mooncalf's thoughts, which tend to be primal and focused on killing and eating.

Mooncalf Harvester	Level 10 Skirmisher
Large aberrant magical beast	XP 500
HP 107; Bloodied 53	Initiative +12
AC 24, Fortitude 22, Reflex 23, Will 22	Perception +13
Speed 6, fly 8	Darkvision
Resist 10 lightning, 10 thunder	
TRAITS	
Tentacle Snare	
When the mooncalf moves, all creatures grabbed by it are pulled with it.	
STANDARD ACTIONS	
⊕ Tentacle Rake ◆ At-Will	
Attack: Melee 4 (one creature not grabbed by the mooncalf); +15 vs. AC	
Hit: 2d8 + 9 damage.	
⊖ Tentacle Grab ◆ At-Will	
Attack: Melee 4 (one Large or smaller creature not grabbed by the mooncalf); +13 vs. Reflex	
Hit: 2d8 + 4 damage, the mooncalf pulls the target up to 3 squares, and the target is grabbed (escape DC 18). The target takes ongoing 5 damage until the grab ends.	
Special: The mooncalf can grab up to two creatures at once. It can release a grabbed creature as a free action.	
⊖ Vile Bite ◆ At-Will	
Attack: Melee 1 (one creature grabbed by the mooncalf); +15 vs. AC	
Hit: 2d6 + 11 damage, and the target cannot spend healing surges until the start of the mooncalf's next turn.	
MOVE ACTIONS	
Teleport (teleportation) ◆ Encounter	
Effect: The mooncalf teleports up to 10 squares. Any creatures grabbed by the mooncalf teleport with it.	
Skills Stealth +15	
Str 17 (+8)	Dex 21 (+10)
Con 19 (+9)	Int 19 (+9)
	Wis 17 (+8)
	Cha 19 (+9)
Alignment evil	Languages understands Deep Speech, telepathy 20

Relentless Hunters: Mooncalves impose their will upon prey, using lures to draw enemies within reach of their long tentacles. In melee, they like to crush enemies with their tentacles or drag foes to their slavering beaks. Mooncalves also have the ability to conjure small but intense thunderstorms, which they use to incite panic among their enemies.

When a mooncalf becomes separated from its kin, it either begins hunting alone, eventually becoming a mooncalf rogue, or it allies itself with another creature it deems worthy. Evil wizards who draw magic or inspiration from the Far Realm occasionally forge bonds with solitary mooncalves and even ride them as mounts.

Mooncalf	Level 10 Controller
Large aberrant magical beast	XP 500
HP 112; Bloodied 56	Initiative +8
AC 24, Fortitude 24, Reflex 21, Will 22	Perception +13
Speed 6, fly 8	Darkvision
Resist 10 lightning, 10 thunder	
TRAITS	
Tentacle Snare	
When the mooncalf moves, all creatures grabbed by it are pulled with it.	
STANDARD ACTIONS	
⊕ Tentacle Rake ◆ At-Will	
Attack: Melee 4 (one creature not grabbed by the mooncalf); +15 vs. AC	
Hit: 2d10 + 7 damage.	
⊖ Tentacle Grab ◆ At-Will	
Attack: Melee 4 (one Large or smaller creature not grabbed by the mooncalf); +13 vs. Reflex	
Hit: 2d10 + 2 damage, the mooncalf pulls the target up to 3 squares, and the target is grabbed (escape DC 18). The target takes ongoing 5 damage until the grab ends.	
Special: The mooncalf can grab up to two creatures at once. It can release a grabbed creature as a free action.	
⊖ Vile Bite ◆ At-Will	
Attack: Melee 1 (one creature grabbed by the mooncalf); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target cannot spend healing surges until the start of the mooncalf's next turn.	
MINOR ACTIONS	
↶ Lure (charm) ◆ At-Will (1/round)	
Attack: Close burst 10 (one creature in the burst); +13 vs. Will	
Hit: The mooncalf pulls the target up to 5 squares.	
⚡ Stormwrack (lightning, thunder, zone) ◆ Encounter	
Effect: Area burst 2 within 10. The burst creates a zone that lasts until the end of the mooncalf's next turn. Any creature that ends its turn in the zone takes 10 lightning and thunder damage.	
Sustain Minor: The zone persists until the end of the mooncalf's next turn.	
Skills Stealth +13	
Str 18 (+9)	Dex 16 (+8)
Con 24 (+12)	Int 19 (+9)
	Wis 17 (+8)
	Cha 21 (+10)
Alignment evil	Languages understands Deep Speech, telepathy 20

One in a hundred mooncalves develops teleportation abilities instead of weather-control powers, making these creatures particularly dangerous and elusive hunters. Referred to by sages as mooncalf harvesters because of their ability to snatch prey and then teleport away, such rare versions are more emaciated than the others, since they rely less on their musculature to get around.

A mooncalf sire is a parent specimen of particularly great size. It is usually encountered with up to three normal-sized mooncalves (its progeny).

Mooncalf Sire		Level 12 Elite Controller
Huge aberrant magical beast		XP 1,400
HP 262; Bloodied 131		Initiative +9
AC 26, Fortitude 26, Reflex 23, Will 25		Perception +15
Speed 6, fly 8		Darkvision
Resist 10 lightning, 10 thunder		
Saving Throws +2; Action Points 1		
TRAITS		
Tentacle Snare		
When the mooncalf moves, all creatures grabbed by it are pulled with it.		
STANDARD ACTIONS		
⚡ Tentacle Rake ◆ At-Will		
Attack: Melee 6 (one creature not grabbed by the mooncalf); +17 vs. AC		
Hit: 2d12 + 7 damage.		
⚡ Tentacle Grab ◆ At-Will		
Attack: Melee 6 (one Huge or smaller creature not grabbed by the mooncalf); +15 vs. Reflex		
Hit: 1d12 + 4 damage, the mooncalf pulls the target up to 5 squares, and the target is grabbed (escape DC 20). The target takes ongoing 10 damage until the grab ends.		
Special: The mooncalf can grab up to two creatures at once. It can release a grabbed creature as a free action.		
⚡ Vile Bite ◆ At-Will		
Attack: Melee 1 (one creature grabbed by the mooncalf); +17 vs. AC		
Hit: 2d10 + 9 damage, and the target cannot spend healing surges until the start of the mooncalf's next turn.		
Double Attack ◆ At-Will		
Effect: The mooncalf makes two melee attacks, each against a different target.		
⚡ Call Lightning (lightning) ◆ Encounter		
Attack: Close blast 5 (enemies in the blast); +15 vs. Reflex		
Hit: 3d8 + 9 lightning damage, and the target is slowed until the end of the mooncalf's next turn.		
MINOR ACTIONS		
⚡ Lure (charm) ◆ At-Will (1/round)		
Attack: Close burst 10 (one creature in the burst); +15 vs. Will		
Hit: The mooncalf pulls the target up to 5 squares.		
TRIGGERED ACTIONS		
⚡ Fury of the Storm (aura, lightning, thunder) ◆ Encounter		
Trigger: The mooncalf is bloodied.		
Effect (Immediate Reaction): The mooncalf activates an aura 1 that lasts until the end of the encounter. Any creature that ends its turn in the aura takes 10 lightning and thunder damage.		
Skills Stealth +14		
Str 22 (+12)	Dex 16 (+9)	Wis 19 (+10)
Con 27 (+14)	Int 21 (+11)	Cha 24 (+13)
Alignment evil		Languages understands Deep Speech, telepathy 20

A mooncalf rogue, an outcast among its kin because it will attack other mooncalves that infringe on its territory, prefers to hunt alone. The rogue's large brain has the power to project a psychic veil that renders it invisible to creatures beyond its reach, increasing its deadliness because any creature that wants to attack it must move within striking distance to see it.

Mooncalf Rogue		Level 15 Solo Soldier
Huge aberrant magical beast		XP 6,000
HP 620; Bloodied 310		Initiative +12
AC 31, Fortitude 30, Reflex 27, Will 27		Perception +16
Speed 6, fly 8		Darkvision
Resist 10 lightning, 10 thunder		
Saving Throws +5; Action Points 2		
TRAITS		
Psychic Veil		
The mooncalf is invisible to creatures more than 6 squares away from it.		
Superior Brain		
Any dazing or stunning effects on the mooncalf end at the start of its turn.		
Tentacle Snare		
When the mooncalf moves, all creatures grabbed by it are pulled with it.		
STANDARD ACTIONS		
⚡ Tentacle Slam ◆ At-Will		
Attack: Melee 6 (one creature not grabbed by the mooncalf); +20 vs. AC		
Hit: 2d12 + 10 damage, and the target falls prone.		
⚡ Tentacle Grab ◆ At-Will		
Attack: Melee 6 (one Huge or smaller creature not grabbed by the mooncalf); +18 vs. Reflex		
Hit: 1d12 + 7 damage, the mooncalf pulls the target up to 5 squares, and the target is grabbed (escape DC 22). The target takes ongoing 10 damage until the grab ends.		
Special: The mooncalf can grab up to two creatures at once. It can release a grabbed creature as a free action.		
⚡ Vile Bite ◆ At-Will		
Attack: Melee 1 (one creature grabbed by the mooncalf); +20 vs. AC		
Hit: 2d10 + 12 damage, and the target cannot spend healing surges until the start of the mooncalf's next turn.		
Multiattack ◆ At-Will		
Effect: The mooncalf makes three melee attacks, each against a different target.		
MINOR ACTIONS		
⚡ Windwrack (aura) ◆ Recharge [3][3]		
Effect: The mooncalf activates an aura 3 that lasts until the end of the mooncalf's next turn. Creatures in the aura cannot shift.		
Any Medium or smaller creature that ends its turn in the aura falls prone.		
TRIGGERED ACTIONS		
⚡ Tentacle Flurry ◆ At-Will		
Trigger: An enemy escapes the mooncalf's <i>tentacle grab</i> .		
Attack (Immediate Reaction): Close burst 1 (enemies in the burst); +20 vs. AC		
Hit: 2d12 + 10 damage.		
Skills Stealth +15		
Str 25 (+14)	Dex 16 (+10)	Wis 19 (+11)
Con 27 (+15)	Int 21 (+12)	Cha 21 (+12)
Alignment evil		Languages understands Deep Speech, telepathy 20

PENANGGALAN

By light of day, penanggalans are virtuous maidens whose clever charm is exceeded only by their incomparable beauty. But upon the witching hour, their maidenly heads tear free from their shoulders to hunt the dark for the sweet blood of innocents. Dripping entrails drag beneath the fanged flying heads, pulsing, writhing, and reaching of their own volition.

She might be a common nursemaid or a lady of the royal court. Either way, the maiden's gentle smile, blushing cheeks, lustrous hair, and voluptuous figure allow her to infiltrate society. By night, she reveals her true form as the monstrous head of the penanggalan hunts, streaming its entrails behind.

Cursed by Dark Magic: According to legend, the first penanggalan was a young baroness of Harkenwold, plain of face and scant of suitors. But what she lacked in beauty she made up for in wit, and the maiden discovered arcane texts of Bael Turath in the vaults of her father's estate. She invoked the rituals therein and conjured a devil, which promised her matchless beauty and eternal life if only she would serve it forever.



The devil's bargain was not so glorious as it had appeared, for such was the maiden's beauty that armies clashed for her hand, and her father was forced to lock her away in a tower to protect her. Alone in her wretched beauty, the maiden begged the gods to forgive her vain folly, and she swore to do penance before them.

But the devil had other plans. It whispered the secret of the maiden's unlikely beauty into the ear of the high priest, and before she could do her penance, the maiden was seized from her tower and hanged as a devil worshiper.

The maiden's body dangled from the gallows until midnight, at which time it slid to the ground, leaving her head behind in the noose, gory intestines dangling beneath. Then the maiden opened her eyes and saw what her vanity had created.

Each penanggalan's origin involves a female who bargains with devils for immortal beauty and tries to

Penanggalan **Level 10 Elite Lurker**
Medium natural humanoid, undead (shapechanger) XP 1,000

HP 162; **Bloodied** 81 **Initiative** +15
AC 24, **Fortitude** 19, **Reflex** 22, **Will** 23 **Perception** +13
Speed 6, fly 8 (hover) only in head form **Darkvision**
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Saving Throws +2; **Action Points** 1

STANDARD ACTIONS (MAIDEN FORM)

⊕ **Dagger** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d4 + 4 damage.

◀ **Soothing Voice** (charm) ◆ **Encounter**

Attack: Close burst 1 (creatures in the burst); +13 vs. Will
Hit: The target is slowed (save ends).
First Failed Saving Throw: The target is unconscious instead of slowed (save ends).

◀ **Horrific Transformation** (fear, psychic) ◆ **Encounter**

Attack: Close burst 2 (enemies in the burst); +13 vs. Will
Hit: 4d6 + 6 psychic damage, and the target is dazed until the end of its next turn.
Effect: The penanggalan changes from maiden form to head form. While the creature is in head form, its headless body is considered a corpse. Unless the body is utterly destroyed, the creature can take a standard action to return to maiden form, but only if it is in the same square as at least one part of the body.

STANDARD ACTIONS (HEAD FORM)

⊕ **Bite** (poison) ◆ **At-Will**

Attack: Melee 1 (one creature); +15 vs. AC.
Hit: 3d6 + 3 damage, and ongoing 5 poison damage (save ends).

⊕ **Grasping Entrails** (disease, necrotic, poison) ◆ **Recharge** ☹ ☹ ☹

Attack: Melee 2 (one or two creatures); +13 vs. Reflex
Hit: 3d12 + 8 necrotic and poison damage, and the target is grabbed (escape DC 22). Until the grab ends, the target grants combat advantage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts blistering corruption (stage 1).

Malleable Form ◆ **At-Will**

Effect: The penanggalan is phasing until the end of its next turn and shifts up to its speed. If it starts its next turn hidden from all enemies, *grasping entrails* recharges, and on that turn it can use that power and *bite* with a single standard action.

Skills Bluff +17, Diplomacy +17, Religion +15, Stealth +16

Str 17 (+8) **Dex** 22 (+11) **Wis** 16 (+8)

Con 15 (+7) **Int** 20 (+10) **Cha** 24 (+12)

Alignment evil **Languages** Common

Equipment dagger

renege, but perishes before she can complete her penance. The penanggalan thirsts for the purity that once ran in its veins. Rare penanggalans continue to attempt penance, but none can purge the unholy thirst that arrives at the midnight hour.

Beautiful Infiltrators: Penanggalans live to feed and spend a portion of each day hunting for potential victims. They typically prey on young innocents that won't be missed, such as youths from poor urban areas or isolated villages.

Penanggalans rarely stay in one place for long. During the daytime, they monitor the aftermath of their nocturnal kills to gauge when it is time to move on to new hunting grounds. They often work as midwives or nursemaids, taking care to note expecting mothers and young children beyond their employers' walls.

Penanggalan Head Swarm		Level 8 Soldier
Medium natural humanoid (swarm, undead)		XP 350
HP 87; Bloodied 43		Initiative +10
AC 24, Fortitude 22, Reflex 20, Will 19		Perception +5
Speed 6, fly 6 (hover)		Darkvision
Immune disease, poison;		
Resist 10 necrotic, half damage from melee and ranged attacks;		
Vulnerable 5 radiant, 5 to close and area attacks		
TRAITS		
☼ Swarm Attack ◆ Aura 1		
Any enemy that starts its turn in the aura is slowed until the start of its next turn.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Small creature.		
STANDARD ACTIONS		
⬅ Swarm of Entrails (poison) ◆ At-Will		
Attack: Close burst 2 (enemies in the burst); +13 vs. AC		
Hit: 1d8 + 5 poison damage, plus 1d8 poison damage if the target is slowed. The swarm can slide the target 1 square to a square adjacent to it.		
Str 22 (+10)	Dex 18 (+8)	Wis 12 (+5)
Con 15 (+6)	Int 16 (+7)	Cha 17 (+7)
Alignment evil		Languages Common

Blistering Corruption **Level 10 Disease**

Sores, blisters, and boils fester across the creature's body, oozing with a dark, contaminating ichor.

Stage 0: The target recovers from the disease.

Stage 1: While affected by this stage, the target takes a -2 penalty to Fortitude.

Stage 2: While affected by this stage, the target takes a -2 penalty to Fortitude. In addition, the target regains only half the normal number of hit points from spending a healing surge, and the target's hit point total cannot exceed its bloodied value.

Stage 3: While affected by this stage, the target suffers the effects of stage 2 and has an aura 2 (poison) that cannot be deactivated. Any creature that ends its turn in the aura loses a healing surge.

Check: At the end of each extended rest, the target must make an Endurance check if the disease is at stage 1 or 2. The check result determines the effect:

12 or Lower: The stage of the disease increases by 1.

13-17: No change.

18 or Higher: The stage of the disease decreases by 1.

It hunts these victims first, all the while playing the caring maid to its employer, whose household it saves until last before moving on.

In maiden form, a penanggalan tempts and teases suitors, modestly guarding her chastity until she is alone with the suitor at night. When her amorous victim is most vulnerable, the penanggalan's head separates from her body's shoulders, and the monster strikes.

Some penanggalans serve intelligent evil creatures as seductresses and spies.

Horri-fying Monstrosities: Unless her maiden's body has been destroyed (causing the creature to become a bodiless head permanently), a penanggalan's monstrous form does not manifest by light of day. But at midnight, when her teeth lengthen into fangs and her head tears itself free from her body, the penanggalan hunts. Her bloated entrails serve as motile appendages, and a putrid ichor spews from the intestinal orifices, causing every living thing they touch to fester with boils and sores.

As aptly as it infiltrates society by day, the loathsome penanggalan penetrates physical structures by night, dragging its malleable, reeking bulk through small holes, shutters, shafts, chimneys, and floorboards toward the scent of blood. It especially seeks out those of pure heart, entangling them with its intestines while it drinks their blood. If it cannot locate its preferred quarry, the penanggalan preys on the weakest victim it can find.

A penanggalan can maintain its humanoid state without feeding for three days before it goes mad from hunger and devours the first victim it finds.

Penanggalan Bodiless Head		Level 9 Skirmisher
Small natural humanoid (undead)		XP 400
HP 94; Bloodied 47		Initiative +11
AC 23, Fortitude 20, Reflex 22, Will 22		Perception +6
Speed 6, fly 8 (hover)		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
STANDARD ACTIONS		
⊕ Bite ◆ At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 3d8 + 4 damage. If the target is granting combat advantage to the penanggalan, the target is slowed (save ends).		
⊖ Flailing Entrails (poison) ◆ At-Will		
Attack: Melee 2 (one or two creatures); +12 vs. Reflex		
Hit: 2d8 + 3 poison damage, and the penanggalan can slide the target 1 square.		
MOVE ACTIONS		
Malleable Rush ◆ Recharge when first bloodied		
Effect: The penanggalan is phasing until the end of its next turn and shifts up to its speed.		
TRIGGERED ACTIONS		
⬅ Death Burst (disease, poison)		
Trigger: The penanggalan dies.		
Attack (No Action): Close burst 1 (creatures in the burst); +12 vs. Fortitude		
Hit: 3d8 + 6 poison damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts blistering corruption (stage 1).		
Skills Stealth +14		
Str 16 (+7)	Dex 21 (+9)	Wis 15 (+6)
Con 14 (+6)	Int 19 (+8)	Cha 20 (+9)
Alignment evil		Languages Common

PERYTON

The peryton blends the body and wings of a bird of prey with the head of a stag. This tenacious, sharp-eyed creature swoops down from mountain peaks, determined to pluck out the heart of its prey.

The peryton's tough wing feathers are typically dark green, while its blue-black stag's head is crowned by strong black antlers. A male peryton's light blue chest feathers stand in sharp contrast to the female's drab brown. Both varieties have dully glowing red-orange eyes and a bizarre shadow—rather than reflecting the creature's actual form, its shadow appears humanoid. Sages postulate that the first perytons were elves transformed by some hideous curse, and the bards whisper that a peryton dines on the hearts of its victims to remind itself of what it once was.

Bane of the Mountains: Perytons are known to roost in the eastern ridges of the Dawnforge Mountains. They also hunt in the high mountain caves and rocky cliffs of the Cairngorm Peaks and the Stonemarch in the Nentir Vale's northwestern reaches. Those traveling within any of the vale's mountain ranges are advised to keep a wary eye on the sky. Established mountain settlements are especially attractive to perytons as a renewable food source, and it's not uncommon for a town council or a local noble to dispatch adventurers, city guards, or other hirelings to eliminate peryton nests, which usually hold two to four of the creatures. Many adventurers will eagerly accept such a task, because each of the perytons' eggs can be worth several hundred gold pieces to an interested buyer.

Heart of the Matter: A peryton is a fierce combatant that has a single-minded approach. It chooses its prey and attacks that creature relentlessly until it or its prey dies. If a peryton is somehow driven away, it stalks its lost prey from afar, attacking again when opportunity arises. Although a peryton does consume the meat from its kills at a later time, the cause of its ferocity and single-mindedness is its overwhelming instinct to retrieve its prey's heart, which is vital to a peryton's reproductive cycle. The female peryton requires a fresh humanoid heart to be able to reproduce (it prefers the taste of humans, elves, and half-elves). Once a female devours the heart, her shadow changes for several hours to reflect her true form, indicating her fertility. Since the heart must be fresh for this to occur, a peryton will occasionally capture prey and keep it alive for later use if it's far from its nest.



Aerial Attackers: Perytons' talons are strong enough to carry off a Medium creature. When first attacking, a peryton prefers to stay in the air and attack as it flies by. If a peryton grows desperate or approaches its prey undetected, it lands and attempts to snatch its prey and fly away.

Older and Wiser: Elder perytons are tougher and craftier combatants than the smaller variety of the creature. They prefer to stalk their prey and ambush it from high above, with the sun, mottled clouds, or some other cover directly behind them. They might stealthily follow a target for hours before diving to attack. Elder perytons can be encountered either singly or leading flocks of two to four perytons. Their nests usually rest among peaks and cliffs that are extremely difficult to reach (and climb down from).

Treasure Galore: Peryton nests and the caves where they hold their prey until its heart is needed are often treasure troves, with items of all types randomly strewn about the area. Occasionally, a lucky captive might make use of such items to escape or kill the peryton that captured it, only to discover that no easy descent from its location exists.

PHANTOM BRIGADE

Valiant knights, once of flesh and blood, wander the land as undead monsters, continuing to perform their duties for an empire that no longer exists.

For the past nine decades, ghostly warriors have haunted Nerath's forgotten places, from the ancient halls of Kalton Manor in the Nentir Vale to the ruined palace at the center of the partially destroyed city of Nera.

Collapse of an Empire: The empire of Nerath, a coalition of races led by humans, grew in the south and spread in all directions. For more than five hundred years, from the establishment of the capital of Nera to the rise of the despotic Magroth to the long period of peace and prosperity, Nerath unified the land. About a century ago, all that changed. The full story of how the empire fell remains a secret to this day, but some combination of natural disaster and attacking monsters left the royal family unaccounted for and the Nerathan armies leaderless and without direction. It didn't take long for imperial communities to become isolated, and soon what was once a powerful empire shattered into separated points of light in a vast and dangerous darkness.

At the empire's height, the rulers of Nerath anointed many knightly orders. One of the most revered was the Knights of the Empire. Consisting mostly of righteous paladins and noble rangers, the Imperial Knights served as guardians to the emperor and manifestations of the emperor's will. The best of this order were often called to serve the emperor directly, becoming protectors of secrets and defenders of the royal family.

ENCOUNTERING THE PHANTOM BRIGADE

The underground throne room poster map is a good location for an encounter with the Phantom Brigade. The brigade is found in forgotten places, often guarding old ruins. This location could be an old Nerathan outpost or command center that fell into ruin long ago, with most of the structure collapsed, but the Phantom Brigade remains to protect it, or perhaps to guard some ancient relic. Consider having a templar or a knight-commander directing troops from the throne. The first wave of defenders can phase through the walls to attack as the characters cross the stone bridge, while the rest prepare their defense within the throne room. Or this location might be only part of the outer defenses, with more of the brigade deeper within.

Unending Duties: Many of the knights of this order died during the chaotic time of the collapse of the empire. Some perished trying to defend the empire and prevent the onrushing disaster. Others met a more ignoble end. Of those who died in the pursuit of duty, a significant number found that death was not the end. Some mysterious magical effect or unknown curse turned the dead and dying Imperial Knights into undead guardians. They were suspended in an existence that tied them to the empire forever.

The effect or curse was not instantaneous, however, and it was decades after the empire's end before the first of these phantom guardians appeared across the land. The first recorded appearance was of a trio of ghostly Imperial Knights racing across the Gardbury Downs. It seems that the knights continue to try to fulfill the oaths they undertook in life, seeking honor in undeath even though they were unable to ultimately stop the empire's collapse.

