

Jester's 4E Ravenloft Manual of Monsters



For use with the Ravenloft Campaign Setting

Introduction

Welcome to *Jester's 4E Ravenloft Manual of Monsters* for the RAVENLOFT Campaign Setting.

What this Document is

Updated Besties: This booklet contains updated monsters from the world of Ravenloft, using the 4e D&D rules.

New Rules: This booklet also contains new rules for monster weaknesses and new variants for monsters.

Modular: Much of this document is designed to be flexible. GMs should allow what they want and ignore what they don't.

What it is Not

Replacement: This is in no way a replacement for any of the previous *Ravenloft* products. At least one version of the Campaign Setting is required, and strongly encouraged. Limited monster descriptions are included for updated monsters so past versions of *Ravenloft Monster Compendiums* are encouraged.

Mandatory: If you want to run the game with just the official books or 3e rules feel free.

Excuse not to buy: Support the game, WotC, and your FLGS. Keep D&D alive for the next generation. Piracy is wrong and/or illegal folks!

Credits

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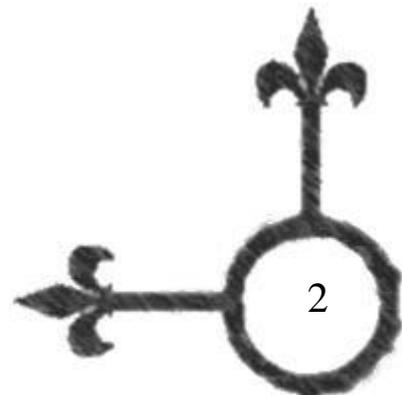
Jester's 4e Ravenloft Manual of Monsters:

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New Monsters

BAT

Common bats are little threat yet common in dark and wild areas of the Core, especially the Balinok mountains. When they gather in large numbers they can be dangerous.

BAT LORE

A character knows the following information with a successful Nature check.

DC 15: Most bats drink fruit juice or eat insects, but some dangerous bats drink blood and can be deadly in large numbers.

Bat Swarm	Level 8 Skirmisher
Large natural beast (swarm)	XP 350
Initiative +11	Senses Perception +5; darkvision
Swarm Attack aura 1; the bat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
AC 22; Fortitude 19, Reflex 21, Will 18	
Resist half damage from area and ranged attacks;	
Vulnerable 10 against close and area attacks	
Speed 2 (clumsy), fly 8; see <i>wing buffet</i>	
⊕ Bite (standard; at-will)	
+13 vs. AC; 1d6+5 damage and 3 ongoing damage (save ends).	
⊕ Drink Blood (standard; encounter)	
+11 vs. Fortitude; 3d6+5 damage and the target is weakened.	
⊕ Wing Buffet (standard; encounter)	
+13 vs. AC. 2d8+5 damage and the bat swarm shifts 6 squares.	
Obscuring Swarm	
A bat swarm blocks line of sight. Creatures in the bat swarm's space are heavily obscured.	
Alignment unaligned	Languages -
Skills stealth +14	
Str 13 (+5)	Dex 20 (+9)
Con 15 (+6)	Int 2 (+0)
	Wis 12 (+5)
	Cha 2 (+0)

BEETLE

Common insects, beetles vary in size from small bugs to large monsters. They are identified by their hard carapace and resistance to being squished.

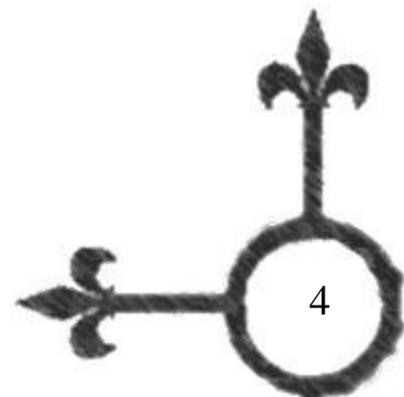
GRAVE SCARAB LORE

A character knows the following information with a successful Arcana check.

DC 15: Most adventurers fear giant beetles but large swarms can strip the flesh of even hardened adventurers and burrow beneath the skin!

DC 20: Once a grave scarab has burrowed into the flesh of a victim it is difficult to remove. Ritual magic is the only reliable method.