Phantom Brigade		Level 14 Soldier (Leader)
Knight-Commander		
Medium shadow humanoid (undead), human		XP 1,000
HP 96; Bloodied 48		Initiative +12
AC 30, Fortitude 27, Reflex 24, Will 26		Perception +17
Speed 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The knight-commander takes only half damage from any damage source, except force damage.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
⊕ Keening Soulbound Backsword (psychic, thunder, weapon) ◆		
At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d6 + 12 psychic and thunder damage.		
Effect: The target is marked until the end of the knight-commander's next turn.		
↓ Soul Strike (psychic, weapon) ◆ Recharge ☹ ☹		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 4d8 + 15 psychic damage, and the knight-commander gains 10 temporary hit points.		
↩ Oath of Nerath (psychic) ◆ At-Will		
Attack: Close burst 1 (enemies in the burst); +17 vs. Fortitude		
Hit: 2d10 + 6 psychic damage.		
TRIGGERED ACTIONS		
Call to Arms ◆ At-Will		
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.		
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.		
Str 23 (+13)	Dex 17 (+10)	Wis 20 (+12)
Con 17 (+10)	Int 19 (+11)	Cha 20 (+12)
Alignment lawful good Languages Common		



A Phantom Brigade knight looms over its latest victim

Members of the Imperial Knights' Phantom Brigade appear as they did in life, though they are ethereal and translucent. They can be recognized by the archaic armor they wear and by the way the light of the moon passes through them.

Guardians of the Past: A knight's code prevents Phantom Brigade members from accosting travelers without provocation. However, this prohibition doesn't preclude a knight from coming into conflict with adventurers. Bound to an oath sworn centuries ago, a phantom knight might be forced into a confrontation with adventurers who are attempting to enter a protected sanctuary or to plunder the empire's lost treasures. Sometimes, offering the phantom knight a pass phrase (or, more rarely, a voucher impressed with the royal signet) gains safe passage.

Soulbound Weapon: Each knight wields the weapon that he or she used in life. It is as much a part of the knight as the weapon carried by a death knight. The bond between knight and weapon is powerful, and each ghostly implement bears the symbol of the Threefold Crown of Nerath, marking each member of the Phantom Brigade as an Imperial Knight.

Phantom Brigade Squire	Level 6 Minion Soldier	
Medium shadow humanoid (undead), human	XP 63	
HP 1; a missed attack never damages a minion.	Initiative +6	
AC 22, Fortitude 20, Reflex 18, Will 17	Perception +4	
Speed 6; phasing	Darkvision	
Immune disease, poison		
TRAITS		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the squire, the squire gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
⚔ Soulbound Short Sword (psychic, weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 5 psychic damage.		
🏹 Spectral Crossbow (psychic, weapon) ♦ At-Will		
Attack: Ranged 10 (one creature); +11 vs. AC		
Hit: 5 psychic damage.		
TRIGGERED ACTIONS		
Shielding Martyr ♦ At-Will		
Trigger: An enemy hits an ally adjacent to the squire with a melee attack.		
Effect (<i>Immediate Interrupt</i>): The squire becomes the target of the attack.		
Str 19 (+7)	Dex 12 (+4)	Wis 12 (+4)
Con 16 (+6)	Int 14 (+5)	Cha 11 (+3)
Alignment lawful good		Languages Common

Phantom Brigade Armiger **Level 7 Brute**

Medium shadow humanoid (undead), human XP 300

HP 71; Bloodied 35 **Initiative +4****AC 19, Fortitude 21, Reflex 16, Will 18** **Perception +6****Speed 6; phasing** **Darkvision****Immune** disease, poison**TRAITS****Insubstantial**

The armiger takes only half damage from any damage source, except force damage.

Unrelenting Brigade

Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the armiger, the armiger gains a +2 power bonus to attack rolls until the end of its next turn.

STANDARD ACTIONS⊕ **Soulbound Bardiche** (psychic, weapon) ◆ **At-Will**

Attack: Melee 2 (one creature); +12 vs. AC

Hit: 3d8 + 5 psychic damage.

⊕ **Charging Rebuke** (psychic, weapon) ◆ **At-Will**

Effect: The armiger charges and makes the following attack in place of a melee basic attack.

Attack: Melee 2 (one creature); +12 vs. AC

Hit: 3d8 + 5 psychic damage, and the armiger can push the target up to 1 square and knock it prone.

⚡ **Furious Sweep** (psychic, weapon) ◆ **At-Will**

Attack: Close blast 2 (creatures in the blast); +10 vs. Reflex

Hit: 2d8 + 5 psychic damage.

Str 16 (+6) **Dex 12 (+4)** **Wis 16 (+6)**

Con 22 (+9) **Int 13 (+4)** **Cha 13 (+4)**

Alignment lawful good **Languages** Common

Phantom Brigade Justiciar **Level 7 Skirmisher**

Medium shadow humanoid (undead), human XP 300

HP 54; Bloodied 27 **Initiative +9****AC 21, Fortitude 18, Reflex 20, Will 19** **Perception +6****Speed 6; phasing** **Darkvision****Immune** disease, poison**TRAITS**☼ **Blind Justice** ◆ **Aura 1**

Enemies take a -2 penalty to attack rolls while in the aura.

Insubstantial

The justiciar takes only half damage from any damage source, except force damage.

Unrelenting Brigade

Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the justiciar, the justiciar gains a +2 power bonus to attack rolls until the end of its next turn.

STANDARD ACTIONS⊕ **Soulbound Hammer** (psychic, weapon) ◆ **At-Will**

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

Hit: 2d8 + 6 psychic damage.

⊕ **Hurled Hammer** (psychic, weapon) ◆ **At-Will**

Attack: Ranged 5 (one creature); +12 vs. AC

Hit: 2d8 + 6 psychic damage.

⊕ **Evade and Strike** (psychic, weapon) ◆ **At-Will**

Effect: Any marks on the justiciar end, and the justiciar shifts up to 4 squares before making the following attack.

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

Hit: 2d8 + 6 psychic damage.

Skills Insight +11

Str 13 (+4) **Dex 18 (+7)** **Wis 17 (+6)**

Con 14 (+5) **Int 15 (+5)** **Cha 16 (+6)**

Alignment lawful good **Languages** Common

Phantom Brigade Banneret **Level 8 Soldier (Leader)**

Medium shadow humanoid (undead), human XP 350

HP 60; Bloodied 3 **Initiative +8****AC 24, Fortitude 22, Reflex 21, Will 19** **Perception +7****Speed 6; phasing** **Darkvision****Immune** disease, poison**TRAITS**☼ **Gift of Grace** ◆ **Aura 3**

Allies gain a +5 power bonus to saving throws while in the aura.

Insubstantial

The banneret takes only half damage from any damage source, except force damage.

Unrelenting Brigade

Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the banneret, the banneret gains a +2 power bonus to attack rolls until the end of its next turn.

STANDARD ACTIONS⊕ **Soulbound Tulwar** (psychic, radiant, weapon) ◆ **At-Will**

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

Hit: 2d6 + 9 psychic and radiant damage.

Effect: The target is marked and slowed until the end of the banneret's next turn.

TRIGGERED ACTIONS**Stalwart Restraint** (psychic) ◆ **At-Will**

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

Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target is immobilized and takes ongoing 10 psychic damage (save ends both).

Str 25 (+11) **Dex 14 (+6)** **Wis 17 (+7)**

Con 14 (+6) **Int 16 (+7)** **Cha 13 (+5)**

Alignment lawful good **Languages** Common

Phantom Brigade Templar **Level 12 Controller**

Medium shadow humanoid (undead), human XP 700

HP 85; Bloodied 42 **Initiative +8****AC 26, Fortitude 23, Reflex 22, Will 25** **Perception +12****Speed 6; phasing** **Darkvision****Immune** disease, poison**TRAITS****Insubstantial**

The templar takes only half damage from any damage source, except force damage.

Unrelenting Brigade

Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the templar, the templar gains a +2 power bonus to attack rolls until the end of its next turn.

STANDARD ACTIONS⊕ **Soulbound Morningstar** (psychic, weapon) ◆ **At-Will**

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

Hit: 2d8 + 11 psychic damage, and the templar slides the target up to 2 squares.

⚔ **Righteous Strike** (cold, radiant) ◆ **At-Will**

Attack: Ranged 5 (one or two creatures); +15 vs. Fortitude

Hit: 3d6 + 5 cold and radiant damage, and the target is slowed (save ends).

⚡ **Brightful Majesty** (fear) ◆ **Recharge** when first bloodied

Attack: Close burst 1 (enemies in the burst); +15 vs. Will

Hit: The target is dazed until the end of the templar's next turn.

Effect: The templar can push each target 1 square.

Skills Religion +14

Str 18 (+10) **Dex 15 (+8)** **Wis 22 (+12)**

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

Alignment lawful good **Languages** Common

RAGEWIND

Also called sword spirits, ragewinds are the embodied wrath of dead warriors who perished in battle.

The Nentir Vale is strewn with ancient battlefields where the armies of Nerath once clashed with orcs, primitive hill folk, and barbarian tribes, and where the tieflings of Bael Turath fought the dragonborn legions of Arkhosia. Among the ruins of these bygone conflicts lurk creatures of lingering malice—the spirits of despondent soldiers whose lives were thrown away for no satisfying purpose. These spirits can muster enough will to animate their ancient weapons and strike back at the living, whom they both envy and despise.

A ragewind normally appears as dozens of suspended weapons dancing and clashing within a dusty whirlwind. It can choose to lie dormant, appearing as nothing more than a pile of old, discarded weapons until it senses the presence of a living creature, at which point it rises and attacks. It has no treasure other than the weapons it carries.

Strength from Pain: A ragewind prefers to engage enemies on the ground, but it can reach airborne foes by flying. While bloodied, the ragewind can intensify the swirling air that composes its form, expanding the reach of its most powerful attack. It also gains strength from the pain it inflicts on others. When a ragewind dies, it unleashes a wave of anger and hatred so powerful that it overwhelms its enemies, turning them against one another.

A ragewind can speak Common in a shrill voice that sounds like the howling of a bitter wind, but it seldom bothers to do so.

Ragewind	Level 18 Skirmisher
Large natural animate (undead)	XP 2,000
HP 112; Bloodied 56	Initiative +16
AC 32, Fortitude 31, Reflex 31, Will 29	Perception +15
Speed 10, fly 5	Blindsight 20
TRAITS	
☼ Slashing Aura ◆ Aura 1	
An enemy that ends its turn in the aura takes 10 damage, or 15 while the ragewind is bloodied.	
All-Around Defense	
The ragewind does not provoke opportunity attacks when it moves.	
Freedom of Movement	
Any immobilizing or slowing effects on the ragewind end at the start of its turn.	
STANDARD ACTIONS	
⊕ Weapon Fury ◆ At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d8 + 8 damage. If the ragewind is bloodied, it gains 10 temporary hit points.	
⊕ Rush of Blades ◆ At-Will	
Effect: The ragewind shifts up to 5 squares and makes the following attack at any point during this movement.	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d8 + 8 damage. If the ragewind is bloodied, it gains 10 temporary hit points.	
⚡ Steel Whirlwind ◆ Recharge ☼☼☼	
Attack: Close burst 1, or 2 if the ragewind is bloodied (enemies in the burst); +23 vs. AC	
Hit: 4d8 + 21 damage.	
Miss: Half damage.	
TRIGGERED ACTIONS	
⚡ Death's Rage ◆ Encounter	
Trigger: The ragewind dies.	
Attack (No Action): Close burst 5 (enemies in the burst); +21 vs. Will	
Hit: The target makes a basic attack against its nearest ally as a free action.	
Str 17 (+12)	Dex 20 (+14)
Con 20 (+14)	Int 13 (+10)
	Wis 13 (+10)
	Cha 17 (+12)
Alignment chaotic evil	
Languages Common	



RAVEN ROOST BANDITS

Raven Roost Manor earned its name when its former lords hanged thieves and bandits from nearby hilltop gallows and the ravens came to nest there. Now, the ravens inhabiting the old stone halls are the very kind its prior inhabitants attempted to keep away.

The Raven Roost bandits operate from an old manor house between two major trade routes, fanning out to prey on travelers passing to Fallcrest, Hammerfast, Harkenwold, or Thunderspire. Tipped off to the impending appearance of wealthy travelers by Barton, the smiling proprietor of Fiveleague House, and led by three ambitious shadar-kai, the bandits forged themselves such a reputation for elaborate and gruesome killing that the people of the Nentir Vale initially offered them no resistance.

Secluded Strategists: The local lords that dismiss the Raven Roost bandits as mere thieves and robbers are in the greatest danger of becoming their victims. When the shadar-kai leading the bandits chose the abandoned Raven Roost Manor as their base of

ENCOUNTERING THE RAVEN ROOST BANDITS

The shoreline camp poster map is a good location for an encounter with the Raven Roost bandits. This location could be the hideout of a group of Raven Roost bandits operating along the road not far from Fiveleague House. Consider having the characters track the bandits to this location after being attacked by them, or after discovering an attacked caravan along the road. The camp could contain only lesser members of the gang, or it might include one of the shadar-kai leaders, who could possibly escape using the boat. To spread the fight out, consider putting hidden sentries on some of the small islands.

operations, few who witnessed this activity understood the enormity of the threat the bandits were soon to pose.

The road leading to the manor travels generally north-south, curving through the high valleys of the southern part of the Old Hills. The bandits' enemies are denied a clear vantage of Raven Roost from either direction along the road, making it difficult for any



significant force to take the manor by surprise. To the south, Harken Forest provides the manor with a defensible flank, and its thick, concealing boughs allow the bandits to easily ambush unwary travelers. The manor is also located a short distance from both the King's Road and the Trade Road, giving the Roost bandits access to almost half the wealth that passes through the vale.

Unconscionable Murderers: Bandit gangs have always formed around Harken Forest. For the military deserters, ex-mercenaries, cutthroats, and outlaws of the Nentir Vale, the Harken's shaded paths and rivers are an obvious temptation. Such gangs usually fall apart, however, because of infighting, turf warfare, or being brought to justice (vigilante or otherwise). But when Samminel, Erzoun, and Geriesh arrived, everything changed.

Erzoun	Level 7 Elite Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 600
HP 152; Bloodied 76	Initiative +6
AC 21, Fortitude 17, Reflex 20, Will 19	Perception +5
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
☼ Quickshadow Aura ◆ Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
⊕ Blackfire Touch (fire, necrotic) ◆ At-Will	
Attack: Melee 1 (one creature); +10 vs. Reflex	
Hit: 3d6 + 5 fire and necrotic damage.	
Effect: Erzoun can slide the target 1 square.	
☞ Beshadowed Mind (necrotic, psychic) ◆ At-Will	
Attack: Ranged 5 (one or two creatures); +10 vs. Will	
Hit: 3d6 + 5 necrotic and psychic damage, and the target can't see more than 2 squares away from itself (save ends).	
☞ Witch's Prophecy (charm) ◆ Recharge if the power misses	
Attack: Ranged 10 (one creature); +10 vs. Will	
Hit: Erzoun chooses an ally within 10 squares of her (the ally cannot be an elite or a solo). The target is weakened when attacking any enemy other than the chosen ally. This effect lasts until the end of the encounter or until the chosen ally drops to 0 hit points.	
☼ Deep Shadow (necrotic, zone) ◆ Recharge when first bloodied	
Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of Erzoun's next turn. The zone is difficult terrain for her enemies. Any enemy that enters the zone or ends its turn there takes 10 necrotic damage.	
Sustain Minor: The zone persists until the end of Erzoun's next turn, and Erzoun can move the zone up to 4 squares.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) ◆ Encounter	
Effect: Erzoun teleports up to 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
Shadow Augury ◆ Encounter	
Trigger: An attack hits Erzoun while she is bloodied.	
Effect (Immediate Interrupt): Shadow jaunt recharges, and Erzoun uses it.	
Skills Arcana +12, Religion +12	
Str 10 (+3)	Dex 16 (+6) Wis 15 (+5)
Con 12 (+4)	Int 19 (+7) Cha 16 (+6)
Alignment evil	Languages Common

Raven Roost Harrier	Level 4 Skirmisher
Medium natural humanoid, human	XP 175
HP 53; Bloodied 26	Initiative +7
AC 18, Fortitude 16, Reflex 18, Will 16	Perception +4
Speed 6	
STANDARD ACTIONS	
⊕ Short Sword (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the target can't make opportunity attacks until the end of the harrier's next turn.	
☞ Hand Crossbow (weapon) ◆ At-Will	
Attack: Ranged 10/20 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
↓ Moving Attack ◆ At-Will	
Effect: The harrier moves up to its speed and uses <i>short sword</i> once at any point during this movement. After the attack, the harrier doesn't provoke opportunity attacks when moving away from the target of the attack.	
Skills Stealth +10	
Str 14 (+4)	Dex 16 (+5) Wis 14 (+4)
Con 13 (+3)	Int 10 (+2) Cha 8 (+1)
Alignment evil	Languages Common
Equipment studded leather, hand crossbow, short sword, 20 bolts	

Samminel	Level 8 Elite Soldier (Leader)
Medium shadow humanoid, shadar-kai	XP 700
HP 172; Bloodied 86	Initiative +7
AC 24, Fortitude 22, Reflex 21, Will 23	Perception +7
Speed 5	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
☼ Deathshadow Fervor ◆ Aura 5	
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).	
STANDARD ACTIONS	
⊕ Halberd (weapon) ◆ At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage.	
Effect: Samminel marks the target until the end of his next turn.	
↓ Double Attack ◆ At-Will	
Effect: Samminel uses <i>halberd</i> twice.	
☞ Sundering Sweep (weapon) ◆ Recharge ☼ ☼	
Attack: Close burst 2 (enemies in the burst); +13 vs. AC	
Hit: 2d10 + 7 damage, and the target takes a -2 penalty to AC (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) ◆ Encounter	
Effect: Samminel teleports up to 3 squares and becomes insubstantial until the start of his next turn.	
TRIGGERED ACTIONS	
↓ Deathtrap ◆ At-Will	
Trigger: An enemy within 2 squares of Samminel that is marked by him either moves or uses an attack power that doesn't include him as a target.	
Effect (Immediate Interrupt): Samminel uses <i>halberd</i> against the triggering enemy. The attack can score a critical hit on a roll of 17-20.	
Skills Diplomacy +13, Intimidate +13	
Str 16 (+7)	Dex 12 (+5) Wis 17 (+7)
Con 14 (+6)	Int 15 (+6) Cha 18 (+8)
Alignment evil	Languages Common
Equipment chainmail, halberd	

Unburdened by frail human compassion, the three shadar-kai quickly gained respect in outlaw circles. These former servants of the Raven Queen made an art of savagely murdering their opponents in elaborate, choreographed displays of bloodshed. Word of their deeds traveled as fast as the breath that spoke them, and within weeks of their arrival, the bandit population of the Harken Forest knelt before the trio, practically begging for leadership and instruction. The shadar-kai were happy to oblige and quickly molded the outlaws into the most fearsome band of bandits the region has ever seen.

Raven Roost Grenadier	Level 5 Controller
Medium natural humanoid, human	XP 200
HP 61; Bloodied 30	Initiative +6
AC 19, Fortitude 16, Reflex 18, Will 16	Perception +4
Speed 6	
STANDARD ACTIONS	
⚔ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage.	
💣 Fire Bomb (fire) ♦ At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +8 vs. Fortitude	
Hit: 1d8 + 5 fire damage, and the target falls prone.	
Miss: Half damage.	
💣 Smoke Bomb ♦ Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +8 vs. Fortitude	
Hit: The target is dazed and takes ongoing 10 damage (save ends both).	
Effect: Squares in the burst are lightly obscured until the end of the encounter.	
💧 Oil Slick ♦ Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +8 vs. Reflex	
Hit: The target falls prone.	
Effect: Each target gains vulnerable 5 fire until the end of the encounter.	
MINOR ACTIONS	
Grenadier's Rush ♦ Encounter	
Effect: The grenadier moves up to its speed.	
Skills Athletics +9, Stealth +11	
Str 14 (+4)	Dex 18 (+6) Wis 15 (+4)
Con 13 (+3)	Int 12 (+3) Cha 10 (+2)
Alignment evil	Languages Common
Equipment leather armor, short sword, 8 fire bombs, flask of oil, smoke bomb	

With their reputation established, the shadar-kai now spare the lives of their victims from time to time, since targets that know they face certain death are more likely to fight back, and thereby unnecessarily reduce the bandits' numbers. So far, tales of their infamy have served to provide them untold riches with minimal effort.

Shadar-Kai Commanders: On their home plane, Samminel was a minor warlord, Erzoun was his albino witch, and Geriesh was his chief spy and assassin. In one of her prophetic auguries, Erzoun predicted that Samminel would become complacent if he stayed in the Shadowfell, never advancing or gaining major prestige. Geriesh suggested that only a greater challenge could alter fate's course and proposed that they leave the Shadowfell to begin anew. Samminel agreed, and the three located a crossing to the world near the Keep on the Shadowfell, determined to carve out a bloody new destiny worthy of the Raven Queen's favor.

Geriesh	Level 6 Elite Skirmisher (Leader)
Medium shadow humanoid, shadar-kai	XP 500
HP 136; Bloodied 68	Initiative +9
AC 20, Fortitude 17, Reflex 20, Will 18	Perception +11
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
☀ Swiftshadow Master ♦ Aura 5	
Allies in the aura gain a +4 power bonus to initiative checks and Stealth checks.	
Willing Prey	
Geriesh has combat advantage against any creature marking him.	
STANDARD ACTIONS	
⚔ Katar (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 4 damage, or 3d6 + 7 against a target granting combat advantage to Geriesh. If this attack deals more than 20 damage to the target, it falls unconscious (save ends).	
⚔ Double Attack ♦ At-Will	
Effect: Geriesh uses <i>katar</i> twice, and can move up to his speed after the first attack.	
MOVE ACTIONS	
Shadow Leap (teleportation) ♦ Recharge ☞ ☞	
Effect: Geriesh teleports up to his speed.	
MINOR ACTIONS	
⚔ Dagger Flick (poison, weapon) ♦ Encounter	
Attack: Ranged 3 (one creature); +9 vs. Fortitude	
Hit: 2d6 + 4 damage, and the target is immobilized and takes ongoing 5 poison damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
Skills Bluff +11, Stealth +12	
Str 14 (+5)	Dex 19 (+7) Wis 16 (+6)
Con 12 (+4)	Int 15 (+5) Cha 16 (+6)
Alignment evil	Languages Common
Equipment studded leather, dagger, katar	

The three cooperate exceptionally well for shadar-kai, because each takes charge of a specific group of outlaws, thus avoiding clashes of authority. Samminel leads and trains the veterans and highwaymen, Erzoun commands the sharpshooters and grenadiers, and Geriesh directs the harriers and cutthroats. Each unit of bandits relies on the others to function. With their combined and focused strength, the three shadar-kai are kings and queen of the Raven Roost—and perhaps someday the same will be true of the Nentir Vale.

Raven Roost Cutthroat Level 5 Lurker Medium natural humanoid, human XP 200

HP 49; Bloodied 24 **Initiative +11**
AC 19, Fortitude 16, Reflex 19, Will 16 **Perception +9**
Speed 6

STANDARD ACTIONS

⊕ **Dagger** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 3d4 + 6 damage.

↓ **Garrote** (weapon) ◆ **At-Will**

Requirement: The cutthroat must not be grabbing a creature.
Attack: Melee 1 (one creature); +8 vs. Reflex
Hit: The target is grabbed (escape DC 22) until the end of the cutthroat's next turn. Until the grab ends, the cutthroat has superior cover, and neither it nor the target can be pulled, pushed, or slid.

↓ **Arterial Cut** (weapon) ◆ **At-Will**

Effect: Melee 1 (one creature grabbed by the cutthroat). The target takes 2d10 + 5 damage, and ongoing 10 damage (save ends). The grab then ends.

TRIGGERED ACTIONS

↓ **Quick Cut** ◆ **At-Will**

Trigger: An enemy escapes the cutthroat's grab.
Effect (Immediate Interrupt): The cutthroat uses *dagger* against the triggering enemy.

Skills Athletics +9, Stealth +12

Str 14 (+4) **Dex** 20 (+7) **Wis** 14 (+4)
Con 13 (+3) **Int** 10 (+2) **Cha** 6 (+0)

Alignment evil **Languages** Common

Equipment studded leather, dagger, garrote

Raven Roost Outlaw Veteran Level 6 Brute Medium natural humanoid, human XP 250

HP 86; Bloodied 43 **Initiative +4**
AC 18, Fortitude 20, Reflex 18, Will 16 **Perception +3**
Speed 6

STANDARD ACTIONS

⊕ **Bastard Sword** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d10 + 6 damage.

↓ **Mighty Blow** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d10 + 6 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.

↓ **Swath of Death** ◆ **Recharge** if either attack misses

Effect: The veteran uses *mighty blow* twice.

MINOR ACTIONS

↓ **Forceful Shove** ◆ **At-Will**

Attack: Melee 1 (one creature); +9 vs. Fortitude
Hit: The veteran pushes the target 1 square.

Skills Athletics +12, Stealth +9

Str 19 (+7) **Dex** 13 (+4) **Wis** 10 (+3)
Con 16 (+6) **Int** 7 (+1) **Cha** 10 (+3)

Alignment evil **Languages** Common

Equipment studded leather, bastard sword

Raven Roost Sharpshooter Level 6 Artillery Medium natural humanoid, human XP 250

HP 55; Bloodied 27 **Initiative +7**
AC 20, Fortitude 17, Reflex 19, Will 17 **Perception +10**
Speed 6

STANDARD ACTIONS

⊕ **Short Sword** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d6 + 7 damage.

⊗ **Crossbow** (weapon) ◆ **At-Will**

Attack: Ranged 15/30 (one creature); +13 vs. AC
Hit: 2d8 + 5 damage.

MOVE ACTIONS

Careful Aim ◆ **At-Will**

Effect: The sharpshooter chooses an enemy it can see. If it can still see that enemy at the start of its next turn, its *crossbow* attack power targets the enemy's Reflex, instead of AC, and deals 5 extra damage against it. These benefits last until the end of that turn.

FREE ACTIONS

Archer's Decoy ◆ **Recharge** when first bloodied

Effect: The sharpshooter gains a +2 bonus to AC and Reflex until the start of its next turn.

Skills Stealth +12

Str 14 (+5) **Dex** 19 (+7) **Wis** 15 (+5)
Con 13 (+4) **Int** 10 (+3) **Cha** 10 (+3)

Alignment evil **Languages** Common

Equipment studded leather, crossbow, short sword, 20 bolts

Raven Roost Highwayman Level 7 Soldier Medium natural humanoid, human XP 300

HP 77; Bloodied 38 **Initiative +9**
AC 23, Fortitude 18, Reflex 21, Will 18 **Perception +10**
Speed 6

STANDARD ACTIONS

⊕ **Rapier** (weapon) ◆ **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d8 + 6 damage.

Effect: The target is marked until the end of the highwayman's next turn.

⤵ **Bolt to the Gut** (weapon) ◆ **Encounter**

Attack: Ranged 5 (one creature); +12 vs. AC. This attack doesn't provoke opportunity attacks.

Hit: 3d6 + 5 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).

Miss: The target is immobilized until the end of its next turn.

TRIGGERED ACTIONS

Stand, You Coward ◆ **At-Will**

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

Effect (Immediate Reaction): *Bolt to the gut* recharges, and the highwayman uses it against the triggering enemy.

Skills Bluff +11, Intimidate +11, Stealth +12

Str 16 (+6) **Dex** 18 (+7) **Wis** 15 (+5)
Con 13 (+4) **Int** 12 (+4) **Cha** 16 (+6)

Alignment evil **Languages** Common

Equipment studded leather, hand crossbow, rapier, 10 bolts

RIVER RATS

Like a worm eating an apple from within, the River Rats gang of common street thugs and con artists has aspirations to expand outside the Lower Quays and control Fallcrest's criminal underworld.

Beneath the shadow of Fallcrest's limestone bluffs lies the modest district of Lowtown. Here, amid the hulks of burned-out buildings left to rot following the Blood-spear War, citizens of little wealth scrape out meager existences one day at a time. Honest jobs have been scarce in recent years, forcing droves of paupers to live off the streets, where local thugs call the shots.

The Lower Quays is home to one such gang of miscreants and ruffians—the River Rats. An odd band of human and halfling poor, the River Rats have long plagued warehouse owners along the wharf. This

Kelson	Level 5 Elite Skirmisher (Leader)	
Small natural humanoid, halfling	XP 400	
HP 120; Bloodied 60	Initiative +9	
AC 20, Fortitude 16, Reflex 19, Will 16	Perception +7	
Speed 6	Saving Throws +2 (+5 against fear effects); Action Points 1	
TRAITS		
☼ Gang Leader ◆ Aura 3		
Allies gain a +2 power bonus to saving throws while in the aura.		
River Rat Tactics		
Kelson has combat advantage against any enemy that is adjacent to at least one of his allies.		
STANDARD ACTIONS		
⚔ Short Sword (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 6 damage.		
☹ Throwing Dagger (poison, weapon) ◆ At-Will		
Attack: Ranged 10 (one creature); +10 vs. AC		
Hit: 1d4 + 5 damage, and ongoing 5 poison damage (save ends).		
⚡ Flickering Blades ◆ At-Will		
Effect: Kelson uses <i>short sword</i> against one enemy, shifts up to 3 squares, and then uses <i>throwing dagger</i> against a different enemy.		
⚡ River Rat's Gambit ◆ Encounter		
Requirement: Kelson must be bloodied.		
Effect: Kelson makes a basic attack. If the attack hits, the target takes 2d6 extra damage. If the attack misses, Kelson takes 1d6 damage.		
TRIGGERED ACTIONS		
Second Chance ◆ Encounter		
Trigger: An enemy hits Kelson with an attack.		
Effect (<i>Immediate Interrupt</i>): The triggering enemy must reroll the attack and use the new result.		
Skills Acrobatics +12, Bluff +9, Stealth +12, Streetwise +9, Thievery +12		
Str 14 (+4)	Dex 20 (+7)	Wis 11 (+2)
Con 12 (+3)	Int 10 (+2)	Cha 15 (+4)
Alignment evil		Languages Common
Equipment leather armor, 10 daggers, short sword		

incessant targeting has had an increasingly debilitating effect on merchant trade in Lowtown. Frustrated traders must calculate whether they would rather pay exorbitant fees to the Porters' Guild of the Upper Quays to safely unload and store their goods, or risk the pilfering hands of the River Rats.

Starting Young: Most River Rats recruits are orphaned youngsters who have grown up in Lowtown's squalor. New members are well fed and given shelter in one of the gang's holdings. The children gain a security they've never known, infusing them with a sense of belonging and purpose as well as a share in the communal spoils. These urchins almost universally come to see the gang's older leaders, such as Kelson and his lieutenants, as heroes and role models. Most would give their lives to save another member of their street family.

Thieves' Dens: The River Rats are loosely divided into small dens, each focused on a different illicit activity. Halfling urchins pass themselves off as human street waifs and earn their keep as pickpockets and smugglers. Grifters are con artists who excel at extortion, blackmail, and swindling honest people in games of chance. Guttersnipes serve as spies and assassins.

Lower Quays Guttersnipe	Level 2 Artillery	
Small natural humanoid, halfling	XP 125	
HP 30; Bloodied 15	Initiative +4	
AC 16, Fortitude 14, Reflex 15, Will 14	Perception +7	
Speed 6	Saving Throws +5 against fear effects	
TRAITS		
River Rat Tactics		
The guttersnipe has combat advantage against any enemy that is adjacent to at least one of the guttersnipe's allies.		
Sniper		
If the guttersnipe is hidden and misses with a ranged attack, it remains hidden.		
STANDARD ACTIONS		
⚔ Gut Punch ◆ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d6 + 2 damage.		
☹ Sling (weapon) ◆ At-Will		
Attack: Ranged 10/20 (one creature); +9 vs. AC		
Hit: 1d6 + 7 damage.		
⚡ Hooked Net ◆ Encounter		
Attack: Close blast 2 (creatures in the blast); +6 vs. Reflex		
Hit: The target is restrained and takes ongoing 5 damage (save ends both).		
TRIGGERED ACTIONS		
Second Chance ◆ Encounter		
Trigger: An enemy hits the guttersnipe with an attack.		
Effect (<i>Immediate Interrupt</i>): The triggering enemy must reroll the attack and use the new result.		
Skills Acrobatics +9, Stealth +9, Streetwise +6		
Str 11 (+1)	Dex 17 (+4)	Wis 13 (+2)
Con 12 (+2)	Int 11 (+1)	Cha 11 (+1)
Alignment unaligned		Languages Common
Equipment hooked net, sling, 20 sling stones		



Left to right: Lowtown kneebreaker, Lower Quays guttersnipe, Kelson, razorclaw jack, Lowtown urchin, Market Green grifter

Razorclaw jacks are shifters skilled in burglary and kidnapping. Kneebreakers are thugs and enforcers. Although not officially part of the gang, numerous guards and high-standing citizens in the area are on the take, accepting bribes from the River Rats to look the other way.

Kelson of the Lucky Gnome: The River Rats' leader is Kelson, the sly proprietor of the Lucky Gnome Taphouse. Kelson is lankier than most of his halfling kin. That fact, coupled with his dress and mannerisms, leads many to assume he's a short human. Despite his diminutive stature, Lowtown locals know better than to cross him. The barkeep is scrappy, cantankerous, and never shy about bloodying a face or two in the brawls that break out daily in the Lucky Gnome. That behavior gives him an unsavory reputation, but nonetheless, city officials haven't linked the halfling to the River Rats' Lowtown activities.

Kelson has aspirations of a vast criminal organization, adding sects in Hammerfast, Harkenwold, and other places outside the Nentir Vale. Yet before such lofty goals can be achieved, the River Rats must stamp out rival Lowtown gangs. Such plans have already been put into motion; soon enough, Fallcrest's streets will run red with blood.

Razorclaw Jack	Level 3 Skirmisher
Medium natural humanoid, shifter	XP 150
HP 43; Bloodied 21	Initiative +6
AC 17, Fortitude 15, Reflex 15, Will 14	Perception +2
Speed 6	
TRAITS	
Razorclaw Shifting	
While bloodied, the razorclaw jack gains a +2 power bonus to speed.	
River Rat Tactics	
The jack has combat advantage against any enemy that is adjacent to at least one of the jack's allies.	
STANDARD ACTIONS	
⊕ Claws ◆ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 6 damage, or 2d6 + 6 while the jack has combat advantage against the target.	
⊕ River Rat's Gambit ◆ Encounter	
Requirement: The jack must be bloodied.	
Effect: The jack uses <i>claws</i> . If the attack hits, the target takes 2d6 extra damage. If the attack misses, the jack takes 1d6 damage.	
MOVE ACTIONS	
Skulduggery ◆ Recharge ☹ ☹ ☹	
Effect: The jack shifts up to half its speed and gains combat advantage against any enemy adjacent to it at the end of this move. The combat advantage lasts until the end of the jack's turn.	
Skills Acrobatics +9, Stealth +9, Streetwise +6, Thievery +9	
Str 16 (+4)	Dex 16 (+4) Wis 12 (+2)
Con 11 (+1)	Int 11 (+1) Cha 10 (+1)
Alignment unaligned	Languages Common

Lowtown Urchin	Level 1 Skirmisher
Small natural humanoid, halfling	XP 100
HP 28; Bloodied 14	Initiative +5
AC 15, Fortitude 12, Reflex 14, Will 12	Perception +4
Speed 6	
Saving Throws +5 against fear effects	
TRAITS	
River Rat Tactics	
The urchin has combat advantage against any enemy that is adjacent to at least one of the urchin's allies.	
STANDARD ACTIONS	
⊕ Dagger (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d4 + 4 damage.	
↓ River Rat's Gambit ♦ Encounter	
Requirement: The urchin must be bloodied.	
Effect: The urchin uses <i>dagger</i> . If the attack hits, the target takes 2d6 extra damage. If the attack misses, the urchin takes 1d6 damage.	
MOVE ACTIONS	
Cloak of Filth ♦ At-Will (1/round)	
Effect: The urchin shifts up to 3 squares and gains partial concealment until the end of its next turn.	
TRIGGERED ACTIONS	
Second Chance ♦ Encounter	
Trigger: An enemy hits the urchin with an attack.	
Effect (<i>Immediate Interrupt</i>): The triggering enemy must reroll the attack roll and use the new result.	
Skills Acrobatics +8, Bluff +6, Streetwise +6, Thievery +8	
Str 9 (-1)	Dex 16 (+3) Wis 8 (-1)
Con 12 (+1)	Int 12 (+1) Cha 13 (+1)
Alignment unaligned Languages Common	
Equipment dagger, cloak	

Lowtown Kneebreaker	Level 3 Brute
Medium natural humanoid, human	XP 150
HP 56; Bloodied 28	Initiative +1
AC 15, Fortitude 16, Reflex 14, Will 15	Perception +2
Speed 6	
TRAITS	
River Rat Tactics	
The kneebreaker has combat advantage against any enemy that is adjacent to at least one of the kneebreaker's allies.	
STANDARD ACTIONS	
⊕ Club (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 7 damage.	
↓ Crippling Strike (weapon) ♦ Recharge ☹️	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 3d6 + 10 damage, and the target is slowed (save ends).	
Miss: Half damage.	
↓ River Rat's Gambit ♦ Encounter	
Requirement: The kneebreaker must be bloodied.	
Effect: The kneebreaker uses <i>club</i> . If the attack hits, the target takes 2d6 extra damage. If the attack misses, the kneebreaker takes 1d6 damage.	
Skills Athletics +9, Intimidate + 6, Streetwise +6	
Str 17 (+4)	Dex 10 (+1) Wis 12 (+2)
Con 16 (+4)	Int 9 (+0) Cha 11 (+1)
Alignment unaligned Languages Common	
Equipment club	

Market Green Grifter	Level 2 Lurker
Medium natural humanoid, half-elf	XP 125
HP 28; Bloodied 14	Initiative +7
AC 16, Fortitude 13, Reflex 14, Will 15	Perception +1
Speed 6	
TRAITS	
River Rat Tactics	
The grifter has combat advantage against any enemy that is adjacent to at least one of the grifter's allies.	
STANDARD ACTIONS	
⊕ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 4 damage.	
Play Dead (charm) ♦ Recharge when the grifter uses <i>back from the dead</i>	
Requirement: The grifter must have taken damage during the encounter.	
Effect: The grifter falls prone. Until the start of its next turn, it gains a +5 power bonus to all defenses against close attacks and area attacks, and enemies think it is dead. An enemy cannot make a melee attack or a ranged attack against the grifter unless that enemy succeeds on a DC 20 Insight check as a minor action.	
↓ Back from the Dead ♦ Recharge when the grifter uses <i>play dead</i>	
Requirement: The grifter must be prone.	
Effect: The grifter stands up, shifts up to 3 squares, and uses <i>short sword</i> three times against one enemy. Each of these attacks deals half damage on a miss.	
TRIGGERED ACTIONS	
The Jig Is Up ♦ Encounter	
Trigger: The grifter drops to 0 hit points.	
Effect (<i>Immediate Interrupt</i>): The grifter instead has 1 hit point. If the grifter is prone, it stands up. In addition, the grifter can shift up to 3 squares.	
Skills Bluff +9, Diplomacy +9, Insight +6, Stealth +8, Streetwise +9	
Str 12 (+2)	Dex 14 (+3) Wis 10 (+1)
Con 10 (+1)	Int 13 (+2) Cha 17 (+4)
Alignment unaligned Languages Common	
Equipment leather armor, short sword	

“Fallcrest is full of fat merchants and puffed-up lords living off the gold of dead empires. If one of ’em stumbles and a few coppers spill into the street and wind up in common hands, I say that’s a good thing.”

— Kelson of the Lucky Gnome

SCROLL MUMMY

This hulking monstrosity is not an undead creature but rather a construct fashioned from discarded magic items and animated by the spirit of a destroyed lich.

A scroll mummy is created from discarded magic paraphernalia and the essence of a lich. The creature's frame is crafted from broken magic items, potion vials, and similar materials, then wrapped in scroll parchments and pages torn from ritual books.



Scroll Mummy (Grisgol)		Level 15 Elite Soldier
Large natural animate (construct)		XP 2,400
HP 276; Bloodied 138	Initiative +12	
AC 31, Fortitude 29, Reflex 28, Will 26	Perception +15	
Speed 6	Darkvision	
Immune charm, disease, necrotic, poison; Vulnerable 10 fire		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
⚔ Paralyzing Claw (necrotic) ♦ At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 3d10 + 7 necrotic damage, and the target is immobilized until the end of the scroll mummy's next turn.		
MINOR ACTIONS		
⚡ Scroll Magic ♦ At-Will (1/round)		
Effect: The scroll mummy activates a spell written on one of its many scrolls. Roll randomly to determine the spell:		
▪ Boiling Blood (fire)		
Attack: Close burst 2 (enemies in the burst); +18 vs. Fortitude		
Hit: 1d6 + 4 fire damage, and ongoing 10 fire damage (save ends).		
▪ Ice Barrage (cold)		
Attack: Close blast 5 (creatures in the blast); +18 vs. Reflex		
Hit: 2d12 + 4 cold damage.		
Miss: Half damage.		
▪ Lightning Lure (lightning)		
Attack: Close blast 5 (enemies in the blast); +18 vs. Reflex		
Hit: 3d8 + 4 lightning damage, and the scroll mummy pulls the target up to 4 squares.		
▪ Shadowy Tendrils (necrotic)		
Attack: Close burst 2 (enemies in the burst); +18 vs. Fortitude		
Hit: 2d10 + 2 necrotic damage, and the target gains vulnerable 10 necrotic (save ends).		
▪ Thunderforce Pulse (force, thunder)		
Attack: Close burst 2 (enemies in the burst); +18 vs. Fortitude		
Hit: 3d6 + 7 force and thunder damage, and the target falls prone.		
▪ Wave of Madness (psychic)		
Attack: Close blast 5 (enemies in the blast); +18 vs. Will		
Hit: 2d8 + 4 psychic damage, and the target must make a basic attack as a free action against its nearest ally or take 10 psychic damage.		
TRIGGERED ACTIONS		
⚡ Choking Dust (necrotic, poison) ♦ At-Will		
Trigger: The scroll mummy is first bloodied or reduced to 0 hit points.		
Attack (No Action): Close burst 2 (creatures in the burst); +18 vs. Fortitude		
Hit: 3d6 + 6 necrotic and poison damage, and ongoing 10 necrotic and poison damage (save ends).		
Str 23 (+12)	Dex 20 (+12)	Wis 17 (+10)
Con 10 (+7)	Int 7 (+5)	Cha 11 (+7)
Alignment unaligned		Languages –

Linked to Liches: The construct is animated through a process that includes destroying a lich, recovering its phylactery, and placing that object within the construct before the lich re-forms.

Once the lich's spirit is so contained, it becomes bound to the scroll mummy and trapped in the service of the construct's creator. When the scroll mummy is destroyed, the spirit of the lich bound within it is released. The lich's phylactery survives the destruction of the scroll mummy and can be recovered. Unless the phylactery is destroyed, the lich re-forms in 1d10 days.

The secret of scroll mummy creation is known to a handful of evil mages and priests, many of whom worship Vecna. It is also known to the Mages of Saruun (page 76), who use scroll mummies to guard their private libraries.

Grisgol: A successful DC 28 History check reveals that "Grisgol" was the name given to the first of these constructs. Grisgol's form incorporated the phylactery of an ancient lich named Asperdies. It is believed that Asperdies found a way to break free of his entrapment—a cautionary tale to any who seek to create such horrifying constructs. Over the years, mages have taken to referring to scroll mummies as "grisgols," since they are not mummies in the truest sense.

SHADOWMIRE

Cruel and aggressive, Shadowmire is a master of evil within the Witchlight Fens. The black dragon haunts the swamp in his quest to accumulate more wealth, control his underlings, and protect his territory. His ability to appear unexpectedly out of the swamp is legendary and, much to the horror of his opponents, all too common.

For well over two hundred years, the black dragon Shadowmire has called the Witchlight Fens his home. Like many of his kind, Shadowmire is a cruel and evil creature that loves wealth and power over lesser creatures. Somewhat less typically, he is one of the most aggressive dragons of the Nentir Vale. He is obsessed with his domain and is willing to protect it by wielding his personal power or expending his underlings. Though he regards the fens as entirely his territory, he is not strong enough to control most of it. He does, however, hold dominion over many of its inhabitants, including most of the lizardfolk, and often uses them to subjugate or influence his opposition. He counts among his victories the conquest of Kalton Manor, though in reality he was but one of many monstrous contributors to its downfall. Shadowmire is slowly expanding his

power base, despite occasional setbacks from greater opponents.

Prideful and Cunning: Shadowmire takes great pride in his knowledge, wealth, and power. To challenge him on any of these points is to invite swift rebuke, whether verbal or physical. He always has schemes in play to expand his power and cruelly defeat his enemies. He takes any encroachment into his territory as a personal affront, and works tirelessly to destroy challengers or burgeoning settlements. When he cannot win through brute force, he attempts to contain opponents through crafty agreements or outright deceit.

Always on the Move: Shadowmire's obsession keeps him moving throughout the fens, but his mode of transport depends on his current interest. At times, the great dragon takes to the sky in a display of power and intimidation. Several times a year, Shadowmire can be seen flying over the Nentir River where it passes through the fens. Most of the time, he prefers to travel in a stealthier manner to surprise his enemies and underlings. Where the water is deep enough, he might also swim.

Secrets of the Fens: Shadowmire's age and ambitions make him extremely knowledgeable about the Witchlight Fens and its secrets. Thanks in part

Shadowmire	Level 19 Solo Lurker
Huge natural magical beast (aquatic, dragon)	XP 12,000
HP 712; Bloodied 356	Initiative +20
AC 33, Fortitude 31, Reflex 32, Will 29	Perception +17
Speed 8 (swamp walk), fly 8, swim 8	Darkvision
Resist 15 acid	
Saving Throws +5; Action Points 2	
TRAITS	
☠ Acidic Blood (acid) ◆ Aura 1	
While Shadowmire is bloodied, each enemy in the aura takes 10 acid damage whenever Shadowmire takes damage from an attack.	
Action Recovery	
Whenever Shadowmire ends his turn, any dazing, stunning, or dominating effect on him ends.	
Aquatic	
Shadowmire can breathe underwater. In aquatic combat, he gains a +2 bonus to attack rolls against nonaquatic creatures.	
Instinctive Devouring	
On an initiative of 10 + his initiative check, Shadowmire can use a free action to charge or to use <i>bite</i> . If he cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of him making the attack.	
STANDARD ACTIONS	
⬇ Bite (acid) ◆ At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 2d8 + 8 damage, and ongoing 10 acid damage (save ends).	
Miss: Half damage.	
⬇ Claw ◆ At-Will	
Attack: Melee 3 (one or two creatures); +24 vs. AC	
Hit: 3d10 + 12 damage, and Shadowmire pulls the target up to 2 squares.	
⬅ Breath Weapon (acid) ◆ Recharge ☞☞☞	
Attack: Close blast 5 (creatures in the blast); +22 vs. Reflex	
Hit: 2d10 + 4 acid damage, and ongoing 15 acid damage (save ends).	
Miss: Half damage, and ongoing 10 acid damage (save ends).	

Swamp Simulacrum (acid, conjuration, illusion) ◆ **Recharge** when first bloodied

Effect: Shadowmire becomes invisible until the start of his next turn. Additionally, he conjures two Huge duplicates of himself, which occupy different unoccupied spaces within 10 squares of him. The duplicates last until the end of the encounter or until they are destroyed. When Shadowmire takes a move action, he can move each duplicate up to 8 squares.

The duplicates can be attacked. Each one has 1 hit point (a duplicate takes no damage on a miss), acid immunity, and the same defenses as Shadowmire. When a duplicate drops to 0 hit points, Shadowmire makes the following attack centered on the duplicate. He can take a standard action to reduce a single duplicate to 0 hit points.

Attack (No Action): Close burst 2 (creatures in the burst); +22 vs. Reflex

Hit: 4d10 + 5 acid damage.

Miss: Half damage.

TRIGGERED ACTIONS

⬇ **Tail Sweep** ◆ **At-Will**

Trigger: An enemy misses Shadowmire with a melee attack.

Attack (Immediate Reaction): Melee 4 (triggering enemy); +22 vs. Reflex

Hit: 3d8 + 15 damage, and the target falls prone. In addition, each enemy adjacent to the target takes 10 damage.

⬅ **Bloodied Breath** ◆ **Encounter**

Trigger: Shadowmire is first bloodied.

Effect (Free Action): Breath weapon recharges, and Shadowmire uses it.

Skills Intimidate +16, Nature +17, Stealth +21

Str 22 (+15) **Dex** 25 (+16) **Wis** 17 (+12)

Con 18 (+13) **Int** 16 (+12) **Cha** 14 (+11)

Alignment evil **Languages** Common, Draconic



to his draconic heritage, he knows where the veil between the Shadowfell and the world is at its weakest in the deep swamps. Shadowmire also knows and understands much of the history of the larger local settlements and their more influential inhabitants. He uses this knowledge to his advantage, manipulating current events wherever possible. He knows many of the area's tombs and ruins, because he has often been responsible for them.

Underwater Hoard: The location of Shadowmire's lair is the subject of much speculation and debate, and the dragon works to keep it that way. His true home lies deep under the Cairnwater, a large tributary of the Nentir River located near the center of the fens. The lair is submerged beneath the stream, within a natural cave system that is strongly connected to the Shadowfell. It has three separate entrances, all underwater, and consists of a central chamber surrounded by lesser rooms where Shadowmire stores his ever-growing hoard.

False Lairs: Shadowmire conceals his lair's location through frequent movement and outright deception. He has a number of false lairs established around the fens, and he visits them regularly to firmly establish them as red herrings for would-be treasure hunters. Shadowmire has even gone to the trouble of establishing fake hoards at some locations, including the most commonly known one, the ruins of Crestwater Tower. This tall, ruined tower was once a Fallcrest outpost that was dedicated to patrolling the Nentir River from the Witchlight Fens to the city gates. Shadowmire destroyed it years

ago with the aid of his underlings. Though much of the stone tower remains, the fens have reclaimed most of the surrounding buildings and dilapidated docks.