Grave Scarab Swarm	Level 3 Skirmisher
Medium shadow beast (swarm)	XP 150
Initiative +4	Senses Perception +3; darkvision
Swarm Attack aura 1; the grave scarab swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 42; Bloodied 21	
AC 17; Fortitude 15, Reflex 16, Will 15	
Resist half damage from area and ranged attacks;	
Vulnerable 10 against close and area attacks	
Speed 4, climb 6	
⊕ Bite (standard; at-will)	
+8 vs. AC; 1d6+3 damage	
⊕ Flesh Burrow (standard; at-will) ⊕ Poison	
+8 vs. AC; 1d6+3. <i>Secondary Attack:</i> +6 vs. Fortitude; 1d6 poison damage plus 4 ongoing poison damage and a -2 penalty on saving throws (save ends both). The grave scarab swarm takes 1d6 damage. <i>First Failed Save:</i> The target is weakened; <i>Second Failed Save:</i> The target is unconscious.	
The effect ends after the burrowing grave scarab is removed. A Hard DC Heal check will remove the scarab but the target loses a healing surge with each failure. The <i>Remove Affliction</i> ritual instantly kills the burrowing scarab.	
Alignment Unaligned	Languages -
Skills -	
Str 14 (+3)	Dex 17 (+4)
Con 10 (+1)	Int 1 (-4)
	Wis 14 (+3)
	Cha 10 (+1)



BIRDS

Common in all lands, there is a myriad variety of birds throughout the Core and nearby islands.

CROW LORE

A character knows the following information with a successful Nature check.

DC 15: Crows and ravens are common birds and hard to distinguish between apart from size. One is seldom a problem, even for a commoner, but large flocks can pose a hazard.

Murder of Crows Medium natural beast (swarm)	Level 3 Skirmisher XP 150	
Initiative +6	Senses Perception +2	
Swarm Attack (Keyword) aura 1; swarm makes a basic attack as a free action against each enemy that begins its turn in the aura..		
HP 47; Bloodied 23		
AC 17; Fortitude 15, Reflex 16, Will 14		
Speed fly 6 (hover); see <i>scatter</i>		
⊕ Wing Buffet (standard; at-will) +8 vs. AC; 1d8+4		
↓ Gouge (action; encounter) +6 vs. Reflex; 1d6+3 and target is blinded (save ends).		
Scatters (move; encounter) The murder of crows shifts 8 squares.		
Alignment Unaligned	Languages -	
Skills Acrobatics +9		
Str 8 (+0)	Dex 17 (+4)	Wis 12 (+2)
Con 15 (+3)	Int 3 (-3)	Cha 4 (-2)

BROKEN ONE

These misshapen creatures are the products of magic or twisted science. They are found in the poor island of G'Henna and the island land of Markovia. There is great variety between individuals.

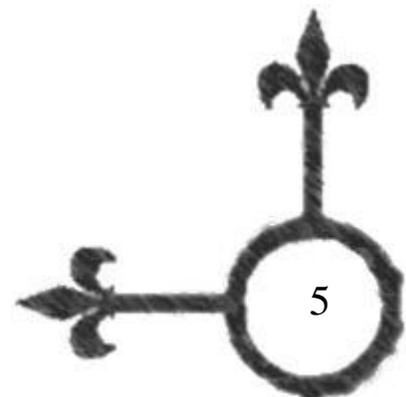
BROKEN ONE LORE

A character knows the following information with a successful Arcana check.

DC 15: Broken Ones are typically subservient and blend animal and human traits.

DC 20: While typically docile, they are prone to erratic emotions and sudden bursts of instinct.

Broken One Wolfpaw Medium fey humanoid	Level 3 Skirmisher XP 150	
Initiative +6	Senses Perception +2; low-light vision	
HP 44; Bloodied 22		
AC 17; Fortitude 15, Reflex 16, Will 15		
Speed 7; see <i>prowl</i>		
⊕ Claw (standard; at-will) +8 vs. AC; 1d6+3 damage		
Double Claw The broken one wolfpaw makes two claw attacks.		
Prowl (move; recharge Ⓜ; Ⓜ; Ⓜ) The broken one wolfpaw shifts 3 squares.		
Broken Resilience (minor, encounter) The broken one wolfpaw makes a saving throw with a +2 racial bonus.		
Alignment Unaligned	Languages Balok	
Skills Acrobatics +9, Stealth +9		
Str 14 (+3)	Dex 17 (+4)	Wis 13 (+2)
Con 12 (+2)	Int 10 (+1)	Cha 10 (+1)