Allies and Enemies: Shadowmire holds great influence over the lizardfolk of the Witchlight Fens. Most of their tribes follow him, willingly or not. The dragon regularly visits them to remind them who is in charge, to convey his expectations, and to give them directions. In addition to the lizardfolk, a great number of dark allies work for the dragon out of fear, reverence, pragmatism, or some combination of the three.

One group, the Daggerburg goblins (page 38), dares to oppose Shadowmire, venturing into the fens from the nearby Harken Forest. They clash regularly with Shadowmire's agents and lizardfolk allies, though the goblins might not always realize that the dragon is the one in charge.

Forever Greedy: Shadowmire wants treasure as much as power and is always ready to add to his hoard. His favorite raiding targets are boats traveling on the Nentir River within the fens. He particularly covets unique items, whether actual magic artifacts or normal objects that have a significant history. When told of such an item, Shadowmire gathers as much information as possible, using spies or underlings if needed. He then devises a scheme to lure the owner to the fens so he can acquire the item personally. He takes special pleasure in drawing wealthy adventurers into his realm, often ambushing them at one of his decoy lairs.

TIGERCLAW BARBARIANS

The Tigerclaw are a people of two castes: the tiger-blooded shifters that rule, and the horde of human barbarians that form the bulk of the tribe.

In deep winter, when war cries echo through the Winterbole Forest on the icy breath of the wind, the Tigerclaws come to raid. Amid the noisome horde of fur-clad human braves, the blood of the tiger advances. Proud heirs of a primal spirit's legacy, the golden-eyed and sharp-fanged razorclaw shifters of the Tigerclaw clan hunt astride their mighty saber-toothed tigers.

Blood of the Tiger: The Tigerclaw barbarians claim to be direct descendants of the primal spirit Hunter of Winter, a powerful sabertooth tiger that placed its mark upon them in the savage dawn of the world, eons before the first human empire rose from the dust. Part human and part hunting cat, the Tigerclaws hold fast to the brutal way of life that has sustained them beyond the rise and fall of civilizations.

As the lorekeepers tell it, the barbarian chieftain Hota Swiftstripe was hunting near a glacier when he encountered the biggest sabertooth he had ever seen. Taller than a white dragon and ten times as fearsome, the creature roared, challenging Hota.

The creature lashed out and tore out Hota's eye before he could blink, leaving four long claw scars in its place. But Hota tricked the beast into charging, and the ice broke beneath its weight. As the great cat thrashed in the freezing water, Hota realized he could not let it die, for it was the mightiest hunter he had ever known. He reached out with his spear and helped the sabertooth to shore.

"I am the spirit Hunter of Winter, whom no mortal had ever bested," the mighty beast said. "Now we are kin, for you bear the mark of my claw and live. As long as you roam free and hunt the wilds, the strongest of your descendants shall bear my spirit within them so that they might overcome all challenges as you have overcome me."

The Tigerclaw barbarians have remained savage ever since, marking their faces with four red lines to honor their spirit brother.

A Tribe of Two Peoples: When Hunter of Winter made Hota his kin, the human chieftain took on the outer aspect of a hunting cat and became the tribe's first razorclaw shifter. These traits he passed to his children and their descendants. Thus the shifters of the Tigerclaw can trace their lineage directly back to Hota and the primal spirit.

Shifters form the base of the tribe's Tigerblood caste, which includes the chieftain, shamans, elite warriors, sabertooth riders, and others who have passed the caste's initiation rites. Tigerblood warriors wield curved

picks of metal and bone to symbolize the fangs of the sabertooth. They comprise about one-third of the tribe.

The remaining two-thirds are called the Tamed, consisting mainly of human gatherers, artisans, and warriors eager to prove themselves worthy of the Tigerbloods. Although some Tigerblood also occupy such roles, all Tigerblood are considered warriors.

When a Tamed has proven himself or herself worthy, the chieftain invokes the rite of initiation, in which the candidate hunts and attempts to subdue a wild sabertooth in the manner of Hota Swiftstripe. Slaying the sacred beast is seen as a bad omen, and a Tamed that does so is put to death. Those who tame the sabertooth are elevated to the Tigerblood caste and mated to a shifter. Henceforth, all their descendants are born Tigerblood.

An Expanding Power: The Tigerclaw barbarians refuse to submit to any authority beyond their own. When Nerath's influence expanded, the Tigerclaw were pushed into the icy northern reaches of the world. But in the decades since Nerath's fall, the barbarians have thrived, forging their way south into the Nentir Vale and other lands.

The Tigerclaw tribe of Chief Scargash that inhabits the Winterbole Forest has dwelt there for over seventy winters. Harsh conditions claim the lives of many Tamed, so the Tigerclaw barbarians expand their

Scargash, Tigerclaw Chief		Level 6 Elite Brute (Leader)
Medium natural humanoid, shifter		XP 500
HP 176; Bloodied 88		Initiative +6
AC 17, Fortitude 18, Reflex 17, Will 17		Perception +5
Speed 6		Low-light vision
Saving Throws +2; Action Points 1		
TRAITS		
☀ Encircle the Prey ◆ Aura 5		
While in the aura, allies gain a +2 power bonus to damage rolls against enemies they are flanking.		
Razorclaw Resilience		
While bloodied, Scargash gains a +2 power bonus to all defenses.		
STANDARD ACTIONS		
⊕ War Pick (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 4 damage, and ongoing 5 damage (save ends).		
⊕ Double Attack ◆ At-Will		
Effect: Scargash uses war pick twice. If he hits the same target twice, the target takes a -2 penalty to all defenses and ongoing 5 damage (save ends both), rather than the normal ongoing damage.		
⊕ Staggering Swipe (weapon) ◆ Encounter		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d10 + 5 damage.		
Miss: Half damage.		
Effect: Scargash slides the target up to 3 squares to a square adjacent to one or more of his enemies. Each enemy that the target ends this movement adjacent to takes 10 damage and falls prone.		
Skills Athletics +12, Intimidate +11		
Str 19 (+7)	Dex 17 (+6)	Wis 15 (+5)
Con 18 (+7)	Int 10 (+3)	Cha 16 (+6)
Alignment unaligned		Languages Common
Equipment hide armor, 2 war picks		

TIGERCLAW BATTLE CRIES

In the heat of battle, Tigerclaw barbarians use battle cries to chill the blood of their enemies. Some common barbarian battle cries appear below.

“Paint the snow with their blood!”

“Make the enemy’s skin your cloak!”

“Feast on their still-beating hearts!”

“We are the predators! They are the prey!”

“Bury your spear in the enemy’s hatred!”

“Freeze their blood with your fury!”

numbers through raids and by seizing worthy mates to repopulate their tribe. They also adopt orphans left by their raids and raise them as Tamed.

Distrustful of Outsiders: The Tigerclaw barbarians regard all outsiders the same way they regard other wild predators—with respect and caution. The lorekeepers remember well the greedy cruelty of the empires that rose from the dust and conquered half the world, only to fall apart under their own weight.

Creatures outside the tribe are considered hunters competing for territory. They can be traded with, but never trusted. Thus, the Tigerclaw think no more of raiding a village of humans or elves than they would of exterminating a snake’s nest or slaying prowling wolves.

The Riven: Tigerclaw barbarians who harm their kin or steal from the tribe are either put to death or exiled, depending on the severity of the crime. Exiled tribesfolk are collectively referred to as the Riven.

Most of the Riven are evil in alignment, and many of them worship demons and dark spirits. A few thrive as lone hunters in the Winterbole Forest, avoiding contact with everyone. Others band together to form small gangs of marauders that haunt the northern reaches of the Nentir Vale and occasionally prey on settlements and farmlands to the south.

Years ago, a Tigerclaw shaman named Shadowfang was exiled for practicing evil rituals and making sacrifices to a giant demon lord named Kostchtchie. Today, she leads a small, nameless gang of Riven marauders who share her evil bent. Shadowfang and her fellow exiles claim the western shores of the Winter River as their domain and occasionally venture as far south as Fallcrest in the winter to plunder food and cattle. More than one farmer has been killed defending his or her livestock from these savage brigands, and the Lord Warden of Fallcrest has a standing bounty on Shadowfang’s head.

Other bands of Riven tend to number six or fewer members. They adopt such names as the Forgotten, the Ghost Fangs, and the Rageborn. They hang grisly totems from trees to mark the boundaries of their territory and kill trespassers on sight.

Winterbole Diplomacy: Following the advice of his closest shamans, Chief Scargash has taken strides to forge a lasting peace with some of the Winterbole

Forest’s monstrous denizens, including Bitterstrike the white dragon (page 20), the Frost Witches (page 54), and the Winterbole treants (page 104). The Tigerclaw barbarians have sent emissaries to treat with their neighbors and bury old axes. It remains to be seen whether these efforts will bear fruit, but for the moment the Tigerclaws are enjoying a “season of peace” and gaining in strength and numbers.

Scargash’s stab at diplomacy aggravates tribesfolk that are eager to prove themselves in battle. Many Tigerbloods and Tamed believe that Hunter of Winter will forsake them if Scargash continues to lead his tribe down the path of peace. For now, they are willing to give their fearless leader the benefit of the doubt. Perhaps the clever chieftain is gathering his strength. Perhaps these diplomatic maneuvers are a ruse to lure his neighbors into a false sense of security. Perhaps Scargash, like the patient hunting tiger, is studying his enemies’ weaknesses and waiting for the right moment to strike. Time will tell.

Tigerclaw Hordeling		Level 3 Minion Skirmisher	
Medium natural humanoid, human		XP 38	
HP 1; a missed attack never damages a minion.		Initiative +5	
AC 17, Fortitude 16, Reflex 15, Will 14		Perception +3	
Speed 6			
STANDARD ACTIONS			
⊕ Battleaxe (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC. The attack can score a critical hit on a roll of 18–20.			
Hit: 4 damage, or 7 if the attack was a critical hit.			
Str 16 (+4)	Dex 14 (+3)	Wis 14 (+3)	
Con 17 (+4)	Int 8 (+0)	Cha 10 (+1)	
Alignment unaligned		Languages Common	
Equipment hide armor, battleaxe			

Tigerclaw Brave		Level 3 Soldier	
Medium natural humanoid, human		XP 150	
HP 49; Bloodied 24		Initiative +5	
AC 19, Fortitude 17, Reflex 14, Will 14		Perception +3	
Speed 6			
STANDARD ACTIONS			
⊕ Broadsword (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d10 + 6 damage.			
Effect: The target is marked until the end of the brave’s next turn.			
↘ Sabertooth Spear (weapon) ◆ Recharge when first bloodied			
Attack: Ranged 5 (one creature); +6 vs. Reflex			
Hit: 2d6 + 5 damage, and the target is immobilized until the end of its next turn.			
Miss: Half damage, and the target is slowed until the end of its next turn.			
TRIGGERED ACTIONS			
⊕ Sabertooth Jab ◆ At-Will			
Trigger: An enemy adjacent to the brave and marked by it shifts.			
Effect (Opportunity Action): The brave uses broadsword against the triggering enemy.			
Skills Athletics +9			
Str 16 (+4)	Dex 14 (+3)	Wis 14 (+3)	
Con 17 (+4)	Int 8 (+0)	Cha 10 (+1)	
Alignment unaligned		Languages Common	
Equipment hide armor, broadsword, 2 spears			



Left to right: Tigerclaw hordeling, shaman, brave, chief

Tigerclaw Scout **Level 4 Skirmisher**

Medium natural humanoid, shifter XP 175

HP 55; Bloodied 27 **Initiative +8**

AC 18, Fortitude 15, Reflex 17, Will 15 **Perception +10**

Speed 6 Low-light vision

TRAITS

Adept Charger

The scout is not limited to taking only free actions immediately after a charge.

Razorclaw Flurry

While bloodied, the scout gains a +2 power bonus to speed and a +4 power bonus to all defenses against opportunity attacks.

STANDARD ACTIONS

⊕ **Light Pick (weapon) ♦ At-Will**

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

Hit: 2d6 + 4 damage, or 3d6 + 4 if the attack was part of a charge.

⊕ **Sabertooth Strike (weapon) ♦ Recharge** if the power misses every target

Attack: Melee 1 (one or two creatures); +7 vs. Fortitude

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

TRIGGERED ACTIONS

Wild Instinct ♦ At-Will

Trigger: An enemy ends its movement in a square where it flanks the scout.

Effect (Immediate Reaction): The scout shifts up to 2 squares.

Skills Athletics +9, Stealth +11

Str 14 (+4) **Dex** 18 (+6) **Wis** 17 (+5)

Con 15 (+4) **Int** 10 (+2) **Cha** 10 (+2)

Alignment unaligned **Languages** Common

Equipment hide armor, 2 light picks

Tigerclaw Fang-Wielder

Level 5 Brute

Medium natural humanoid, shifter

XP 200

HP 77; Bloodied 38

Initiative +5

AC 17, Fortitude 19, Reflex 17, Will 15

Perception +4

Speed 6

Low-light vision

STANDARD ACTIONS

⊕ **Heavy War Pick (weapon) ♦ At-Will**

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

Hit: 2d8 + 7 damage, or 3d8 + 7 while the fang-wielder is bloodied.

⊕ **Fang of the Sabertooth (weapon) ♦ Recharge** ☼ ☼ ☼

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

Hit: 3d12 + 5 damage, and the target falls prone. If the fang-wielder scores a critical hit, the target also takes ongoing 5 damage (save ends).

TRIGGERED ACTIONS

⚡ **Winter's Rage (weapon) ♦ Encounter**

Trigger: The fang-wielder first becomes bloodied.

Attack (Immediate Reaction): Close burst 1 (enemies in the burst); +10 vs. AC

Hit: 2d12 + 3 damage, and the target falls prone.

Miss: Half damage.

Effect: The fang-wielder can push each target 1 square.

Skills Athletics +11

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

Con 17 (+5) **Int** 8 (+1) **Cha** 10 (+2)

Alignment unaligned **Languages** Common

Equipment hide armor, heavy war pick



Tigerclaw Shaman	Level 5 Controller
Medium natural humanoid, shifter	XP 200
HP 52; Bloodied 27	Initiative +5
AC 19, Fortitude 15, Reflex 17, Will 19	Perception +11
Speed 6	Low-light vision
TRAITS	
Razorclaw Healing	
While the shaman is bloodied and has at least 1 hit point, it regains 4 hit points at the start of each of its turns.	
STANDARD ACTIONS	
⊕ Longspear (weapon) ◆ At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 1d10 + 8 damage, and the target is slowed until the end of its next turn.	
✞ Phantom Fangs (implement, psychic) ◆ At-Will	
Attack: Ranged 5 (one creature); +8 vs. Will	
Hit: 2d8 + 4 psychic damage, and the target is immobilized until the end of its next turn.	
Miss: The target is slowed until the end of its next turn.	
MINOR ACTIONS	
⚡ Concussive Roar ◆ Encounter	
Attack: Close blast 3 (enemies in the blast); +8 vs. Will	
Hit: The shaman pushes the target up to 3 squares, and the target is immobilized (save ends).	
Miss: The shaman can push the target 1 square.	
Skills Heal +11, Nature +11, Religion +9	
Str 13 (+3)	Dex 17 (+5) Wis 18 (+6)
Con 12 (+3)	Int 15 (+4) Cha 14 (+4)
Alignment unaligned Languages Common	
Equipment hide armor, longspear, totem	

Sabertooth Tiger	Level 6 Soldier
Large natural beast (mount)	XP 250
HP 72; Bloodied 36	Initiative +9
AC 22, Fortitude 19, Reflex 19, Will 18	Perception +11
Speed 8, climb 4	Low-light vision
TRAITS	
Charging Pounce	
The tiger is not limited to taking only free actions immediately after a charge.	
Tiger Charge (mount)	
The tiger's rider gains a +2 power bonus to damage rolls on charge attacks.	
STANDARD ACTIONS	
⊕ Bite ◆ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC. If the tiger is grabbing a creature, it can make this attack only against that creature.	
Hit: 2d8 + 3 damage, or 3d8 + 3 if the attack was part of a charge. In addition, the target is grabbed (escape DC 15).	
↓ Puncturing Fangs ◆ At-Will	
Effect: Melee 1 (one creature grabbed by the tiger). The target takes 2d10 damage, and ongoing 5 damage (save ends).	
Skills Athletics +12, Acrobatics +12, Stealth +12	
Str 19 (+7)	Dex 19 (+7) Wis 16 (+6)
Con 16 (+6)	Int 2 (-1) Cha 10 (+3)
Alignment unaligned Languages —	

Primal Sabertooth Tiger	Level 8 Elite Soldier
Huge natural beast (mount)	XP 700
HP 178; Bloodied 89	Initiative +11
AC 24, Fortitude 21, Reflex 21, Will 19	Perception +12
Speed 8, climb 4	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Charging Pounce	
The sabertooth is not limited to taking only free actions immediately after a charge.	
Threatening Reach	
The sabertooth can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
⊕ Claw ◆ At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 1d10 + 5 damage, and ongoing 5 damage (save ends). If the target is already taking ongoing damage, it takes ongoing 10 damage (save ends).	
↓ Go for the Kill ◆ Recharge ☹ ☹	
Attack: Melee 2 (one creature); +11 vs. Reflex	
Hit: 3d12 + 6 damage, and the target falls prone. If this attack bloodies the target, the sabertooth gains 5 temporary hit points.	
Miss: Half damage.	
MINOR ACTIONS	
↓ Bite ◆ Recharge when no creature is grabbed by this power	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d10 + 5 damage, and the target is grabbed (escape DC 20). Until the grab ends, the target takes ongoing 10 damage. When the sabertooth moves willingly, it can pull the target with it, keeping the target adjacent to it. When the sabertooth pulls the target in this way, the sabertooth's movement doesn't provoke opportunity attacks from the target.	
TRIGGERED ACTIONS	
Fierce Spirit ◆ Encounter	
<i>Trigger:</i> An attack reduces the sabertooth to 0 hit points.	
<i>Effect (Immediate Interrupt):</i> Go for the kill recharges, and the sabertooth shifts up to its speed and uses it against an enemy. If the sabertooth reduces the enemy to 0 hit points or fewer, the sabertooth does not drop to 0 hit points and instead has 20 hit points.	
Skills Athletics +14, Acrobatics +14, Nature +12, Stealth +14	
Str 20 (+9)	Dex 20 (+9) Wis 17 (+7)
Con 17 (+7)	Int 3 (+0) Cha 11 (+4)
Alignment unaligned Languages —	

“There could be hundreds of them. Thousands. Gods help us.”
—Milo Longfathom
of Hammerfast

TREANTS OF THE NENTIR VALE

The slumbering guardians of the great forest might soon be awakening once more for war. Few sights are as awe-inspiring, but woe to any person or settlement that stands in the path of a treant army making the Great March.

Long ago, a vast forest stretching from the Cairngorm Peaks to the Dawnforge Mountains blanketed the Nentir Vale. In this primeval era, the Winterbole and Harken forests were one, and all its inhabitants bowed before the forest's venerable sovereigns, the treants.

In this bygone age, Nentir Forest had little to fear from dragonkind, because Malorunth the Eternal Ash, a powerful archfey, extended its protection across the entire Vale. But peace always passes.

The first seeds of betrayal were planted when Malorunth inexplicably fell silent one spring evening, withered leaves falling in droves from his brittle, petrified branches. With Malorunth's passing so too fell the vale's protective mantle. Scores of dragons infiltrated the woodland, triggering the first of several titanic confrontations between wyrm and treant.

Treant Civil War: When the so-called War of Endless Branches finally ended, the great wood stood divided. Even though dragons' fire had razed large swaths of woodland, it was festering suspicion and

ENCOUNTERING THE TREANTS

The boulder-strewn wilderness poster map is a good location for an encounter with the treants of either Winterbole Forest or Harken Forest. The treants generally stay within their forest, so this site could be a glade or clearing in the woods that the treants are protecting. Consider having this location be the site of a natural shrine that the characters are seeking, which is watched over by a wood woad druid and its Harken treant allies, who won't be happy to see intruders. When the characters move on top of the raised mound next to the shrine, the druid and the treants emerge from the trees on the right side of the map to defend their territory.

doubt that ultimately divided the treants. With little evidence to back their claims, some deciduous treants openly blamed the conifers for the Eternal Ash's demise. Soon, heated words bred violence, and civil war engulfed the forest. The treant fellowship ripped apart, creating a deep rift that endures still.

In the wake of the treant civil war, most conifers migrated into the northern wood, known today as Winterbole Forest. Reaffirming suspicions of their betrayal, the Winterbole treants turned their veneration to the Prince of Frost, even allying with an elder white dragon.



Left to right: Winterbole frostbeard, rimeneedle, sapling

The deciduous treants continue to revere Malorunth, whose petrified trunk stands enshrined in the heart of Harken Forest. Harken treants cling to the belief that the Eternal Ash will return to them, but only if his murder is avenged.

The Great March: Though frequent by the treants' own reckoning, the great wars between Harken and Winterbole typically occur only every century or two. When one faction or the other decides to mount a Great March, the treants move swiftly against their enemies—but the attacking force must first make a sixty-mile-plus trek across the vale to reach enemy territory. The last Great March happened nearly two centuries ago, when the Harken treants moved against the northern treants

Winterbole Frostbeard	
Level 16 Elite Controller (Leader)	
Huge fey magical beast (plant), treant XP 2,800	
HP 308; Bloodied 154	Initiative +11
AC 30, Fortitude 28, Reflex 28, Will 29	Perception +15
Speed 8 (forest walk, ice walk)	Low-light vision
Immune prone; Resist 10 cold	
Saving Throws +2; Action Points 1	
TRAITS	
☼ Ice Glaze ◆ Aura 3	
The ground in the aura is difficult terrain for creatures without ice walk.	
Deep Roots	
Whenever the frostbeard is subjected to a pull, a push, or a slide, it can move 2 squares fewer than the effect specifies.	
Nature's Wrath	
When the frostbeard spends an action point, one ally within 10 squares of it can make a melee basic attack as a free action.	
Wooden Body	
Whenever the frostbeard takes fire damage, it also takes ongoing 5 fire damage (save ends).	
STANDARD ACTIONS	
⊕ Slam ◆ At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 2d12 + 11 damage, and the target is slowed until the end of its next turn.	
⬇ Double Attack ◆ At-Will	
Effect: The frostbeard uses <i>slam</i> twice.	
❄ Howling Blizzard (cold, thunder, zone) ◆ Encounter	
Attack: Area burst 2 within 10 (creatures in the burst); +19 vs. Fortitude	
Hit: 4d6 + 10 cold and thunder damage, and the target falls prone.	
Effect: The burst creates a zone that lasts until the end of the frostbeard's next turn. Any enemy that ends its turn in the zone takes 10 cold damage. The frostbeard can move the zone up to 5 squares as a move action.	
Sustain Minor: The zone persists until the end of the frostbeard's next turn.	
MOVE ACTIONS	
☾ Spirits of the Forest (teleportation) ◆ Recharge [1]	
Effect: Close burst 5 (one, two, or three allies). The frostbeard and each target teleport up to 5 squares. The frostbeard and each target gain a +2 power bonus to all defenses until the end of the frostbeard's next turn.	
Str 23 (+14)	Dex 16 (+11) Wis 25 (+15)
Con 18 (+12)	Int 22 (+14) Cha 20 (+13)
Alignment unaligned Languages Elven	

near Lake Wintermist. It's likely that the Winterbole treants will strike next, but it's not unheard of for one side to strike twice in succession.

Winterbole Treants

As cold-hearted as their name implies, the coniferous Winterbole treants have little patience for the proclivities of humanoids or any compassion for their plight. They view humans, elves, orcs, and other two-legged races as parasites—nuisances to be swatted down when they come too close. Within their woods lie ancient Arkhosian ruins and secret Shadowfell crossings, both of which the treants discourage outsiders from visiting.

Winterbole Sapling		Level 11 Minion Soldier	
Medium fey magical beast (plant), treant		XP 150	
HP 1; a missed attack never damages a minion.		Initiative +9	
AC 27, Fortitude 24, Reflex 21, Will 23		Perception +9	
Speed 6 (forest walk, ice walk)		Low-light vision	
Resist 10 cold			
TRAITS			
☼ Numbing Branches (cold) ◆ Aura 1			
Whenever an immobilized enemy starts its turn in the aura, the enemy takes 3 cold damage.			
STANDARD ACTIONS			
⊕ Slam ◆ At-Will			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 8 damage, and the target is immobilized until the end of its next turn.			
Str 21 (+10)	Dex 15 (+7)	Wis 18 (+9)	
Con 19 (+9)	Int 12 (+6)	Cha 15 (+7)	
Alignment unaligned		Languages Elven	

Winterbole Rimeneedle		Level 12 Skirmisher	
Large fey magical beast (plant), treant		XP 700	
HP 122; Bloodied 61		Initiative +10	
AC 26, Fortitude 24, Reflex 23, Will 24		Perception +10	
Speed 8 (forest walk, ice walk)		Low-light vision	
Resist 10 cold			
TRAITS			
Wooden Body			
Whenever the rimeneedle takes fire damage, it also takes ongoing 5 fire damage (save ends).			
STANDARD ACTIONS			
⊕ Slam ◆ At-Will			
Attack: Melee 2 (one creature); +17 vs. AC			
Hit: 2d12 + 7 damage.			
⬇ Tree Stomp ◆ At-Will			
Effect: The rimeneedle shifts up to its speed and can move through enemies' spaces during this movement. At any point during that movement, it uses <i>slam</i> once. If the attack hits, the target also falls prone.			
MOVE ACTIONS			
↶ Winter's Step (cold, teleportation) ◆ Encounter			
Effect: Before the attack, the rimeneedle can teleport up to 5 squares.			
Attack: Close burst 2 (enemies in the burst); +15 vs. Fortitude			
Hit: 2d10 + 9 cold damage.			
Miss: Half damage.			
Skills Nature +15, Stealth +13			
Str 19 (+10)	Dex 15 (+8)	Wis 18 (+10)	
Con 18 (+10)	Int 17 (+9)	Cha 16 (+9)	
Alignment unaligned		Languages Elven	

Bitter Allies: Winterbole treants maintain an age-old truce with Bitterstrike (page 20), a white dragon in the region, though the naive white wyrm considers the wizened tree folk to be little more than vassals. The treants are content to let the dragon believe what she will as long as she delivers on her end of the agreement—aiding them against the Harken treants in the Winterbole treants' next Great March.

Winter's Heart: Winterbole treants are masters of winter's fury and can unleash howling winds and strength-sapping frosts that freeze flesh in a matter of moments. Their saplings are energetic and aggressive, occasionally teaming with wood woads in raids against Tigerclaw barbarians. Rimeneedles are the most intelligent of the lesser conifers and often serve as scouts. The venerable frostbeards are the mightiest guardians of Winterbole Forest, able to unleash shrieking blizzards or crush a traveler with a single step, but these leaders are seldom encountered.

Harken Treants

The Harken Forest is old and mysterious, hiding ancient elven and eladrin ruins as well as Feywild crossings. Adventurers have long brought back stories of sprites, spirits, and an ancient treant that resides in the forest's center. Travelers more attuned to the land can feel the ebbing life force deep within Harken Forest, and they dare not attract its attention.

Treants and Wood Woads: The Harken Forest treants are identical with the treant and the bramblewood treant as described in *Monster Vault*. The Harken treants are usually found in the company of wood woads—stern humanoids from the Feywild that look much like dwarf-proportioned trees.

Wood Woad Juggernaut		Level 15 Brute
Large fey humanoid (plant)		XP 1,200
HP 160; Bloodied 80		Initiative +10
AC 27, Fortitude 28, Reflex 25, Will 27		Perception +12
Speed 5		
TRAITS		
Juggernaut Charge		
The juggernaut has resist 15 to all damage while charging.		
STANDARD ACTIONS		
⊕ Slam ◆ At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 3d8 + 15 damage.		
↓ Nature's Reign (healing) ◆ Recharge ☼ ☼ ☼		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 3d12 + 14 damage, and ongoing 10 damage (save ends).		
Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points.		
Str 20 (+12)	Dex 17 (+10)	Wis 21 (+12)
Con 23 (+13)	Int 15 (+9)	Cha 15 (+9)
Alignment unaligned		Languages Common, Elven

King of the Forest: Mysteriphal, the oldest living creature in the Nentir Vale, solemnly vows to protect the petrified husk of his once-thriving patron, Malorunth. Fire-scarred and rot-cursed, Mysteriphal has forgotten that he once was a kind and noble treant who would help any genuine and good-hearted being. Years of warring, destruction, and death have scoured any remnants of goodwill from his soul. Even the elves are cautious when treading into his domain.

Mysteriphal		Level 20 Solo Controller
Huge fey magical beast (plant), treant		XP 14,000
HP 768; Bloodied 384		Initiative +12
AC 34, Fortitude 32, Reflex 29, Will 33		Perception +24
Speed 4		
Immune poison		
Saving Throws +5; Action Points 2		
TRAITS		
Ancient Entity		
If Mysteriphal is stunned or dominated, he is instead dazed for the same duration.		
Firecatcher		
Whenever Mysteriphal takes fire damage, he also takes ongoing 10 fire damage (save ends). While taking any ongoing fire damage, Mysteriphal deals 10 extra fire damage to any target he hits with a melee attack.		
Threatening Reach		
Mysteriphal can make opportunity attacks against enemies within 3 squares of him.		
STANDARD ACTIONS		
⊕ Slam ◆ At-Will		
Attack: Melee 3 (one creature); +25 vs. AC		
Hit: 3d10 + 12 damage.		
Effect: Mysteriphal can push the target 1 square.		
↓ Quadruple Slam ◆ At-Will		
Effect: Mysteriphal uses <i>slam</i> four times. If he hits the same target at least twice, the target falls prone.		
↩ Reverberating Word (thunder) ◆ Recharge when first bloodied		
Attack: Close burst 3 (nonplants in the burst); +23 vs. Fortitude		
Hit: 3d8 + 15 thunder damage, and the target is dazed until the end of Mysteriphal's next turn.		
MOVE ACTIONS		
Teleport (teleportation) ◆ Recharge ☼ ☼ ☼		
Effect: Mysteriphal teleports up to 4 squares.		
MINOR ACTIONS		
↓ Root Grab ◆ At-Will (1/round)		
Attack: Melee 3 (one prone creature); +23 vs. Reflex		
Hit: Mysteriphal pulls the target up to 2 squares, and the target is grabbed (escape DC 25) if he has fewer than four creatures grabbed.		
TRIGGERED ACTIONS		
↓ Charred for Life ◆ At-Will		
Trigger: An attack deals fire damage to Mysteriphal.		
Effect (Immediate Reaction): Mysteriphal uses <i>slam</i> .		
Skills History +20, Nature +24		
Str 26 (+18)	Dex 15 (+12)	Wis 29 (+19)
Con 24 (+17)	Int 21 (+15)	Cha 26 (+18)
Alignment unaligned		Languages Common, Elven



Left to right: Wood woad druid, wood woad juggernaut, Mysteriphall

Wood Woad Druid **Level 14 Skirmisher (Leader)**
Medium fey humanoid (plant) XP 1,000

HP 145; Bloodied 72 Initiative +14
AC 28, Fortitude 27, Reflex 25, Will 25 Perception +17
Speed 5

Immune immobilized, restrained, slowed

STANDARD ACTIONS

⊕ **Cudgel** (weapon) ◆ **At-Will**

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

Hit: 3d6 + 11 damage.

↓ **Darting Strike** (weapon) ◆ **At-Will**

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

Hit: 3d6 + 11 damage.

Effect: Before or after the attack, the druid can shift up to 2 squares.

↓ **Polymorph into Plant** (polymorph) ◆ **Recharge** if the power misses

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

Hit: The druid alters the target's physical form to appear as a plant

until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.

MOVE ACTIONS

Earthen Stride ◆ **At-Will**

Effect: The druid and one ally adjacent to it can each shift up to 2 squares.

MINOR ACTIONS

Nature's Boon ◆ **Encounter**

Effect: Close burst 5 (one plant ally in the burst). The target gains 25 temporary hit points.

Skills Endurance +19, Heal +17, Nature +17

Str 17 (+10) Dex 20 (+12) Wis 21 (+12)

Con 25 (+14) Int 15 (+9) Cha 15 (+9)

Alignment unaligned Languages Common, Elven

Equipment cudgel

TWIG BLIGHT

Given the widespread retelling of Fellis's Folly, it isn't surprising that villagers deep in their cups admit to having paralyzing nightmares of parched twig blight swarms devouring their kin.

Twig blights can resemble large woody shrubs or small trees with interlocking branches. These nondescript predators need blood to flourish. They can root in nearly any soil and take on attributes of native flora, making wooded areas and forests seem to be attractive nesting grounds. Seedlings grow from an adult twig blight's root system, with as many as a dozen simultaneously sprouting. Seedlings are weak and extremely vulnerable in their first few days of growth, but they mature quickly and can ambush small creatures within a week or two of sprouting.

Fellis's Folly: Back in Fallcrest's glory days, a lonely pig farmer named Fellis was the first to discover twig blights in the Nentir Vale. He doted on the frail-looking scamps, which sprouted from a near-leafless bush that appeared overnight outside his slaughter shed. When he told his neighbors about this discovery, some of them feared that Fellis had succumbed to delusions. When he started naming the seedlings and playing them tunes on his pipes, his neighbors' suspicions were



confirmed. Nonetheless, they still brought goods over to barter for pig meat, and a few took a seedling or two home to plant.

As fall bowed to winter, a vicious windstorm battered the valley, downing trees, wrecking houses, and halting regular travel for days. By the time anyone was able to get to Fellis's farm again, the inevitable had happened. Fellis, his wife, the pigs, and even the cat were all dead, and a few pulsating twig blights remained rooted in the corpses.

Nearby villages banded together to burn out the burgeoning twig blight infestation, but some of the woody things escaped into nearby forests. Since that time, farmers along the outskirts of the Harken and Winterbole forests have lived in fear of a potential twig blight horde emerging from the woods to attack their homesteads.

Feeding and Breeding: Twig blight numbers swell dramatically wherever large sources of fresh blood is found. Usually the blood comes from unwary creatures the twig blights have slaughtered, but even heavily blood-soaked earth, such as on a battlefield, draws them. As long as the blood source remains, the blights root themselves in it to feed, dropping seeds to create more of their kind. When the food source runs out, however, the predatory plant creatures move on to seek out more fresh blood. If no blood can be found, the deprived twig blights root themselves in normal soil where they can get sustenance and survive until they can feed on blood again (usually when a creature comes too close).

Some powerful creatures plant the blights for use as unguided boundary guardians. However, the twig blights' low intelligence and self-centered nature make them unreliable. They're as likely to follow the wind to a nearby town as they are to stay rooted along a designated boundary.

Twig blight infestations aren't limited to the surface world. Adventurers have reported seeing them in dungeons, ruins, and monsters' lairs, where they gorge on the wreckage of once-living creatures. Such tales have led to the conclusion that twig blights don't need light to survive; rather, they become increasingly bloodthirsty when dwelling in the dark.

Original and Varieties: Sages name the Gulthias Tree as the twig blights' progenitor. The tree grew from a wooden stake used to slay an ancient vampire. Some speculate that a new twig blight variety can emerge from some other tree that has germinated where a stake was put to similar use. Given the danger involved in testing such a theory, no one has attempted to do so.

Of the known varieties, the swampvine is a commonly encountered type. Its body is a tangled mass of ropey vegetation that sprouts tentaclelike, thorny limbs. Found mainly in wetland areas, swampvines occasionally meander into freshwater lakes and riverbeds. They are especially troublesome in the Witchlight Fens along

the Nentir River. Druids and rangers have spotted them lurking near pools above and below the river's narrows and rapids.

Twig Blight Seedling Small fey humanoid (plant)	Level 1 Minion Skirmisher XP 25
HP 1; a missed attack never damages a minion. AC 15, Fortitude 12, Reflex 15, Will 13 Speed 5 (forest walk), climb 5 Resist 5 poison	Initiative +5 Perception +6 Darkvision
TRAITS	
Rooted When an effect forces the seedling to move through a pull, a push, or a slide, the seedling can move 3 squares fewer than the effect specifies.	
STANDARD ACTIONS	
⊕ Claw (poison) ◆ At-Will <i>Effect:</i> Before the attack, the seedling shifts up to 2 squares. <i>Attack:</i> Melee 1 (one creature); +6 vs. AC <i>Hit:</i> 3 poison damage, or 5 poison damage if the target is granting combat advantage to the seedling.	
Skills Stealth +8	
Str 7 (-2)	Dex 17 (+3) Wis 12 (+1)
Con 9 (-1)	Int 5 (-3) Cha 10 (+0)
Alignment chaotic evil Languages Elven	

Twig Blight Swampvine Small fey humanoid (plant)	Level 3 Soldier XP 150
HP 42; Bloodied 21 AC 19, Fortitude 14, Reflex 16, Will 15 Speed 5 (swamp walk), climb 5, swim 5 Resist 5 poison; Vulnerable 5 fire	Initiative +6 Perception +8 Darkvision
TRAITS	
Rooted When an effect forces the swampvine to move through a pull, a push, or a slide, the seedling can move 3 squares fewer than the effect specifies.	
STANDARD ACTIONS	
⊕ Claw (poison) ◆ At-Will <i>Attack:</i> Melee 1 (one creature); +8 vs. AC <i>Hit:</i> 1d8 + 6 poison damage.	
MINOR ACTIONS	
↓ Vine Snare ◆ At-Will (1/round) <i>Effect:</i> Melee 3 (one creature); +6 vs. Reflex <i>Hit:</i> The swampvine pulls the target up to 2 squares, and the target is grabbed (escape DC 13).	
TRIGGERED ACTIONS	
Poison Lash (poison) ◆ At-Will <i>Trigger:</i> An enemy the swampvine is grabbing uses an attack power that does not include the swampvine as a target. <i>Effect (Immediate Reaction):</i> Melee 3 (triggering enemy). The target takes 5 poison damage.	
Skills Stealth +9	
Str 12 (+2)	Dex 17 (+4) Wis 14 (+3)
Con 10 (+1)	Int 6 (-1) Cha 10 (+1)
Alignment chaotic evil Languages Elven	

Twig Blight Small fey humanoid (plant)	Level 2 Lurker XP 125
HP 28; Bloodied 14 AC 16, Fortitude 12, Reflex 16, Will 14 Speed 5 (forest walk), climb 5 Resist 5 poison; Vulnerable 5 fire	Initiative +9 Perception +8 Darkvision
TRAITS	
Rooted When an effect forces the blight to move through a pull, a push, or a slide, the seedling can move 3 squares fewer than the effect specifies.	
STANDARD ACTIONS	
⊕ Claw (poison) ◆ At-Will <i>Attack:</i> Melee 1 (one creature); +7 vs. AC <i>Hit:</i> 1d6 + 7 poison damage.	
↓ Blighted Claw (poison) ◆ Recharge when the blight uses <i>invisibility</i> <i>Attack:</i> Melee 1 (one creature); +7 vs. AC <i>Hit:</i> 2d6 + 8 poison damage, and the target is weakened (save ends). <i>Miss:</i> Half damage, and the target is weakened until the end of its next turn.	
Invisibility (illusion) ◆ Recharge when the blight uses <i>blighted claw</i> <i>Effect:</i> The blight becomes invisible until the start of its next turn.	
Skills Stealth +10	
Str 8 (+0)	Dex 18 (+5) Wis 14 (+3)
Con 10 (+1)	Int 6 (-1) Cha 10 (+1)
Alignment chaotic evil Languages Elven	

Twig Blight Swarm Large fey humanoid (plant, swarm)	Level 5 Brute XP 200
HP 74; Bloodied 37 AC 17, Fortitude 17, Reflex 18, Will 15 Speed 5 (forest walk), climb 5 Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	Initiative +6 Perception +10 Darkvision
TRAITS	
⚙ Swarm Attack ◆ Aura 1 Any enemy that ends its turn in the aura takes 3 damage.	
Rooted The swarm cannot be pulled, pushed, or slid.	
Swarm The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. It can squeeze through any opening that is large enough for a Small creature.	
STANDARD ACTIONS	
↔ Swarm of Claws (poison) ◆ At-Will <i>Attack:</i> Close burst 1 (enemies in the burst); +10 vs. AC <i>Hit:</i> 2d6 + 8 poison damage.	
Str 12 (+3)	Dex 19 (+6) Wis 14 (+4)
Con 14 (+4)	Int 6 (+0) Cha 10 (+2)
Alignment chaotic evil Languages Elven	

VAMPIRIC MIST

These sanguine mists, the remains of a secret coven of vampires, prowl the Witchlight Fens in search of blood.

Long ago, a coven of vampires claimed the marshy expanse known as the Witchlight Fens as their secluded demesne, wherein was hidden the phylactery of their dark liege—a powerful lich whose name has been forgotten. If the old stories are true, the phylactery still lies somewhere in the swamp, well removed from more traveled areas of the region. The lich’s whereabouts are unknown, and its presence has not been felt for generations. As for the vampires in the lich’s employ, their corporeal bodies were consumed long ago, yet they linger still as deadly clouds of mist that turn crimson when flush with the blood of their victims.

Some say that the Witchlight Fens are the decayed and rotting remains of a demon lord slain in an ancient battle. Whether the swampy landscape holds the essence of a dead demon or not, campfire tales speak of the lich that strove to animate the demon’s remains for its own fell purposes—a story to deter common folk from entering the bogs, if nothing else. The lich’s fate is unknown: It might still haunt the Witchlight Fens, protected by the misty remnants of its vampiric servitors.

Ritual Gone Awry: When the nameless lich hid its phylactery within the Witchlight Fens, it charged its vampire servitors with protecting it. One of the lich’s many enemies, a powerful hag, came to the Witchlight Fens in search of the phylactery and performed a ritual to destroy the vampire coven. The ritual did not yield the expected results. The vampires’ bodies were destroyed, but their evil essence lingered. The nine vampire lords who led the coven transformed into a single force of pure hatred and malice called a crimson deathmist. The lesser vampires of the coven were reduced to roaming clouds of mist having an insatiable hunger for life. The hag, discouraged by the ritual’s failure, left the swamp without her prize.

The coven itself did not survive the passage of time, and the vampiric mists scattered throughout the Witchlight Fens. A few gather in packs, but most are likely to be encountered with small groups of evil-minded creatures including bog hags, vine horrors, and outcast Witchlight lizardfolk (page 117).

Vampiric Mist	Level 9 Skirmisher
Medium shadow animate (undead)	XP 400
HP 85; Bloodied 42	Initiative +11
AC 23, Fortitude 21, Reflex 21, Will 19	Perception +7
Speed 0, fly 5 (altitude limit 2)	Darkvision
Immune disease; Resist 10 necrotic, 10 poison;	
Vulnerable 5 radiant	
TRAITS	
☼ Siphoning Presence (necrotic) ◆ Aura 1	
Enemies can’t spend healing surges in the aura. When an enemy ends its turn in the aura, it takes 5 necrotic damage, and the mist gains 5 temporary hit points.	
Insubstantial	
The mist takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.	
Mist Form	
The mist can move through openings of any size. It can also enter other creatures’ spaces and end its turn there.	
STANDARD ACTIONS	
⊕ Life Drain (necrotic) ◆ At-Will	
Attack: Melee 1 (one creature); +12 vs. Fortitude	
Hit: 3d6 + 7 necrotic damage, and the target gains vulnerable 5 necrotic until the end of the mist’s next turn.	
⚡ Wave of Lethargy (necrotic, psychic) ◆ Recharge ☒ ☒	
Attack: Close burst 2 (creatures in the burst); +12 vs. Fortitude	
Hit: 2d10 + 2 necrotic and psychic damage, and the target is slowed until the end of the mist’s next turn.	
MOVE ACTIONS	
Shifting Mists ◆ At-Will	
Effect: The mist shifts up to its speed.	
Str 7 (+2)	Dex 21 (+9)
Con 20 (+9)	Int 5 (+1)
	Cha 9 (+3)
Alignment evil	Languages –

Vampiric Mist Corruptor	Level 11 Controller
Medium shadow animate (undead)	XP 600
HP 100; Bloodied 50	Initiative +9
AC 25, Fortitude 24, Reflex 23, Will 23	Perception +9
Speed 0, fly 5 (altitude limit 2)	Darkvision
Immune disease; Resist 10 necrotic, 10 poison;	
Vulnerable 5 radiant	
TRAITS	
☼ Siphoning Presence (necrotic, psychic) ◆ Aura 1	
Enemies can’t spend healing surges in the aura. When an enemy ends its turn in the aura, it takes 10 necrotic and psychic damage, and the mist gains 5 temporary hit points.	
Insubstantial	
The mist takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.	
Mist Form	
The mist can move through openings of any size. It can also enter other creatures’ spaces and end its turn there.	
STANDARD ACTIONS	
⊕ Bite (necrotic) ◆ At-Will	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: 3d6 + 9 necrotic damage, and the mist slides the target up to 2 squares.	
☞ Corrupting Gaze (charm, gaze, psychic, necrotic) ◆ Recharge	
when no creature is dominated by this power	
Attack: Ranged 10 (one creature); +14 vs. Will	
Hit: The target is dominated (save ends).	
Aftereffect: The target takes 2d8 + 10 necrotic and psychic damage.	
TRIGGERED ACTIONS	
⚡ Deathly Howl ◆ Encounter	
Trigger: The mist is first bloodied.	
Attack (Free Action): Close burst 5 (enemies in the burst); +14 vs. Fortitude	
Hit: The mist pushes the target up to 3 squares, and the target can’t spend healing surges (save ends).	
Str 7 (+3)	Dex 18 (+9)
Con 20 (+10)	Int 7 (+3)
	Cha 11 (+5)
Alignment evil	Languages –



Catacombs Below: Deep within the Witchlight Fens is a small clearing bereft of swamp life that holds only a single large slab of ancient rock. Though the clearing seems unremarkable, it is the domain of the crimson deathmist and the entrance to the catacombs containing the lich's phylactery. The hazy, concentrated mist roams the area endlessly, seeking new flesh to claim. Preferring the blood of elves and other fey creatures, this roaming entity has never been encountered by any who have lived to tell the tale.

Beyond the Fens: Vampiric mists exist beyond the Witchlight Fens. Any vampire that becomes trapped in gaseous form (usually as a result of losing its sacred resting place) can transform into a vampiric mist by sheer force of will. In doing so, it gives up its corporeal form and becomes a more primal creature, with few desires beyond a craving for life and blood.



Crimson Deathmist	Level 19 Elite Soldier	
Huge shadow animate (undead)	XP 4,800	
HP 328; Bloodied 164	Initiative +21	
AC 35, Fortitude 31, Reflex 34, Will 30	Perception +20	
Speed 0, fly 6 (altitude limit 3)	Darkvision	
Immune disease; Resist 10 necrotic, 10 poison;		
Vulnerable 10 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
☼ Impending Doom (necrotic) ◆ Aura 2		
Enemies can't spend healing surges in the aura. When an enemy ends its turn in the aura, it takes 10 necrotic damage, and the deathmist gains 10 temporary hit points.		
Insubstantial		
The deathmist takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.		
Mist Form		
The deathmist can move through openings of any size. It can also enter other creatures' spaces and end its turn there.		
STANDARD ACTIONS		
⊕ Deathly Grasp (necrotic, poison) ◆ At-Will		
Attack: Melee 2 (one creature); +22 vs. Fortitude		
Hit: 3d8 + 14 necrotic and poison damage, and the target is slowed until the end of the deathmist's next turn.		
⊕ Demand Obedience (necrotic, psychic) ◆ At-Will		
Attack: Melee 2 (one or two creatures); +22 vs. Will		
Hit: 4d8 + 10 necrotic and psychic damage. If the target uses an attack power that doesn't include the deathmist as a target before the end of the deathmist's next turn, the target takes 10 necrotic and psychic damage.		
⚡ Terror Wave (fear, psychic) ◆ Recharge when first bloodied		
Attack: Close burst 2 (enemies in the burst); +22 vs. Will		
Hit: 3d10 + 11 psychic damage, and the target is immobilized until the end of the deathmist's next turn.		
MINOR ACTIONS		
⚡ Hypnotic Lure (charm) ◆ At-Will (1/round)		
Attack: Close burst 5 (one or two creatures in the burst); +22 vs. Will		
Hit: The deathmist pulls the target up to 4 squares.		
Skills Stealth +24		
Str 17 (+12)	Dex 30 (+19)	Wis 22 (+15)
Con 24 (+16)	Int 12 (+10)	Cha 12 (+10)
Alignment evil	Languages Abyssal	

Chillborn Vampiric Mist	Level 9 Soldier	
Medium shadow animate (undead)	XP 400	
HP 85; Bloodied 42	Initiative +10	
AC 25, Fortitude 22, Reflex 21, Will 20	Perception +7	
Speed 0, fly 5 (altitude limit 2)	Darkvision	
Immune disease; Resist 10 cold, 10 necrotic, 10 poison;		
Vulnerable 5 radiant		
TRAITS		
☼ Siphoning Presence (cold, necrotic) ◆ Aura 1		
Enemies can't spend healing surges in the aura. When an enemy ends its turn in the aura, it takes 5 cold and necrotic damage, and the mist gains 5 temporary hit points.		
Insubstantial		
The mist takes half damage from any damage source, except those that deal fire, force, or radiant damage. When it takes fire or radiant damage, it loses this trait until the start of its next turn.		
Mist Form		
The mist can move through openings of any size. It can also enter other creatures' spaces and end its turn there.		
STANDARD ACTIONS		
⊕ Bite (cold, necrotic) ◆ At-Will		
Attack: Melee 1 (one creature); +12 vs. Fortitude		
Hit: 3d6 + 7 cold and necrotic damage, and the target is slowed until the end of the mist's next turn.		
⊕ Grasp of the Cold Grave (cold, necrotic) ◆ At-Will		
Attack: Melee 1 (one creature); +12 vs. Fortitude		
Hit: 3d6 + 7 cold and necrotic damage, and the target is immobilized until the end of the mist's next turn.		
Str 7 (+2)	Dex 18 (+8)	Wis 17 (+7)
Con 20 (+9)	Int 7 (+2)	Cha 11 (+4)
Alignment evil	Languages –	

VESTAPALK

Roused from his lair in the Cairngorm Peaks by dark visions, the green dragon Vestapalk and his kobold wrym-priest companion are bound by what they believe to be a common destiny.