Broken One Bearmaw		Level 4 Brute
Medium fey humanoid		XP 175
Initiative +4	Senses Perception +3; low-light vision	
HP 64; Bloodied 32		
AC 16; Fortitude 18, Reflex 16, Will 15		
Speed 5		
⊕ Slam (standard; at-will) +7 vs. AC; 2d8+4 damage		
⊥ Bearhug (standard; sustain minor; at-will) +7 vs. AC; 2d6+4 and target is grabbed (until escape). When the bearmaw sustains this power, the bearhug deals 1d6+4 damage (no attack roll required).		
Broken Resilience (minor; encounter) The broken one bearmaw makes a saving throw with a +2 racial bonus.		
Alignment Unaligned	Languages Balok	
Skills Athletics +11, Endurance +9		
Str 18 (+6)	Dex 14 (+4)	Wis 12 (+3)
Con 14 (+4)	Int 10 (+2)	Cha 10 (+2)

Broken One Thickhide		Level 4 Soldier
Medium fey humanoid		XP 175
Initiative +6	Senses Perception +4; low-light vision	
HP 58; Bloodied 29		
AC 20; Fortitude 18, Reflex 16, Will 16		
Speed 6		
⊕ Slam (standard; at-will) +11 vs. AC; 1d6+4 damage		
⊥ Pin (standard; at-will) +9 vs. Fortitude; 1d6+4 damage and target is marked.		
Broken Resilience (minor; encounter) The broken one thickhide makes a saving throw with a +2 racial bonus.		
Alignment Unaligned	Languages Balok	
Skills Athletics +9, Endurance +11		
Str 14 (+4)	Dex 14 (+4)	Wis 15 (+4)
Con 18 (+6)	Int 10 (+2)	Cha 10 (+2)

CALIBAN

The twisted product of magic, calibans are humans tainted in the womb and no longer fully human.

CALIBAN LORE

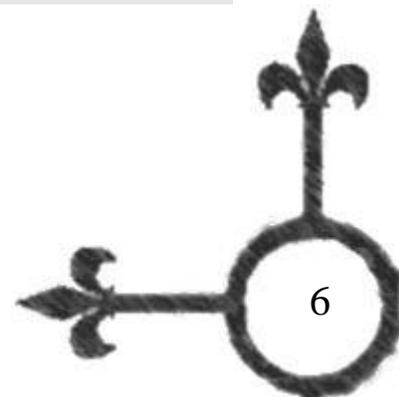
A character knows the following information with a successful Nature check.

DC 15: Caliban are born to human or caliban parents and are children who have been magically corrupted

DC 20: Caliban are highly resistant to injury and often difficult to fell in combat.

Caliban		Level 1 Brute
Medium natural humanoid		XP 100
Initiative +1	Senses Perception +1	
HP 36; Bloodied 18		
AC 13; Fortitude 14, Reflex 13, Will 13		
Speed 6		
⊕ Greatclub (standard; at-will) ⊕ Weapon +4 vs. AC; 2d4+3 damage.		
Rage (minor; encounter) Usable when bloodied; the caliban gains a +1 bonus to AC and Reflex and damage rolls until the end of the encounter or no longer bloodied.		
Alignment Unaligned	Languages domain	
Skills Endurance +8, Intimidate +4		
Str 16 (+3)	Dex 13 (+1)	Wis 12 (+1)
Con 16 (+3)	Int 9 (-1)	Cha 8 (-1)
Equipment greatclub		

Caliban Muscle		Level 3 Soldier
Medium natural humanoid		XP 150
Initiative +1	Senses Perception +2	
HP 49; Bloodied 24		
AC 19; Fortitude 16, Reflex 15, Will 14		
Speed 6		
⊕ Greatsword (standard; at-will) ⊕ Weapon +10 vs. AC; 1d10+3 damage.		
Unmoving (minor; encounter) The caliban muscle is immune to force movement until the end of its next turn.		
Rage (minor; encounter) Usable when bloodied; the caliban muscle gains a +1 bonus to AC and Reflex and damage rolls until the end of the encounter or no longer bloodied.		
Alignment Unaligned	Languages domain	
Skills Endurance +9, Intimidate +6		
Str 17 (+4)	Dex 14 (+3)	Wis 12 (+2)
Con 17 (+4)	Int 8 (+0)	Cha 10 (+1)
Equipment greatsword, chainmail		