Stretching twenty-five feet from tail to toothy maw, with a wingspan to match, the great dragon Vestapalk is a fearsome sight to behold. As an adult green dragon, Vestapalk has rough scales that range in color from emerald to viridian, though their luster is muted and flat. The inner scales on the wrym's left forelimb are scarred with long, even lines—nine deep slashes from wrist to elbow. These marks denote kills of worthy opponents in Vestapalk's estimation, nearly all of them fortune-seeking adventurers.

Like many of his kind, Vestapalk prefers the flesh of sentient mammalian prey. The great wrym has traditionally feasted upon the orcs of the Stonemarch to satiate his appetite, but in recent years, Vestapalk has

widened his hunting grounds to include the wilderlands south of the Cairngorm Peaks. These increasingly frequent incursions have spread much fear among Winterhaven's populace.

Tiktag	Level 6 Artillery (Leader)	
Small natural humanoid (reptile)	XP 250	
HP 56; Bloodied 28	Initiative +7	
AC 20, Fortitude 16, Reflex 19, Will 18	Perception +7	
Speed 6	Low-light vision	
TRAITS		
Prophet of the Elemental Eye		
While within 10 squares of Vestapalk, Tiktag rolls twice on saving throws, taking the better result.		
STANDARD ACTIONS		
⚔ Fetish-Adorned Spear (weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d8 + 5 damage.		
☞ Poison Orb (implement, poison) ◆ At-Will		
Attack: Ranged 15 (one creature); +11 vs. Reflex		
Hit: 2d8 + 5 poison damage.		
⚡ Dragon Breath (poison) ◆ Encounter		
Attack: Close blast 3 (creatures in the blast); +9 vs. Fortitude		
Hit: 2d10 + 3 poison damage.		
Miss: Half damage.		
MINOR ACTIONS		
👉 Shifty ◆ At-Will		
Effect: Tiktag shifts 1 square.		
⚡ Incite Faith ◆ Encounter		
Effect: Close burst 10 (kobold allies in the burst). Each target gains 5 temporary hit points and can take a free action to shift 1 square.		
TRIGGERED ACTIONS		
⚡ Fierce Rebuke (fear) ◆ Encounter		
Trigger: An enemy ends its movement adjacent to Tiktag.		
Attack (Free Action): Melee 1 (triggering enemy); +9 vs. Will		
Hit: Tiktag pushes the target up to 3 squares, and it is immobilized (save ends).		
Miss: Tiktag pushes the target up to 3 squares, and it is slowed (save ends).		
Skills Religion +8, Stealth +12		
Str 11 (+3)	Dex 18 (+7)	Wis 19 (+7)
Con 14 (+5)	Int 11 (+3)	Cha 14 (+5)
Alignment evil		
Languages Common, Draconic		
Equipment hide armor, spear (implement), bone mask		

Vestapalk	Level 13 Solo Skirmisher	
Large natural magical beast (dragon)	XP 4,000	
HP 524; Bloodied 262	Initiative +14	
AC 27, Fortitude 25, Reflex 26, Will 23	Perception +13	
Speed 10 (forest walk), fly 14	Darkvision	
Resist 15 poison		
Saving Throws +5; Action Points 2		
TRAITS		
☠ Poisonous Wounds (poison) ◆ Aura 1		
While Vestapalk is bloodied, any enemy that ends its turn in the aura takes 10 poison damage.		
ACTION RECOVERY		
Whenever Vestapalk ends his turn, any dazing, stunning, or dominating effect on him ends.		
INSTINCTIVE FLYBY		
Vestapalk can use a free action to fly up to his speed on an initiative of 10 + his initiative check. During the movement, Vestapalk gains a +4 bonus to all defenses against opportunity attacks and can use <i>bite</i> or <i>claw</i> once at any point during the move. If Vestapalk cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Vestapalk making the attack.		
STANDARD ACTIONS		
⚔ Bite (poison) ◆ At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 2d10 + 5 damage, and ongoing 5 poison damage (save ends).		
Miss: Half damage.		
⚡ Claw ◆ At-Will		
Attack: Melee 2 (one or two creatures); +18 vs. AC. If Vestapalk targets only one creature, he can make this attack against it twice.		
Hit: 3d10 + 5 damage, and Vestapalk can shift up to 2 squares.		
⚡ Breath Weapon (poison) ◆ Recharge ☞ ☞		
Attack: Close blast 5 (creatures in the blast); +16 vs. Fortitude		
Hit: 2d10 + 5 poison damage, and the target is slowed and takes ongoing 10 poison damage (save ends both).		
Miss: Half damage, and ongoing 5 poison damage (save ends).		
⚡ Share the Mad Visions (psychic) ◆ Recharge when first bloodied		
Attack: Close burst 2 (creatures in the burst); +16 vs. Will		
Hit: 3d12 + 5 psychic damage, and Vestapalk pushes the target up to a number of squares equal to the target's speed.		
Miss: Half damage.		
Effect: Vestapalk can shift up to his speed.		
MINOR ACTIONS		
⚡ Luring Glare (charm) ◆ At-Will		
Attack: Close blast 10 (one creature in the blast); +16 vs. Will		
Hit: Vestapalk slides the target up to 3 squares.		
TRIGGERED ACTIONS		
⚡ Tail Sweep ◆ At-Will		
Trigger: An enemy adjacent to Vestapalk ends its turn without moving.		
Attack (Immediate Reaction): Melee 1 (triggering enemy); +16 vs. Reflex		
Hit: 3d8 + 7 damage, and the target falls prone.		
⚡ Bloodied Birth ◆ Encounter		
Trigger: Vestapalk is first bloodied.		
Effect (Free Action): <i>Breath weapon</i> recharges, and Vestapalk uses it.		
Skills Bluff +14, Insight +13, Stealth +17		
Str 20 (+11)	Dex 22 (+12)	Wis 15 (+8)
Con 19 (+10)	Int 16 (+9)	Cha 16 (+9)
Alignment evil		
Languages Common, Draconic		



The Vision: For most of his life, Vestapalk was content to lair and hunt in the wilderness of the Cairngorm Peaks, with little thought to greater conquests or glory. This pattern changed a few months back when the green wyrm received his first prophetic vision. During a trance, Vestapalk witnessed himself as the subject of worship and adulation by a tribe of green-scaled kobolds. Intrigued by the notion, Vestapalk set out to test his vision. Most kobold tribes he encountered fled before his awesome might, but the Greenscale tribe did not. Its leader, a wyrm-priest named Tiktag, had received a vision similar to Vestapalk's. As time passed, the green dragon's visions took on greater and greater significance, and Vestapalk has become obsessed with finding new signs and omens. The dragon believes that the Elder Eye has looked upon him and blessed him for greatness.

Greenscale Tribe: The kobolds of the Greenscale tribe have long hunted in the wilderness north of Winterhaven, competing for limited resources against rival tribes and roving bands of goblins. Their fortunes have risen considerably since the arrival of Vestapalk, whom the kobolds venerate as their god. Under Vestapalk's protection, the Greenscales now control much of the hunting grounds along the King's Road, from Winterhaven to Lake Wintermist.

Tiktag: As the tribe's leader and prophet, Tiktag works tirelessly to raise the standing of the Greenscales. Above all else, he wants to have other races fear him as they fear Vestapalk. Before the tribe came under the wing of Vestapalk, Tiktag's divinations were often muddled and confused. Now when the wyrm-priest tosses his bone fragments, he is amazed at the clarity and relevance of each divination performed at Vestapalk's request. These miracles and others have convinced Tiktag that something momentous will come of his relationship with the green dragon.

Though neither would scarcely admit it, a close bond has formed between Vestapalk and Tiktag; the dragon and wyrm-priest are seldom encountered apart. Vestapalk even allows Tiktag to ride on his shoulders, rather than risk danger by traveling overland.

WANDERING TOWER

Stories tell of a place that is not a place. It travels across the Nentir Vale, changing its appearance to suit its environment and preying upon the avaricious, the trusting, and the desperate, for they make the most reliable meals.

Mimics come from the Far Realm, a place beyond the planes. For eons, they have preyed upon living beings through infiltration, assuming the forms of objects, beasts, or common people to devour the unwary.

Age does not wither mimics. The ancient of their kind evolve into gigantic predators that prey upon all that live. The wandering tower is such an entity. Aided by mirror mimics that invade the bodies of other creatures to copy their forms, the tower entices victims to enter it and patiently waits until they are at rest. Only then does the ravenous creature's massive central core rise from the floor, pulsing with pseudopods, eyes, and mouths. Walls reach out with grasping claws and bite with sharp-fanged mouths, while all exits slam shut around the doomed victims trapped inside.

Followed by scavenging blood ravens, the tower adapts its form from place to place, presenting itself in as many guises as there are mortal hopes and dreams.

Shelter from the Storm: According to legend, when the armies of evil encircled Gardmore Abbey, the abbey's paladins entrusted a messenger with a map indicating the locations of their greatest artifacts and begged him to deliver it to the emperor. The messenger broke through enemy lines and sped toward the heart of Nerath. But an evening thunderstorm flooded the King's Road, preventing the messenger from traveling farther.

In the midst of the storm, the messenger spied a thatched two-story inn with ravens nesting in the eaves. He had never noticed it before, though he had traveled the road many times.

"Here may you find all you desire," said the rotund proprietor, who greeted him at the door.

That night the messenger sank deep into the inn's soft bed, and he was never seen or heard from again. The map to the paladins' artifacts disappeared. Of the inn, no sign was ever found.

Holy Sanctuary: At the dawn of Nerath, noble knights of Pelor quested to find the Sunspire, a legendary amber tower where the sun's daughter dwelled. In those days, it was said that the true knight who found the Sunspire would earn the favor of Pelor and receive the bright lady's hand in marriage. But no one had ever seen the Sunspire, for it was said to fade away like day before the coming night.

One dark day when ravens filled the sky, a brave knight came upon a tall amber tower where a golden-haired lady sang from a high window. She greeted the knight, pronouncing him the champion of the quest.

"Here may you find all you desire," she said, and she beckoned him inside.

The knight entered the tower and was never heard from again.

Lordly Manor: Prince Rande the Lost of Nerath established House Randorn in the year when he tracked a suspected doppelganger to her lair on the banks of Lake Nen. The impostor owned a magnificent fieldstone manor with high glass windows where dozens of ravens were perched. She met Rande outside

Core of the Tower	Level 18 Solo Controller	
Huge aberrant magical beast, mimic	XP 10,000	
HP 716; Bloodied 358	Initiative +15	
AC 32, Fortitude 31, Reflex 29, Will 29	Perception +14	
Speed 6, phasing	Darkvision, tremorsense 10	
Immune dominated; Resist 15 acid		
Saving Throws +5; Action Points 2		
TRAITS		
One with the Tower		
The core cannot leave the tower, and it is immune to any effect that would transport it outside the tower.		
Threatening Reach		
The core can make opportunity attacks against any creature within 3 squares of it.		
Undaunted		
If the core is stunned, it is dazed instead.		
STANDARD ACTIONS		
⊕ Slam ◆ At-Will		
Attack: Melee 3 (one creature); +23 vs. AC		
Hit: 3d10 + 10 damage.		
Effect: The core slides the target up to 3 squares.		
⊕ Grab ◆ At-Will		
Attack: Melee 3 (one, two, or three creatures); +21 vs. Reflex		
Hit: 3d10 + 8 damage, and the target is grabbed (escape DC 23).		
MINOR ACTIONS		
No Exit ◆ At-Will (1/round)		
Effect: The core creates a door within 20 squares of it. The door must appear in a passage that is no more than 2 squares wide. The door is jammed shut (break DC 25).		
↔ Rippling Architecture ◆ Recharge when first bloodied		
Attack: Close burst 5 (nonflying enemies in the burst); +21 vs. Reflex		
Hit: The target falls prone, and it is slowed (save ends).		
Shapeshift (polymorph) ◆ At-Will (1/round)		
Effect: The core assumes the form of an object. It can't change its size, and it remains in this form until it uses this power again. While in this form, the core has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 32 Perception check to notice that the core is a living creature.		
FREE ACTIONS		
⊕ Maw of Doom (acid) ◆ At-Will (1/round)		
Requirement: It must be the core's turn.		
Attack: Melee 3 (one creature grabbed by the core); +21 vs. Fortitude		
Hit: The core slides the target up to 3 squares to a square adjacent to itself or to a wall of the tower. The target then takes 3d10 + 17 acid damage.		
Skills Bluff +20, Stealth +20		
Str 25 (+16)	Dex 22 (+15)	Wis 21 (+14)
Con 27 (+17)	Int 20 (+14)	Cha 22 (+15)
Alignment unaligned		Languages Common, Deep Speech

the manor, and in a strange notion of bribery, offered the prince the whole of the lordly estate.

"Here may you find all you desire," she said, motioning Rande within.

Rande slew the thing on its doorstep and took the manor for himself. But no sooner had the prince moved his household into the estate than servants and nobles began to disappear. The people of the Nentir Vale said that the avaricious Prince Rande had usurped and murdered an innocent woman whose ghost now haunted her manor, and they stayed clear of the accursed place. One day, Prince Rande and the entire House of Rاندorn disappeared, all evidence of its people vanishing without a trace.

Lost Tower of Fastormel: Three dwarves were exploring the ruins of Fastormel when they spotted a lonely tower hidden behind a stand of trees. Although they had gone to great expense to obtain accurate maps of the area, the tower appeared on none of them. They investigated and found the tower in remarkable condition. The stonework suggested it had been built only a few years ago. Swarms of red birds watched from the battlements and the nearby trees as the dwarves fussed over the tower's age and purpose. A knock on the door went unanswered.

Although one of the dwarves fancied himself an expert rogue, he could not pick the lock on the front door to save his life. Frustrated by his failure, he used a grappling hook and rope to scale the tower, hoping to find a trap door on the roof. Halfway up the tower, he saw an eye watching him. At first the eye appeared to be carved into the wall of the tower, but then it closed and seemed to disappear into the stonework. The startled dwarf let go of the rope, fell 20 feet to the ground, and crawled away from the tower as fast as he could.

As the other two dwarves helped the rogue to his feet, the front door of the tower opened, and a dwarf crone with long white hair appeared in the doorway.

"I didn't hear you knock," she said plainly.

"Your tower sparked our curiosity," replied one of the rogue's companions. "We came here to explore the ruins of Fastormel."

The old wizard smiled. "If you seek to unlock the mysteries of the ruins, then you've come to the right place. Here may you find all you desire."

The wizard beckoned the dwarves inside. Sensing danger, the rogue urged his companions to keep their distance, but curiosity got the better of them. They accepted the wizard's invitation and went inside, leaving the rogue outside to stand watch. After the door closed behind his friends, the rogue could hear their screams through the walls. He tried to force his way inside but was set upon by swarms of red birds. Eventually he ran far away, and the birds gave up the chase. Weeks later the rogue returned to the site with another band of explorers, but the tower, its occupant, and the ravenous birds were gone.



Emporium of Wonders: A grand two-story bazaar appears in Fallcrest from time to time, springing up overnight in a tall wooden tower, but no one can say where it comes from. It slides in silently with the river fog while Fallcrest sleeps. The bazaar has numerous exotic trinkets and old baubles for sale, but for those looking for something special, the elderly shopkeeper with the tiny spectacles and a raven on his shoulder tells them to come to the back of the store after hours, tempting them with rumors of fantastic treasures: a map to buried artifacts, an ancient sword of a knight of Pelor, or the royal ring of Nerath's long-lost prince.

"Here may you find all you desire," he says as he leads his clients in.

Mirror Mimic	Level 15 Lurker
Medium aberrant magical beast	XP 1,200
HP 118; Bloodied 59	Initiative +16
AC 29, Fortitude 27, Reflex 27, Will 27	Perception +13
Speed 6, phasing	Darkvision, tremorsense 5
STANDARD ACTIONS	
⊕ Slam ◆ At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 10 damage.	
⊥ Body Duplication (conjunction, polymorph, psychic, teleportation)	
◆ Recharge when the mimic has no duplicates	
Attack: Melee 1 (one Medium creature); +18 vs. Will	
Hit: The mimic assumes the form of the target and teleports up to 3 squares. The mimic also conjures three duplicates of the target within 3 squares of it. The duplicates can be attacked and have the same defenses as the mimic. The mimic can take a minor action to move each of the duplicates up to its speed. A creature must succeed on a DC 35 Insight check to tell the difference between the mimic and the duplicates.	
Each duplicate lasts until it takes any damage, which destroys it. When a duplicate is destroyed, the target takes 3d8 + 10 psychic damage. When all the duplicates are destroyed, the mimic reverts to its normal form.	
MOVE ACTIONS	
⊥ Body Transfer (teleportation) ◆ At-Will	
Requirement: The mimic must have at least one duplicate created by body duplication.	
Effect: The mimic teleports, secretly swapping places with one of its duplicates within 10 squares of it. Its next attack before the end of the turn deals 8 extra damage.	
Skills Bluff +19 (+23 while the mimic is duplicating a creature), Stealth +17	
Str 17 (+10)	Dex 21 (+12)
Con 22 (+13)	Int 20 (+12)
	Wis 22 (+13)
	Cha 25 (+14)
Alignment unaligned	Languages Common, Deep Speech

Blood Raven Swarm	Level 14 Skirmisher
Large natural beast (swarm)	XP 1,000
HP 138; Bloodied 69	Initiative +15
AC 28, Fortitude 26, Reflex 26, Will 26	Perception +12
Speed 3, fly 8 (hover)	Low-light vision
TRAITS	
☀ Swarm Attack ◆ Aura 1	
Any enemy that ends its turn in the aura takes 10 damage.	
Carrion Vigor	
When the swarm starts its turn in the space of a bloodied creature, the swarm can take move actions as minor actions until the end of that turn.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Tiny creature.	
STANDARD ACTIONS	
⬅ Blood Beaks ◆ At-Will	
Attack: Close burst 1 (enemies in the burst); +19 vs. AC	
Hit: 3d8 + 4 damage. If the target is bloodied, it is weakened until the end of its next turn.	
Str 19 (+11)	Dex 23 (+13)
Con 18 (+11)	Int 2 (+3)
	Wis 20 (+12)
	Cha 10 (+7)
Alignment unaligned	Languages –

Living Walls

Inside the tower, the walls themselves can sometimes attack. When using this hazard, you should select 8 contiguous squares in an encounter area to be the place where the hazard is located. Acidic maws and adhesive pseudopods extend from those squares to devour intruders. The hazard typically waits for an enemy to come within 2 squares of it before it activates.

Living Walls	Level 18 Hazard
Terrain	XP 2,000
Detect Perception DC 37	Initiative +14
HP 25 per square of the hazard	
AC 32, Fortitude 30, Reflex 30, Will –	
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage; Resist 10 acid	
STANDARD ACTIONS	
⊥ Attack (acid) ◆ At-Will	
Attack: Melee 3 (one or two creatures); +21 vs. Reflex. If the hazard targets two creatures, it can do so from one or two of its squares.	
Hit: 1d10 + 4 damage, and the attacking square of the hazard pulls the target 1 square. The target is restrained and takes ongoing 10 acid damage (save ends both).	
COUNTERMEASURES	
◆ Destroy: The hazard cannot attack from any of its squares that have dropped to 0 hit points.	
◆ Disable: When the core of the tower is dazed or first bloodied, the hazard is disabled until the end of the hazard's next turn.	

WITCHLIGHT LIZARDFOLK

The brutal lizardfolk of the Witchlight Fens are an ever-present danger to travelers and settlers alike. Though lizardfolk tribes are always hazardous to other humanoid, the Witchlight lizardfolk answer to a powerful black dragon overlord, and that makes them more dangerous.

The Witchlight lizardfolk live in the vast swamps of the central Nentir Vale. Like others of their kind, they are primitive, tribal, cruel, and very dangerous to local humanoid settlements. Their sacrificial rituals and their desire to capture and eat trespassers make them feared neighbors.

Outsiders describe the glowing balls of dancing light within the swamp as “witchlight.” There are actually many different types of witchlights, including the bizarre fastlights, which are tiny spheres of magical energy that have a natural aversion to living creatures. Unlike others of their race, the Witchlight lizardfolk have learned how to catch the evasive fastlights and siphon their magic for other uses.

Over the past hundred years, many lizardfolk tribes have begun worshiping the powerful black dragon Shadowmire (page 98) as a living god. His intention to

supplant their own living deity-kings is either lost on them, or seen as proof of his superior intelligence and power. A loyal chieftain or marsh mystic directs the tribe and interprets the dragon’s commands. Though many tribes follow the dragon, they are not a single organization. Shadowmire encourages them to remain separate, acting as allies that vie for his attention and approval. Although many Witchlight lizardfolk tribes obey the dragon, nonaligned tribes still maintain their own chieftains.

Lizardfolk of the fens reside in abandoned settlements, isolated isles, and hut villages. They are fiercely territorial, even in dealings with others under Shadowmire’s influence. Sentries and hidden traps guard their encampments, making an effective early warning system.

Brackmarsh Tribe: The Brackmarsh is the largest lizardfolk tribe. It is spread out among several dozen camps and settlements north and west of the Nentir River that the Brackmarshes invaded or that were abandoned when the residents fled Shadowmire’s assaults. From this location, the tribe is a significant threat to Nentir River travelers and local inhabitants northwest of the Witchlight Fens. It has sent occasional raiding parties into the northern Cloak Wood, but the lizardfolk dislike the environment too much to expand their settlements into the forest.



Left to right: Lizardfolk dreadtail, dreadnought, marsh mystic, fen spy

The Brackmarshes are dedicated to Shadowmire and have a strong connection to him through their shaman leaders, the marsh mystics. The dragon uses this link to maintain his influence throughout the tribe, as well as to remind the tribe who's in charge when he eats one of the mystics or the chief for his or her failures.

The Mistkiller Tribe: The small yet powerful Mistkiller tribe lives along the eastern border of the Witchlight Fens near Harken Forest and Kalton Manor. Thanks to their distance from Shadowmire's lair, the Mistkillers enjoy greater autonomy than other tribes under the dragon's influence, and they occasionally free themselves completely from his rule. They continually feud with the Daggerburg goblins (page 38) of the western Harken Forest, sometimes at Shadowmire's request. Their hatred of the goblins is so great that they host especially festive feasts when one or more is captured.

The Mistkillers take their name from the mists that arise from the White River in the eastern parts of the fens, because their raiding parties often emerge unexpectedly from those mists to attack. Thanks to larger

numbers of blackscale lizardfolk among their ranks, their raids are more violent than most attacks by the other lizardfolk tribes.

Crushwater Tribe: The Crushwater tribe roams the central Witchlight Fens, usually near the confluence of the Nentir and White rivers. So far, the Crushwaters have resisted Shadowmire's rule, though most speculate they are too dimwitted to understand the potential benefit to such an alliance. The Crushwater tribe is fiercely

Lizardfolk Mire Scout	Level 3 Minion Skirmisher
Medium natural humanoid (reptile)	XP 38
HP 1; a missed attack never damages a minion.	Initiative +6
AC 17, Fortitude 14, Reflex 16, Will 15	Perception +8
Speed 6 (swamp walk)	
STANDARD ACTIONS	
⊕ Claw ◆ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
Effect: The scout can shift up to 2 squares.	
☞ Fastlight Shot (radiant) ◆ At-Will	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: 5 radiant damage.	
Skills Stealth +9	
Str 12 (+2)	Dex 17 (+4)
Con 11 (+1)	Int 7 (-1)
	Wis 15 (+3)
	Cha 9 (+0)
Alignment unaligned Languages Draconic	

Lizardfolk Bog Walker	Level 3 Soldier
Medium natural humanoid (reptile)	XP 150
HP 44; Bloodied 22	Initiative +5
AC 19, Fortitude 16, Reflex 15, Will 14	Perception +7
Speed 6 (swamp walk), swim 4	
STANDARD ACTIONS	
⊕ Claw ◆ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage.	
⬇ Drag Down ◆ At-Will	
Requirement: The bog walker must be in water at least 5 feet (1 square) deep, and it must not have a creature grabbed.	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 2d6 + 4 damage, and the target is grabbed (escape DC 13). Until the grab ends, the target must make a DC 13 Endurance check at the start of each of its turns. If the check fails, the target takes 10 damage.	
Miss: The target is immobilized until the end of its next turn.	
Skills Athletics +9, Stealth +8	
Str 17 (+4)	Dex 14 (+3)
Con 12 (+2)	Int 7 (-1)
	Wis 13 (+2)
	Cha 9 (+0)
Alignment unaligned Languages Draconic	

Lizardfolk Fen Spy	Level 4 Lurker
Medium natural humanoid (reptile)	XP 175
HP 41; Bloodied 20	Initiative +9
AC 18, Fortitude 14, Reflex 16, Will 15	Perception +9
Speed 6 (swamp walk)	
STANDARD ACTIONS	
⊕ Thorn Dagger (poison, weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 7 poison damage, and the target takes a -2 penalty to AC and Reflex until the end of the fen spy's next turn.	
☞ Fastlight Strike (radiant) ◆ At-Will	
Requirement: The fen spy must be invisible.	
Attack: Ranged 5 (one creature); +7 vs. Will	
Hit: 3d6 + 8 radiant damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both).	
Miss: Half damage, and the target is blinded until the end of its next turn.	
Witchlight Mists ◆ At-Will	
Effect: The fen spy becomes invisible until the end of its next turn or until immediately after it attacks.	
Skills Stealth +10, Thievery +10	
Str 12 (+3)	Dex 17 (+5)
Con 11 (+2)	Int 7 (+0)
	Wis 15 (+4)
	Cha 9 (+1)
Alignment unaligned Languages Draconic	
Equipment thorn dagger	

Lizardfolk Shocker	Level 5 Artillery
Medium natural humanoid (reptile)	XP 200
HP 50; Bloodied 25	Initiative +6
AC 19, Fortitude 17, Reflex 19, Will 15	Perception +2
Speed 6 (swamp walk)	
STANDARD ACTIONS	
⊕ Greatclub (weapon) ◆ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d6 + 5 damage.	
☞ Witch Lightning (lightning, radiant) ◆ At-Will	
Attack: Ranged 20 (one creature); +10 vs. Reflex	
Hit: 1d8 + 4 lightning and radiant damage, and each enemy within 2 squares of the target takes 5 lightning damage.	
⚡ Ball of Lightning (lightning) ◆ Encounter	
Attack: Area burst 2 within 20 (creatures in the burst); +10 vs. Reflex	
Hit: 1d8 + 4 lightning damage, and ongoing 5 lightning damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Sudden Jolt (lightning, radiant) ◆ At-Will	
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack.	
Effect (Immediate Reaction): Close burst 10 (triggering enemy in the burst). The target takes 5 lightning and radiant damage.	
Str 14 (+4)	Dex 18 (+6)
Con 14 (+4)	Int 8 (+1)
	Wis 10 (+2)
	Cha 8 (+1)
Alignment unaligned Languages Draconic	
Equipment greatclub	

independent, having few allies among the other tribes, and preferring it that way. It helps that the Crushwaters are strong enough to oppose most local threats, and brutal enough to dissuade the other lizardfolk tribes from attacking. They've been known to send raiding parties far up both the Nentir River and the White River in search of better hunting grounds.

Lizardfolk Dreadtail	Level 5 Soldier
Medium natural humanoid (reptile)	XP 200
HP 62; Bloodied 31	Initiative +8
AC 21, Fortitude 17, Reflex 19, Will 15	Perception +2
Speed 6 (swamp walk)	
STANDARD ACTIONS	
⊕ Spear (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the target is slowed until the end of its next turn.	
Effect: The dreadtail marks the target until the end of the target's next turn.	
↓ Tail Slap ♦ At-Will	
Attack: Melee 2 (one creature); +8 vs. Reflex	
Hit: 1d6 + 6 damage, and the target falls prone.	
↓ Slap Down ♦ Recharge ☹ ☹ ☹	
Effect: The dreadtail uses <i>spear</i> and <i>tail slap</i> .	
TRIGGERED ACTIONS	
↓ Spirit Interference ♦ At-Will	
Trigger: An enemy within 5 squares of the dreadtail marks it.	
Effect (Free Action): Close burst 5 (triggering enemy). The dreadtail marks the target until the end of the target's next turn.	
Skills Athletics +9, Stealth +11	
Str 15 (+4) Dex 18 (+6) Wis 10 (+2)	
Con 14 (+4) Int 8 (+1) Cha 8 (+1)	
Alignment unaligned Languages Draconic	
Equipment light shield, spear	

Lizardfolk Dreadnought	Level 7 Elite Brute (Leader)
Large natural humanoid (reptile)	XP 600
HP 190; Bloodied 95	Initiative +4
AC 19, Fortitude 21, Reflex 17, Will 19	Perception +6
Speed 6 (swamp walk)	
TRAITS	
☼ Dreadnought's Wrath ♦ Aura 2	
While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls.	
Staggering Critical	
Whenever the dreadnought scores a critical hit, the target is stunned until the end of the target's next turn.	
STANDARD ACTIONS	
⊕ Greatclub (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d10 + 8 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares to a square adjacent to the target.	
MINOR ACTIONS	
↓ Low Blow ♦ At-Will (1/round)	
Attack: Melee 2 (one creature); +10 vs. Fortitude	
Hit: 3d6 + 8 damage, and the target falls prone.	
↘ You Fight Now! ♦ Recharge when first bloodied	
Effect: Ranged 5 (one ally). The target can charge as a free action.	
Skills Athletics +14, Intimidate +7	
Str 23 (+9) Dex 13 (+4) Wis 16 (+6)	
Con 15 (+5) Int 5 (+0) Cha 8 (+2)	
Alignment unaligned Languages Draconic	
Equipment bone breastplate, greatclub	

Lizardfolk Chief	Level 7 Elite Soldier (Leader)
Large natural humanoid (reptile)	XP 600
HP 156; Bloodied 78	Initiative +8
AC 23, Fortitude 20, Reflex 19, Will 18	Perception +10
Speed 6 (swamp walk)	
STANDARD ACTIONS	
⊕ Battleaxe (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d10 + 4 damage, and the target is slowed until the end of its next turn.	
↓ Double Attack ♦ At-Will	
Effect: The chief uses <i>battleaxe</i> twice.	
MINOR ACTIONS	
Fighting Spirit ♦ Encounter	
Effect: Close burst 2 (allies in the burst). Each target can make a basic attack as a free action.	
TRIGGERED ACTIONS	
↓ Tail Lash ♦ At-Will	
Trigger: An enemy adjacent to the chief shifts.	
Attack (Opportunity Action): Melee 1 (triggering enemy); +10 vs. Reflex	
Hit: 2d6 damage, and the target falls prone.	
Skills Athletics +12, Intimidate +10	
Str 19 (+7) Dex 16 (+6) Wis 14 (+5)	
Con 14 (+5) Int 10 (+3) Cha 14 (+5)	
Alignment unaligned Languages Draconic	
Equipment bone breastplate, battleaxe	

Lizardfolk Marsh Mystic	Level 4 Controller (Leader)
Medium natural humanoid (reptile)	XP 175
HP 53; Bloodied 26	Initiative +3
AC 18, Fortitude 15, Reflex 15, Will 18	Perception +10
Speed 6 (swamp walk)	
TRAITS	
☼ Marsh Mist ♦ Aura 10	
While in the aura, the marsh mystic's allies cannot be surprised and have a +5 power bonus to Perception checks and Stealth checks.	
STANDARD ACTIONS	
⊕ Spear (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 3 damage, and the marsh mystic can slide the target 1 square.	
↘ Fastlight Shock (lightning, radiant) ♦ At-Will	
Attack: Ranged 5 (one creature); +7 vs. Reflex	
Hit: 2d8 + 4 lightning and radiant damage, and the target is immobilized until the end of the marsh mystic's next turn. If the target was already immobilized, it is instead dazed.	
Miss: The target is slowed until the end of the marsh mystic's next turn.	
☼ Bog Cloud (poison) ♦ Encounter	
Attack: Area burst 1 within 10 (creatures in the burst); +7 vs. Fortitude	
Hit: 2d8 + 3 poison damage, and the target is dazed (save ends).	
Miss: Half damage, and the target grants combat advantage (save ends).	
Skills Nature +10, Stealth +8	
Str 12 (+3) Dex 12 (+3) Wis 17 (+5)	
Con 13 (+3) Int 10 (+2) Cha 11 (+2)	
Alignment unaligned Languages Draconic	
Equipment spear	

WOLF RUNNERS

The Trade Road attracts bandits like a lantern attracts moths, but few robber gangs have a leader as menacing and capable as the werewolf Sylish Kreed.

The Wolf Runners gang targets travelers along the Trade Road between Fallcrest and Hammerfast. Merchant caravans and farm wagons make particularly tempting targets. The legend of the Wolf Runners has grown in the time that the gang has been active in the area, and people as far away as Winterhaven and the Dragondown Coast have heard about the bandits and their wolves.

Sore Loser: Sylish Kreed, leader of the Wolf Runners, is a large man with long, dark hair, which he wears tied back. A wolfish grin brightens his rugged features, and it grows wider as the situation around him intensifies. A chainmail tunic protects him when

he rides into battle. Kreed approaches every raid with good humor and a certain amount of politeness; he tries to be civil in his dealings with victims. He leaves them short of gold and goods, but alive—that way he can rob them again at a future date.

Despite his good-natured approach to his chosen profession, Kreed hates dealing with defeat. On the rare occasions when the bandit leader winds up on the losing end of a battle, his good mood darkens, and he becomes sullen and even depressed. He tries to break the gloom by taking revenge on whoever beat him or by engaging in a new battle and winning with style and overwhelming force. He won't forget the loss and continues to harbor a deep hatred for the person who got the better of him, but a victory or two puts him back into his usual calm and cheerful nature.

Wolf Companions: The gang includes a number of gray wolves and dire wolves (described in *Monster Vault*), all of which serve as companions to the charismatic Kreed. The wolves tolerate the rest of the bandit gang, but they treat Kreed as though he was the alpha male of their pack.

Kreed's Secret: In addition to being the leader of the Wolf Runners and an exceptional warrior who handles a greatsword with ease, Kreed hides a dark secret from all but his most trusted companions. A few years ago, before he formed the gang, Kreed was bitten by a powerful werewolf. Now, he is a lycanthrope, able to shift between wolf, hybrid, and human form. Most

Sylish Kreed		Level 6 Elite Skirmisher	
Medium natural humanoid (shapechanger), human		XP 500	
HP 144; Bloodied 72		Initiative +8	
AC 20, Fortitude 19, Reflex 18, Will 17		Perception +10	
Speed 6 (8 in wolf form)		Low-light vision	
Saving Throws +2; Action Points 1			
TRAITS			
Regeneration			
Kreed regains 5 hit points whenever he starts his turn and has at least 1 hit point. When he takes damage from a silvered weapon, his regeneration does not function on his next turn.			
STANDARD ACTIONS			
⊕ Greatsword (weapon) ◆ At-Will			
Requirement: Kreed must be in human or hybrid form.			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 1d10 + 9 damage.			
⊕ Claw ◆ At-Will			
Requirement: Kreed must be in wolf or hybrid form.			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d10 + 3 damage, or 2d10 + 8 against a bloodied target, and Kreed shifts up to 4 squares.			
⊖ Bite (disease) ◆ At-Will			
Requirement: Kreed must be in wolf or hybrid form.			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 1d10 + 9 damage, and the target falls prone. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts werewolf moon frenzy (stage 1), as described in <i>Monster Vault</i> .			
⊖ Bloodmoon Fury ◆ At-Will			
Effect: Kreed either uses <i>claw</i> and <i>bite</i> or uses <i>greatsword</i> twice.			
MINOR ACTIONS			
Change Shape (polymorph) ◆ At-Will			
Effect: Kreed alters his physical form to appear as a Medium wolf, a unique human, or a hybrid until he uses <i>change shape</i> again or until he dies (whereupon he reverts to human form). He retains his statistics in his new form. His clothing, armor, and other possessions do not change.			
Skills Bluff +10, Diplomacy +10, Intimidate +10			
Str 18 (+7)	Dex 16 (+6)	Wis 14 (+5)	
Con 16 (+6)	Int 12 (+4)	Cha 14 (+5)	
Alignment unaligned		Languages Common, Elven	
Equipment chainmail, greatsword			

Eveni Redblade		Level 5 Skirmisher	
Medium natural humanoid, tiefling		XP 200	
HP 60; Bloodied 30		Initiative +6	
AC 19, Fortitude 17, Reflex 17, Will 18		Perception +3	
Speed 6		Low-light vision	
TRAITS			
On the Move			
Any immobilizing or slowing effects on Eveni end at the start of her turn.			
Wolf Runner's Bite			
Eveni deals 1d6 extra damage to any target granting combat advantage to her.			
STANDARD ACTIONS			
⊕ Longsword (weapon) ◆ At-Will			
Effect: Eveni can shift 1 square before or after making the attack.			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 1d8 + 9 damage.			
⊖ Dazing Strike (weapon) ◆ Recharge [1]			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 2d8 + 6 damage, and the target is dazed until the end of Eveni's next turn.			
TRIGGERED ACTIONS			
Infernal Wrath (fire) ◆ Encounter			
Trigger: An enemy within 10 squares of Eveni hits her with an attack.			
Effect (Free Action): The triggering enemy takes 1d6 + 3 fire damage.			
Skills Bluff +12, Diplomacy +10, Stealth +11, Streetwise +10			
Str 15 (+4)	Dex 14 (+4)	Wis 13 (+3)	
Con 12 (+3)	Int 11 (+2)	Cha 17 (+5)	
Alignment unaligned		Languages Common, Elven	
Equipment leather armor, longsword			



of the time, the bandit leader maintains control of the affliction and can shift between forms as he sees fit. But for three days every month during the full moon, the curse overcomes him, and Kreed gives in completely to the wolf inside him. During this period, he and his pack of wolves leave the gang behind and take to the hills and forests. The rest of the gang sets up camp in some remote location and remains there until Kreed and his pack return. While Kreed is away, the de facto leader of the gang is a calm, steel-hearted female tiefling named Eveni Redblade. Kreed rescued her from the clutches of the Dark Drake of the Moon Hills (page 42) some months ago, and her loyalty to the werewolf is beyond reproach.

To the best of anyone's knowledge, the Wolf Runners have no other lycanthropes in their ranks.

Ambush Specialists: Sylish Kreed and his bandits have access to horses, although they prefer to ambush prey on foot and keep their horses hidden nearby. Sylish and his wolves lead the attack, with Wolf Runner swiftarrows attacking with their longbows from the rear. If a battle turns sour, Sylish retreats so that he might live to fight another day. If getting away is not an option, he surrenders and begins plotting both his escape and his revenge.

Wolf Runner Swiftarrow

Medium natural humanoid, human

Level 5 Artillery

XP 200

HP 50; Bloodied 25

Initiative +6

AC 19, Fortitude 16, Reflex 18, Will 15

Perception +3

Speed 6

STANDARD ACTIONS

⊕ **Short Sword** (weapon) ◆ **At-Will**

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

Hit: 1d6 + 10 damage.

⊖ **Longbow** (weapon) ◆ **At-Will**

Attack: Ranged 20/40 (one or two creatures); +12 vs. AC

Hit: 1d10 + 5 damage.

TRIGGERED ACTIONS

⚡ **Close Shot** ◆ **Encounter**

Trigger: An enemy enters a square adjacent to the swiftarrow.

Effect (Immediate Reaction): The swiftarrow makes a ranged basic attack against the triggering enemy. This attack does not provoke opportunity attacks.

Skills Stealth +11, Streetwise +7, Thievery +11

Str 12 (+3)

Dex 18 (+6)

Wis 12 (+3)

Con 14 (+4)

Int 10 (+2)

Cha 11 (+2)

Alignment unaligned

Languages Common

Equipment leather armor, short sword, longbow, 12 arrows

GLOSSARY

This glossary defines some of the game terms used in this book, as well as terms related to them. The material here assumes you're familiar with the basic rules of the game.

aberrant [origin]: Aberrant creatures are native to or shaped by the Far Realm.

acid [keyword]: A damage type. See also **damage type**.

air [keyword]: An air creature is strongly connected to the element of air.

angel [keyword]: Angels are immortal creatures native to the Astral Sea. They don't need to breathe, eat, or sleep.

animate [type]: Animate creatures are given life through magic. They don't need to breathe, eat, or sleep.

aquatic [keyword]: Aquatic creatures can breathe underwater. In aquatic combat, an aquatic creature gains a +2 bonus to attack rolls against nonaquatic creatures.

beast [type]: Beasts are either ordinary animals or creatures akin to them. They behave instinctively.

blind [keyword]: A blind creature relies on special senses, such as blindsight or tremorsense, to see within a specified range, beyond which the creature can't see. The creature is immune to gaze attacks and cannot be blinded.

blinded [condition]: While a creature is blinded, it can't see, which means its targets have total concealment against it, and it takes a -10 penalty to Perception checks. It also grants combat advantage and can't flank.

blindsight: A creature that has blindsight can clearly see creatures or objects within a specified range and within line of effect, even if they are invisible or in obscured squares. The creature otherwise relies on its normal vision.

blocking terrain: A type of terrain that blocks squares, often by filling them. *Examples:* Walls, doors, and large pillars. Blocking terrain provides cover, interferes with movement around it, and blocks line of effect. It also blocks line of sight, unless it's transparent.

burrow speed: A creature that has a burrow speed can move through loose earth at a specified speed, and the creature can move through solid stone at half that speed. The creature can't shift or charge while burrowing.

charm [keyword]: An effect type. A charm power controls a creature's actions in some way. This control is often represented by the creature being forced to attack its ally or being subjected to the dominated condition.

climb speed: A creature that has a climb speed moves on vertical surfaces at that speed without making Athletics checks to climb. While climbing, the creature ignores difficult terrain, and climbing doesn't cause it to grant combat advantage.

clumsy: Some creatures are clumsy while using a specific movement mode (noted next to that mode in the creature's "Speed" entry), and others are clumsy while on the ground (noted next to the creature's speed). While a creature is clumsy, it takes a -4 penalty to attack rolls and all defenses.

cold [keyword]: A damage type. A creature that has this keyword is strongly connected to cold. See also **damage type**.

construct [keyword]: Constructs are not living creatures, so effects that specifically target living creatures do not work against them. They don't need to breathe, eat, or sleep.

damage type: Many attacks deal a specific type of damage. Each damage type has a keyword associated with it. If a power has such a keyword, the power deals that type of damage (the exception is poison, the keyword for which refers to damage, a nondamaging effect, or both).

darkvision: A creature that has darkvision can see in dim light and darkness without penalty. This means the creature ignores the -2 penalty to attack rolls when it attacks a target that has partial concealment as a result of dim light and the -5 penalty to attack rolls when it attacks a target that has total concealment as a result of darkness.

dazed [condition]: While a creature is dazed, it doesn't get its normal complement of actions on its turn; it can take either a standard, a move, or a minor action. The creature can still take free actions, but it can't take immediate or opportunity actions. It also grants combat advantage and can't flank.

deafened [condition]: While a creature is deafened, it can't hear, and it takes a -10 penalty to Perception checks.

demon [keyword]: Demons are chaotic evil elemental creatures native to the Abyss. They don't need to sleep.

devil [keyword]: Devils are evil immortal creatures native to the Nine Hells. They don't need to sleep.

disease [keyword]: Some powers expose a creature to a disease. If a creature is exposed to a disease one or more times during an encounter, it makes one saving throw at the end of the encounter to determine if it contracts that disease. If the saving throw fails, the creature is infected.

dominated [condition]: While a creature is dominated, it can't take actions. Instead, the dominator chooses a single action for the creature to take on the creature's turn: a standard, a move, a minor, or a free action. The only powers and other game features that the dominator can make the creature use are ones that can be used at will, such as at-will powers. For example, anything that is limited to being used only once per encounter or once per day does not qualify. In spite of this condition, the creature's allies remain its allies, and its enemies, its enemies.

In addition, a dominated creature grants combat advantage and can't flank.

dying [condition]: A dying creature is unconscious and must make death saving throws. Monsters normally die when they drop to 0 hit points, so they suffer this condition only in exceptional situations.

dragon [keyword]: Dragons are reptilian creatures. Most of them have wings as well as a breath weapon.

earth [keyword]: An earth creature is strongly connected to earth.

earth walk: A type of terrain walk. A creature that has earth walk ignores difficult terrain that is rubble, uneven stone, or an earthen construction.

elemental [origin]: Elemental creatures are native to the Elemental Chaos.

extra damage: Many powers and other effects grant the ability to deal extra damage. Extra damage is always in addition to other damage. This means an attack that deals no damage, such as the wizard power *sleep*, can't deal extra damage.

fear [keyword]: An effect type. A fear power inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting combat advantage.

fey [origin]: Fey creatures are native to the Feywild.

fire [keyword]: A damage type. A creature that has this keyword is strongly connected to fire. See also **damage type**.

fly speed: A creature that has a fly speed can fly a number of squares up to that speed as a move action. If it is stunned or knocked prone while flying, it falls. See also "Flying" in the *Rules Compendium*.

force [keyword]: A damage type. See also **damage type**.

forest walk: A type of terrain walk. A creature that has forest walk ignores difficult terrain that is part of a tree, underbrush, or some other forest growth.

gaze [keyword]: A kind of attack. Blind or blinded creatures are immune to gaze attacks, and a creature cannot make a gaze attack while blinded.

giant [keyword]: Giants are Large or larger humanoid creatures that trace their origin back to the primordials and the Elemental Chaos.

grabbed [condition]: While a creature is grabbed, it is immobilized. Maintaining this condition on the creature occupies whatever appendage, object, or effect the grabber used to initiate the grab. This condition ends immediately on the creature if the grabber is subjected to an effect that prevents it from taking actions, or if the creature ends up outside the range of the grabbing power or effect.

half damage: When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half.

healing [keyword]: An effect type. A healing power restores hit points, usually either by restoring hit points immediately or by granting regeneration.

heavily obscured: A measure of visibility. A creature has total concealment when it is in a heavily obscured square, although it has only partial concealment against an enemy adjacent to it. *Examples:* Heavy fog, smoke, or foliage. Contrast with **lightly obscured** and **totally obscured**.

helpless [condition]: While a creature is helpless, it grants combat advantage and can be the target of a coup de grace.

hidden: When a creature is hidden from an enemy, the creature is silent and invisible to that enemy. A creature normally uses the Stealth skill to become hidden. See also **invisible**.

hindering terrain: A type of terrain that hinders creatures, usually by damaging them. *Examples:* Pits, lava, and deep water. A creature can make a saving throw when it is pulled, pushed, slid, or teleported into hindering terrain. See also **teleportation**.

homunculus [keyword]: Homunculi are animate constructs tasked with guarding a creature, an area, or an object.

hover: If a creature can hover, it can remain in the air if it is stunned. See also **fly speed**.

humanoid [type]: Humanoid creatures vary greatly in how much they resemble humans. Most are bipedal.

ice walk: A type of terrain walk. A creature that has ice walk ignores difficult terrain that is ice or snow.

illusion [keyword]: An effect type. An illusion power deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion power deals damage, the damage itself is not an illusion.

immobilized [condition]: When a creature is immobilized, it can't move, unless it teleports or is pulled, pushed, or slid.

immortal [origin]: Immortal creatures are native to the Astral Sea. Unless they are killed, they live forever.

implement [keyword]: An accessory type. This keyword identifies a power that can be used through an implement. A monster's statistics block notes the implements it uses.

insubstantial: When a creature is insubstantial, it takes half damage from any damage source, including ongoing damage. See also **half damage**.

invisible: If a creature is invisible, it has several advantages against creatures that can't see it: It has total concealment against them, it doesn't provoke opportunity attacks from them, and they grant combat advantage to it.

lightly obscured: A measure of visibility. A creature has partial concealment when it is in a lightly obscured square. *Examples:* Dim light, foliage, fog, smoke, and heavy rain or falling snow. Contrast with **heavily obscured** and **totally obscured**.

lightning [keyword]: A damage type. See also **damage type**.

living construct [keyword]: Unlike other constructs, living constructs are living creatures.

low-light vision: A creature that has low-light vision can see in dim light without penalty. This means the creature ignores the -2 penalty to attack rolls when it attacks a target that has partial concealment as a result of dim light.

magical beast [type]: Magical beasts resemble beasts but often behave like people.

marked [condition]: When a creature marks a target, it takes a -2 penalty to attack rolls for any attack that doesn't include the marking creature as a target. A creature can be subjected to only one mark at a time, and a new mark supersedes an old one. A mark ends immediately when its creator dies or falls unconscious.

minion: A minion is destroyed when it takes any damage. If a minion is missed by an attack that deals damage on a miss, the minion doesn't take that damage.

mount [keyword]: A creature that has the mount keyword has at least one mount trait or mount power.

natural [origin]: Natural creatures are native to the natural world.

necrotic [keyword]: A damage type. See also **damage type**.

once per round: Some effects are usable only once per round (sometimes noted as "1/round"). If a creature uses such an effect, it can't use the effect again until the start of its next turn.

ooze [keyword]: Oozes are amorphous creatures.

petrified [condition]: While a creature is petrified, it is unconscious. In addition, it has resist 20 to all damage and doesn't age.

phasing: While phasing, a creature ignores difficult terrain and can move through obstacles and other creatures, but it must end its movement in an unoccupied space.

plant [keyword]: Plant creatures are composed of vegetable matter. They don't need to sleep.

poison [keyword]: A damage and effect type. A poison power delivers a nondamaging poisonous effect, deals poison damage, or both. See also **damage type**.

polymorph [keyword]: An effect type. Polymorph powers change a creature's physical form in some way.

One Polymorph at a Time: If a creature is affected by more than one polymorph power, only the most recent one has any effect. The other powers' effects remain on the creature and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to the creature. For example, if a hag is under the effect of *change shape* and a character uses a polymorph power against the hag, the effect of *change shape* is suppressed until the character's polymorph effect ends on the hag.