Caliban Outcast	Level 4 Brute
Medium natural humanoid	XP 175
Initiative +4 Senses Perception +3	
HP 69; Bloodied 34	
AC 16; Fortitude 18, Reflex 16, Will 15	
Speed 6	
⊕ Greatsword (standard; at-will) ⊕ Weapon	
+7 vs. AC; 1d10+5 damage.	
↓ Takedown (standard; recharges when first bloodied) ⊕ Weapon	
+5 vs. Reflex; 2d10+4 damage and the target is knocked prone.	
Rage (minor; encounter)	
Usable when bloodied; the caliban outcast gains a +1 bonus to AC and Reflex and damage rolls until the end of the encounter or no longer bloodied.	
Alignment Unaligned Languages domain	
Skills Athletics +11, Endurance +9, Intimidate +6	
Str 18 (+6) Dex 15 (+4) Wis 12 (+2)	
Con 19 (+6) Int 8 (+1) Cha 8 (+1)	
Equipment battleaxe, hide armour	

Caliban Savage	Level 7 Brute
Medium natural humanoid	XP 175
Initiative +5 Senses Perception +2	
HP 100; Bloodied 50; see <i>unstoppable</i> below.	
AC 19; Fortitude 21, Reflex 18, Will 18	
Speed 6	
⊕ Heavy Flail (standard; at-will) ⊕ Weapon	
+10 vs. AC; 2d6+4 damage.	
↶ Whirling Steel (standard; encounter) ⊕ Weapon	
Close burst 1; +8 vs. Reflex; 4d6+7 damage and the target is pushed 1 square.	
Unstoppable (minor; encounter) ⊕ Healing	
The caliban savage gains regeneration 5.	
Rage (minor; encounter)	
Usable when bloodied; the caliban outcast gains a +1 bonus to AC and Reflex and damage rolls until the end of the encounter or no longer bloodied.	
Alignment Unaligned Languages domain	
Skills Endurance +9, Intimidate +6, Nature +7	
Str 18 (+6) Dex 15 (+4) Wis 12 (+2)	
Con 19 (+6) Int 8 (+1) Cha 8 (+1)	
Equipment heavy flail, hide armour	

DARKLING

Outcast Vistani, the folk known as Darklings are often thieves and assassins. While common folk have difficulty telling them apart from common Vistani, they are far more devious, cruel and untrustworthy.

DARKLING LORE

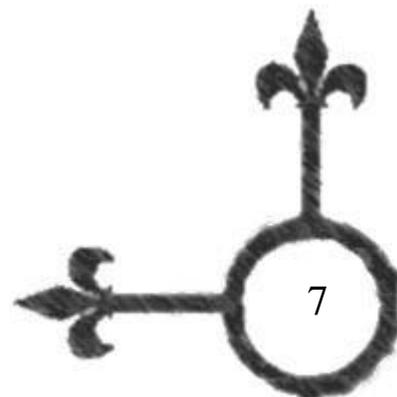
A character knows the following information with a successful Nature check.

DC 15: Darklings are Vistani who have been cast out from their tribe.

DC 20: Most Darklings use poison and have a mixture unique to them.

DC 25: Vistani have an elaborate ritual used to create a Darkling, the details of which are not shared and strip the former tribesman of their inherent magical talents.

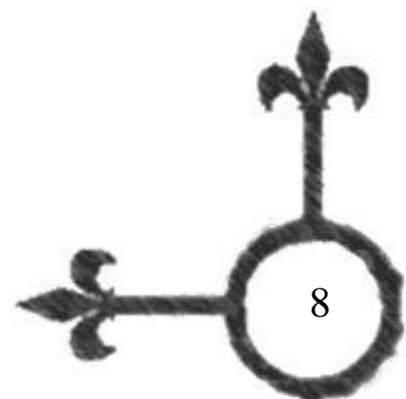
Darkling	Level 2 Lurker
Medium natural humanoid	XP 125
Initiative +8 Senses Perception +2	
HP 31; Bloodied 15	
AC 16; Fortitude 14, Reflex 15, Will 14	
Speed 6	
⊕ Short Sword (standard; at-will) ⊕ Weapon	
+7 vs. AC; 1d6+2 damage.	
Apply Venom (minor; at-will) ⊕ Poison	
Until the end of the darkling's next turn its melee attacks deal an extra 1d8 poison damage and the target is weakened (save ends).	
Alignment Evil Languages domain, Patterna	
Skills Bluff +11, Diplomacy +11, Insight +7	
Str 12 (+2) Dex 16 (+4) Wis 15 (+3)	
Con 13 (+2) Int 10 (+1) Cha 12 (+2)	
Equipment dark cloak, leather armour, short sword	



Darkling Cutthroat	Level 4 Lurker
Medium natural humanoid	XP 175
Initiative +10 Senses Perception +5	
HP 45; Bloodied 22	
AC 18; Fortitude 16, Reflex 17, Will 16	
Speed 6	
⬇ Short Sword (standard; at-will) ✦ Weapon	
+9 vs. AC; 1d6+1 damage.	
⬇ Dagger (standard; at-will) ✦ Weapon	
+8 vs. AC; 1d4+1 damage.	
↻ Thrown Dagger (standard; at-will) ✦ Weapon	
Ranged 5/10; +9 vs. AC; 1d4+2 damage.	
⬇ Double Attack (standard; at-will) ✦ Weapon	
The darkling cutthroat makes a short sword and a dagger attack.	
Apply Venom (minor; at-will) ✦ Poison	
Until the end of the darkling's next turn its melee attacks deal an extra 1d8 poison damage and the target is weakened (save ends).	
Alignment Evil Languages domain, Patterna	
Skills Bluff +11, Diplomacy +11, Insight +7	
Str 13 (+3) Dex 16 (+5) Wis 15 (+4)	
Con 15 (+4) Int 10 (+2) Cha 12 (+3)	
Equipment dark cloak, leather armour, short sword	

Darkling Thief	Level 4 Skirmisher
Medium natural humanoid	XP 175
Initiative +6 Senses Perception +4	
HP 55; Bloodied 27	
AC 18; Fortitude 16, Reflex 16, Will 16	
Speed 6	
⬇ Short Sword (standard; at-will) ✦ Weapon	
+9 vs. AC; 1d6+2 damage.	
↻ Short Bow (standard; at-will) ✦ Weapon	
Ranged 15/30; +9 vs. AC; 1d8+2 damage.	
↵ Blinding Powder (standard; encounter) ✦ Poison	
Close blast 2; +7 vs. Reflex; 1d6+4 poison damage and the target is blinded until the end of the darkling thief's next turn.	
Combat Advantage	
The darkling thief deals an extra 1d6 damage with its attacks against any target it has combat advantage against.	
Apply Venom (minor; at-will) ✦ Poison	
Until the end of the darkling's next turn its melee attacks deal an extra 1d8 poison damage and the target is weakened (save ends).	
Alignment Evil Languages domain, Patterna	
Skills Bluff +11, Diplomacy +11, Insight +7	
Str 16 (+3) Dex 14 (+5) Wis 15 (+4)	
Con 15 (+4) Int 10 (+2) Cha 12 (+3)	
Equipment dark cloak, leather armour, short sword, short bow.	

Darkling Bladefighter	Level 7 Skirmisher
Medium natural humanoid	XP 300
Initiative +6 Senses Perception +4	
HP 55; Bloodied 27	
AC 18; Fortitude 16, Reflex 16, Will 16	
Speed 6	
⬇ Short Sword (standard; at-will) ✦ Weapon	
+9 vs. AC; 1d6+2 damage.	
⬇ Triple Strike (standard; at-will) ✦ Weapon	
The darkling bladefighter makes three short sword attacks.	
⬇ Dashing Strikes (standard; encounter) ✦ Weapon	
The darkling bladefighter moves 6 squares and makes a basic melee attack against any target passed. This movement provokes opportunity attacks normally.	
Keen Strike	
The darkling bladefight deals an extra 1d8 damage with its attacks against weakened targets.	
Apply Venom (minor; at-will) ✦ Poison	
Until the end of the darkling's next turn its melee attacks deal an extra 1d8 poison damage and the target is weakened (save ends).	
Alignment Evil Languages domain, Patterna	
Skills Bluff +11, Diplomacy +11, Insight +7	
Str 19 (+3) Dex 19 (+5) Wis 14 (+4)	
Con 18 (+4) Int 10 (+2) Cha 11 (+3)	
Equipment dark cloak, leather armour, 2 short swords	



DREAMSPAWN

Dreamspawn are the creatures of the demiplane known as Dream or the Dreamscape. They dwell in the land of imagination.