Changing Size: If a polymorph power reduces a creature's space, the creature doesn't provoke opportunity attacks for leaving squares as it shrinks.

If a polymorph effect would make a creature too large to fit in the available space, the effect fails against the creature, but the creature is stunned (save ends).

Death Ends: Polymorph effects end on a creature immediately when it dies.

prone [condition]: When a creature is prone, it is lying down. It takes a -2 penalty to attack rolls, and the only way it can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, it grants combat advantage to enemies making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from enemies that aren't adjacent to it.

If a creature is flying when it falls prone, it safely descends a distance equal to its fly speed. If it doesn't reach a solid surface, it falls.

A creature can end this condition on itself by standing up. A creature can drop prone as a minor action.

This condition can affect limbless creatures, such as fish and snakes, as well as amorphous creatures, such as oozes.

psychic [keyword]: A damage type. See also **damage type**.

radiant [keyword]: A damage type. See also **damage type**.

removed from play [condition]: Some effects can temporarily remove a creature from play. While a creature is removed from play, its turns start and end as normal, but it can't take actions. In addition, it has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to it.

reptile [keyword]: Reptiles are cold-blooded creatures that have scaly skin.

restrained [condition]: While a creature is restrained, it can't move, unless it teleports. It can't even be pulled, pushed, or slid. It also takes a -2 penalty to attack rolls, and it grants combat advantage.

save: A successful saving throw. A save ends an effect that includes one of the following notations in parentheses: "save ends," "save ends both," or "save ends all."

shadow [origin]: Shadow creatures are native to the Shadowfell.

shapechanger [keyword]: Shapechangers have the ability to alter their form, whether freely or into specific forms.

slowed [condition]: When a creature is slowed, its speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes (walking, flying, and so on), but it does not apply to forced movement against it, teleportation, or any other movement that doesn't use the creature's speed. The creature also cannot benefit from bonuses to speed, although it can take actions, such as the run action, that allow it to move farther than its speed.

spider [keyword]: Spider creatures include spiders as well as creatures that have spiderlike features: eight legs, web spinning, and the like.

spider climb: A creature that can spider climb can use its climb speed to move across overhanging horizontal surfaces (such as ceilings) without making Athletics checks. See also **climb speed**.

stunned [condition]: While a creature is stunned, it can't take actions. It also grants combat advantage and can't flank.

surprised [condition]: While a creature is surprised, it can't take actions. It also grants combat advantage and can't flank.

swamp walk: A type of terrain walk. A creature that has swamp walk ignores difficult terrain that is mud or shallow water.

swarm [keyword]: A swarm is composed of multiple creatures but functions as a single creature. A swarm can occupy the same space as another creature, and an enemy can enter a swarm's space, which is difficult terrain. A swarm cannot be pulled, pushed, or slid by melee or ranged attacks.

A swarm can squeeze through any opening large enough for even one of its constituent creatures. For example, a swarm of bats can squeeze through an opening large enough for one of the bats to squeeze through.

swim speed: A creature that has a swim speed moves through water at that speed without making Athletics checks to swim.

telepathy: A creature that has telepathy can communicate mentally with any creature that has a language, even if they don't share the language. The other creature must be within line of effect and within a specified range. Telepathy allows for two-way communication.

teleportation [keyword]: An effect type. A teleportation power transports creatures or objects instantaneously from one location to another.

threatening reach: A creature that has threatening reach can make an opportunity attack against any enemy within its reach that provokes an opportunity attack.

thunder [keyword]: A damage type. See also **damage type**.

totally obscured: A measure of visibility. A creature has total concealment when it is in a totally obscured square. *Example:* Total darkness. Contrast with **heavily obscured** and **lightly obscured**.

tremorsense: A creature that has tremorsense can clearly see creatures or objects within a specified range, even if they are invisible, obscured, or outside line of effect, but both they and the creature must be in contact with the ground or the same substance, such as water or a web. The creature otherwise relies on its normal vision.

tunneling: A creature that has tunneling leaves tunnels behind it as it burrows. The creature, as well as smaller creatures, can move through these tunnels without any reduction in speed. Creatures of the same size as the tunneling creature must squeeze through these tunnels, and larger creatures cannot move through them at all. See also **burrow speed**.

unconscious [condition]: While a creature is unconscious, it is helpless, it can't take actions, and it takes a -5 penalty to all defenses. It also can't flank and is unaware of its surroundings. When a creature is subjected to this condition, it falls prone, if possible. See also **helpless** and **prone**.

undead [keyword]: Undead are not living creatures, so effects that specifically target living creatures don't work against them. They don't need to breathe or sleep.

water [keyword]: A water creature is strongly connected to water.

weakened [condition]: While a creature is weakened, its attacks deal half damage. However, two kinds of damage that it deals are not affected: ongoing damage and damage that isn't generated by an attack roll. See also **half damage**.

weapon [keyword]: An accessory type. This keyword identifies a power that is used with a weapon, which can be an unarmed strike. Monster attacks don't use proficiency bonuses.

zone [keyword]: An effect type. Powers that have the zone keyword create zones, magical areas that last for a round or more.

Fills an Area of Effect: A zone is created within an area of effect and fills each square in the area that is within line of effect of the origin square.

Unaffected by Attacks and the Environment: A zone cannot be attacked or physically affected, and terrain and environmental phenomena have no effect

on it. For example, a zone that deals fire damage is unaffected by cold damage.

Movable Zones: If the power used to create a zone allows the zone to be moved, it's a movable zone. At the end of its creator's turn, the movable zone ends if it is not within range of at least 1 square of it (using the power's range) or if the creator doesn't have line of effect to at least 1 square of it.

A zone can't be moved through blocking terrain.

Overlapping Zones: If zones overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping zones is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by three overlapping zones that each impose a -2 penalty to attack rolls, the creature takes a -2 penalty, not a -6 penalty.

Death Ends: A zone ends immediately when its creator dies.

MONSTERS BY LEVEL

Every monster in this book appears on this list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

Monster	Level and Role	Page
Leaping Felldrake	1 Lurker	52
Twig Blight Seedling	1 Minion Skirmisher	109
Lowtown Urchin	1 Skirmisher	96
Iron Circle Brigand	1 Soldier	74
Lower Quays Guttersnipe	2 Artillery	94
Fell Court Blackheart	2 Lurker	49
Market Green Grifter	2 Lurker	96
Twig Blight	2 Lurker	109
Fell Court Ruffian	2 Minion Brute	51
Crested Felldrake	2 Skirmisher	52
Hissing Felldrake	3 Artillery	53
Tar Devil Harrier	3 Artillery	75
Lowtown Kneebreaker	3 Brute	96
Tar Devil Brawler	3 Brute	75
Iron Circle Dark Adept	3 Controller (L)	73
Boggle Sight Stealer	3 Lurker	28
Fell Court Creep	3 Minion Skirmisher	51
Lizardfolk Mire Scout	3 Minion Skirmisher	118
Tigerclaw Hordeling	3 Minion Skirmisher	101
Razorclaw Jack	3 Skirmisher	95
Fell Court Underboss	3 Soldier (L)	51
Lizardfolk Bog Walker	3 Soldier	118
Tigerclaw Brave	3 Soldier	101
Twig Blight Swampvine	3 Soldier	109
Bloodspear Grenadier	4 Artillery	34
Boggle Blink Trickster	4 Artillery	29
Fell Court Hellmage	4 Artillery (L)	51
Lizardfolk Marsh Mystic	4 Controller (L)	119
Iron Circle Spy	4 Lurker	75
Lizardfolk Fen Spy	4 Lurker	118
Boggle Chase Trickster	4 Skirmisher	29
Peryton	4 Skirmisher	85
Raven Roost Harrier	4 Skirmisher	91
Tigerclaw Scout	4 Skirmisher	102

Monster	Level and Role	Page
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Emberdark Kobold Pillager	4 Soldier	33
Tar Devil Guard	4 Soldier	75
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Lizardfolk Shocker	5 Artillery	118
Wolf Runner Swiftarrow	5 Artillery	121
Battle Worg	5 Brute	38
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Tigerclaw Fang-Wielder	5 Brute	102
Twig Blight Swarm	5 Brute	109
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Raven Roost Grenadier	5 Controller	92
Tigerclaw Shaman	5 Controller	103
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Monster	Level and Role	Page
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Elder Peryton	6 Elite Soldier	85
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Icicle Swarm	6 Skirmisher	55
Plague Demon Chaos Beast	6 Skirmisher	15
Plague Demon Chaos Knight	6 Soldier	16
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Daggerburg Zealot	7 Skirmisher	40
Phantom Brigade Justiciar	7 Skirmisher	88
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Monster	Level and Role	Page
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Saruun Bat	10 Minion Skirmisher	78
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ENCOUNTERS



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Orc Throng

1

Winterbole
Rimeneedle

2

Winterbole
Rimeneedle

1

Frost Witch
Harpy

1

Frost Witch
Harpy

2

Mooncalf

2

Mooncalf

1

Orc Throng

2

Wood Woad
Juggernaut

2

Wood Woad
Juggernaut

1

Frozen
Cauldron
Guardian

Primal
Sabertooth
Tiger

2

Gray
Company
Recruit

4

Gray
Company
Recruit

3

Gray
Company
Recruit

2

Gray
Company
Recruit

1

Tovin
Gravelstoke

Mikus
Gravelstoke

Alesia
Gravelstoke

Xander
Gravelstoke

Vincent
Gravelstoke

Wolf Runner
Swiftarrow

5

Wolf Runner
Swiftarrow

4

Wolf Runner
Swiftarrow

3

Wolf Runner
Swiftarrow

2

Wolf Runner
Swiftarrow

1





Ragewind

2



Ragewind

1



Twig Blight Swarm

2



Twig Blight Swarm

1



Scroll Mummy

2



Scroll Mummy

1



Iron Circle Spy

2



Iron Circle Spy

1



Iron Circle Brigand

2



Iron Circle Brigand

1



Hobgoblin Necromancer



Iron Circle Commander



Iron Circle Dark Adept

2



Iron Circle Dark Adept

1



Tar Devil Guard

2



Tar Devil Guard

1



Tar Devil Harrier

2



Tar Devil Harrier

1



Mist Mage

2



Mist Mage

1



"Prince" Halvath



Fallen Hero

2



Fallen Hero

1



Hound of Ill Omen

1



Harken's Heart Druid

2



Harken's Heart Druid

1



Hound of Ill Omen

2



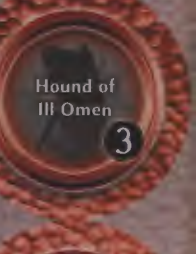
Harken's Heart Druid

4



Harken's Heart Druid

3



Hound of Ill Omen

3



Harken's Heart Druid Wolf

2



Harken's Heart Druid

3



Hill Clan Apparition

1



Harken's Heart Druid Wolf

4



Harken's Heart Druid Wolf

3



Hill Clan Apparition

2



Iron Circle Brigand

3



Harken's Heart Druid Wolf

3



Hill Clan Apparition

3



Iron Circle Brigand

4



Iron Circle Spy

1



Hill Clan Apparition

4

Blood Raven Swarm

2

Blood Raven Swarm

1

Vestapalk

Bregga,
Hound of Ill Omen

Hyena Pack

2

Hyena Pack

1

Raven Roost Bandit

2

Raven Roost Bandit

1

Phantom Brigade Knight

2

Phantom Brigade Knight

1

Raven Roost Bandit

4

Raven Roost Bandit

3

Phantom Brigade Knight

4

Phantom Brigade Knight

3

Raven Roost Bandit

6

Raven Roost Bandit

5

Phantom Brigade Knight

6

Phantom Brigade Knight

5

Drow Razorscourge

2

Drow Werespider

Drow Razorscourge

1

Drow Spider Totemist

2

Aberrant Saruun Mage

1

Drow Spider Totemist

1

Swiftwater Urchin

1

Aberrant Saruun Mage

2

Mage of Saruun

2

Swiftwater Urchin

2

Mage of Saruun

1

Mage of Saruun

4

Lower Quays Guttersnipe

1

Mage of Saruun

3

Market Green Grifter

1

Lower Quays Guttersnipe

2

Market Green Grifter

1

Razorclaw Jack

2

Mimic

Razordaw Jack

1

Lowtown Kneebreaker

2

Kelson

Lowtown Kneebreaker

1



Troll

Troll

Lizardfolk
Dreadnought

Lizardfolk
Dreadnought

Mistmane
Bugbear

Mistmane
Bugbear

Twig
Blight

Twig
Blight

Lizardfolk
Dreadtail

Lizardfolk
Dreadtail

Twig
Blight

Twig
Blight

Lizardfolk
Fen Spy

Lizardfolk
Fen Spy

Twig
Blight

Twig
Blight

Lizardfolk
Fen Spy

Lizardfolk
Fen Spy

Tigerclaw
Shaman

Tigerclaw
Brave

Tigerclaw
Chief

Tigerclaw
Brave

Tigerclaw
Brave

Tigerclaw
Brave

Tigerclaw
Hordeling

Tigerclaw
Hordeling

Tigerclaw
Hordeling

Winterbole
Sapling

Tigerclaw
Hordeling

Winterbole
Sapling

Winterbole
Sapling

Winterbole
Sapling

Winterbole
Sapling

Peryton

Wood Wood
Druid

Wood Wood
Druid

Lizardfolk
Marsh Mystic

Peryton

Vampiric
Mist

Lizardfolk
Shocker

Penanggalan

Vampiric
Mist



Lingering
Monster
Spirit 2

Lingering
Monster
Spirit 1

Dark Drake
of the
Moon Hills

Bitterstrike

Hellghost
Drake 2

Hellghost
Drake 1

Abyssal
Plague Knight 1

Abyssal Plague
Demon Beast 1

Abyssal Plague
Demon Hound 3

Abyssal Plague
Demon Hound 1

Abyssal
Plague Knight 2

Abyssal Plague
Demon Beast 2

Abyssal Plague
Demon Hound 4

Abyssal Plague
Demon Hound 2

Orc
Grenadier 4

Orc
Grenadier 3

Orc
Grenadier 2

Orc
Grenadier 1

Uthelyn
the Mad

Cassian
d'Cherevan

Boldos
Grimehammer

Joplin
Smallshadow

Adrian
"Iceheart"
Reginold

Lingering
Warrior
Spirit 2

Lingering
Warrior
Spirit 3

Lingering
Warrior
Spirit 1

Lingering
Warrior
Spirit 4

Coldscale
Drake 2

Satyr
Vassal

Coldscale
Drake 1

Gnoll
Feaster 1

Gnoll
Gravedigger 1

Gnoll
Gravedigger 2

Gnoll
Feaster 2

Gnoll
Howler 1

Gnoll
Howler 2

Boggle 2

Maldrick
Scarmarker

Boggle 1

Kobold
Pillager 2

Kobold
Pillager 1



Place a Large creature token inside this ring to create a Huge creature token.

Calastryx

Cadaver Collector

Cadaver Collector

Queen Msuga

Rohka the Blood Witch

Battle Worg

Battle Worg

Arkhosian Siege Tower

Bloodfire Ooze

Bloodfire Ooze

Warlord Delderosh

Winterbole Frostbeard

Bloodspear Half-Troll

Bloodspear Half-Troll

Bloodspear Ogrillon

Bloodspear Ogrillon

Daggerburg Goblin

Daggerburg Goblin

Daggerburg Goblin

Daggerburg Goblin

Kabo Bomble

Daggerburg Hobgoblin Captain

Daggerburg Hobgoblin

Daggerburg Hobgoblin

Daggerburg Hobgoblin

Daggerburg Hobgoblin



Place a Large creature token inside this ring to create a Huge creature token.

**Mysteriphal
the Treant**

**Sabertooth
Tiger**

**Sabertooth
Tiger**

Sylish
Kreed

Eveni
Redblade

**Bronze
Warder**

**Bronze
Warder**

**Crimson
Deathmist**

**Abyssal
Plague Demon
Bender**

**Abyssal
Plague Demon
Bender**

Legatus
Dythan

**Winterbole
Frostbeard**

Daggerburg
Bugbear

Daggerburg
Bugbear

Daggerburg
Bugbear

Daggerburg
Bugbear

2

4

3

2

1

Crested
Fell Drake

Crested
Fell Drake

Adderbrood
Drake

Adderbrood
Drake

2

1

2

1

Dragonborn
Dragoon

Dragonborn
Warrior

Dragonborn
Warrior

Dragonborn
Warrior

Dragonborn
Warrior

Dragonborn
Warrior

5

4

3

2

1



1

2

1

2

1

2

1

2

3

4

1

2

1

2

1

2

3

4

5

2

Place a Large creature token inside this ring to create a Huge creature token.

**Mysteriphal
the Treant**

**Sabertooth
Tiger**

2

**Sabertooth
Tiger**

1

Sylish
Kreed

Eveni
Redblade

**Bronze
Warder**

2

**Bronze
Warder**

1

**Crimson
Deathmist**

**Abyssal
Plague Demon
Bender**

2

**Abyssal
Plague Demon
Bender**

1

Legatus
Dythan

**Winterbole
Frostbeard**

2

Daggerburg
Bugbear

4

Daggerburg
Bugbear

3

Daggerburg
Bugbear

2

Daggerburg
Bugbear

1

Crested
Felldrake

2

Crested
Felldrake

1

Adderbrood
Drake

2

Adderbrood
Drake

1

Dragonborn
Dragoon

Dragonborn
Warrior

5

Dragonborn
Warrior

4

Dragonborn
Warrior

3

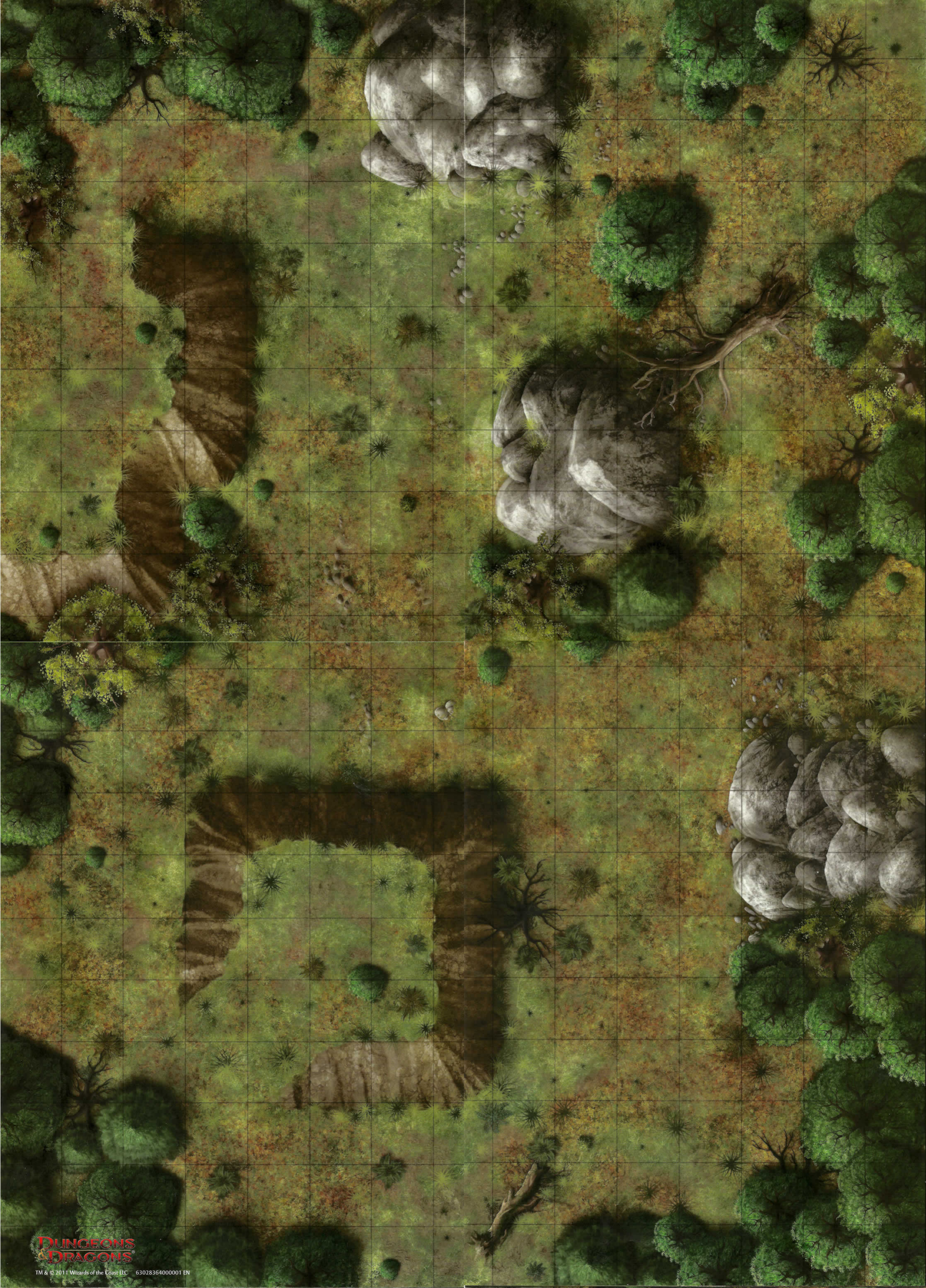
Dragonborn
Warrior

2

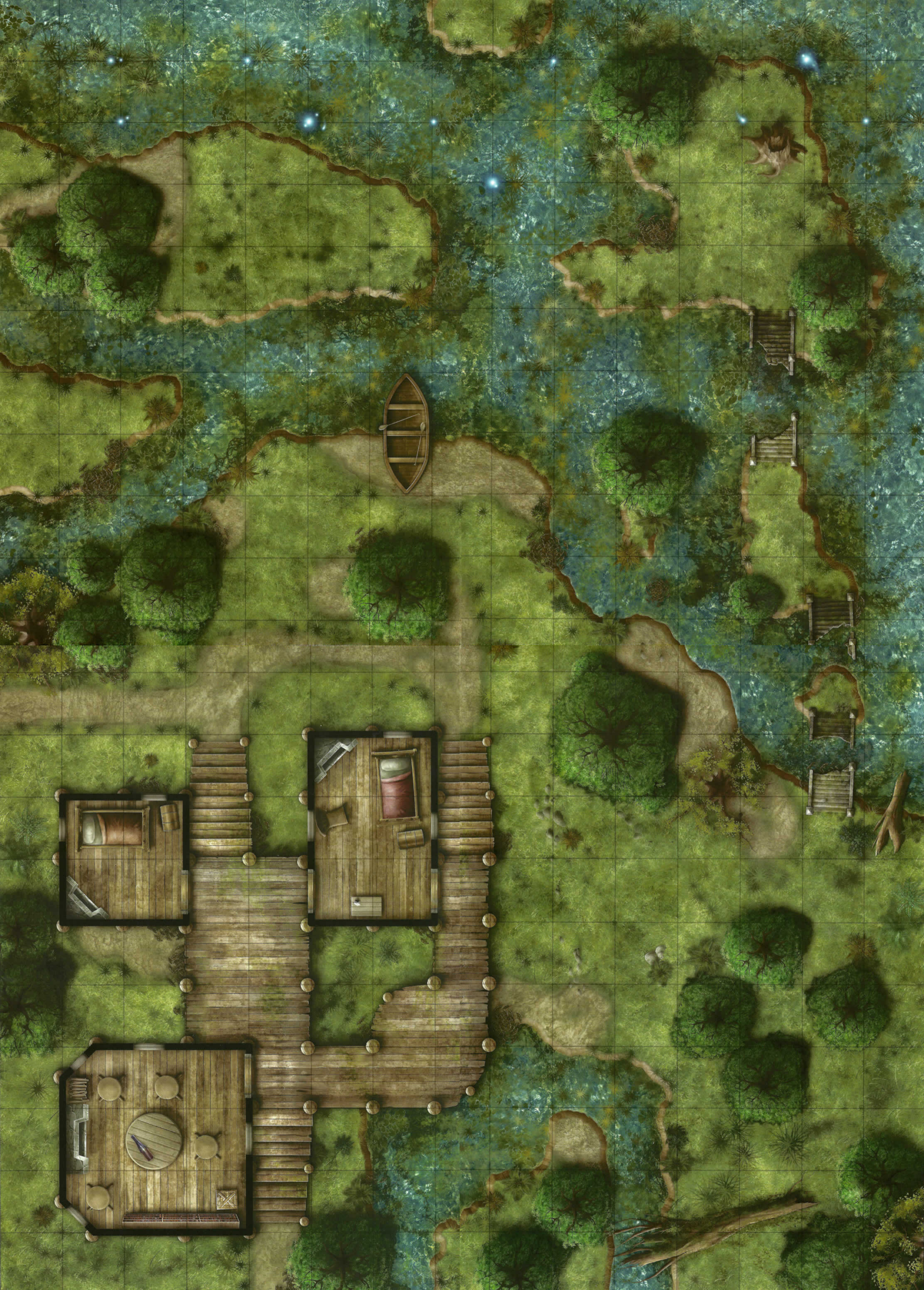
Dragonborn
Warrior

1













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