Dreamspawn Construct		Level 10 Minion	
Medium immortal animate (construct) XP 125			
Initiative +7	Senses Perception +5		
HP 1; a missed attack never damages a minion.			
AC 24; Fortitude 23, Reflex 21, Will 18			
Immune disease, poison, sleep			
Speed 6			
⊕ Slam (standard; at-will)			
+15 vs. AC; 6 damage.			
Alignment Unaligned		Languages -	
Str 17 (+8)	Dex 15 (+7)	Wis 10 (+5)	
Con 21 (+10)	Int 3 (+1)	Cha 4 (+2)	

Dreamspawn Nightterror		Level 11 Lurker	
Medium immortal animate (construct) XP 600			
Initiative +13	Senses Perception +3		
HP 94; Bloodied 47			
AC 25; Fortitude 25, Reflex 23, Will 20			
Immune disease, poison, sleep			
Speed 6			
⊕ Claw (standard; at-will)			
+16 vs. AC; 2d6+5 damage.			
↘ Scare (standard; at-will) + Fear, Psychic			
Ranged 3; +14 vs. Will; 1d8+5 psychic damage and the target is pushed 1 square and dazed (save ends).			
✱ Hallucination (standard; encounter) + Illusion, see text			
The dreamspawn nightterror can alter the terrain creating one of two effects that remain until the end of the encounter or 5 minutes.			
1 – Hallucinatory Terrain (zone) : burst 3 within 5; the zone is considered difficult terrain.			
2 – Imaginary Wall (conjuration) : wall 4 within 5; this solid wall blocks line of sight and prevents movement.			
Find Weakness			
The dreamspawn nightterror deals an extra 2d8 damage with its attacks against targets that are dazed or it has combat advantage against.			
Alignment Unaligned		Languages domain	
Str 19 (+9)	Dex 19 (+9)	Wis 12 (+6)	
Con 22 (+11)	Int 4 (+2)	Cha 5 (+2)	

DREAMSPAWN LORE

A character knows the following information with a successful Arcana check.

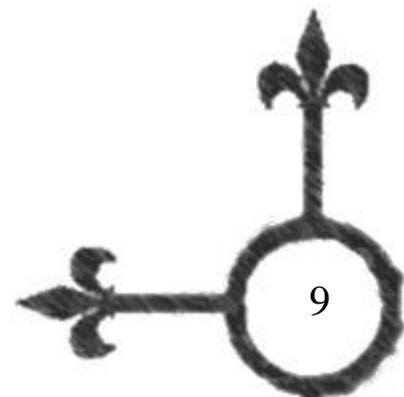
DC 15: Most dreamspawn are harmless, being creations of sleeping people. All creatures you meet while dreaming are dreamspawn.

DC 20: Some dream creations gain sentience, or are pulled from dreams.

They become dangerous to dreamers and dreamwalkers alike.

DC 25: Some beings in the Dreamscape can open portals to the waking world letting dreamspawn roam free.

Dreamspawn Bastellus		Level 12 Controller	
Medium immortal animate XP 700			
Initiative +11	Senses Perception +10		
Aura of Lethargy aura 3; any creature that enters or starts its turn in the aura takes a -1 penalty to speed until the start of its next turn.			
HP 123; Bloodied 61			
AC 26; Fortitude 24, Reflex 25, Will 24			
Immune disease, poison, sleep; Resist 5 cold, 5 fire			
Speed 6			
⊕ Slam (standard; at-will)			
+17 vs. AC; 1d10+5 damage.			
⊖ Steal Thoughts (standard; at-will) + Psychic			
The target must be unconscious; +16 vs. Will; 2d10+5 damage and the <i>induce sleep</i> power recharges.			
⊖ Claws of Madness (standard; recharge ☐☐ ☐☐ ☐☐) + Psychic			
+16 vs. Will; 2d10+5 psychic damage. If the target is unconscious the attack deals an additional 1d8 psychic damage, the target loses 1 Sanity (see <i>Jester's 4e Rules Pamphlet</i>), and dreamspawn bastellus heals 30 hit points. This attack does not awaken an unconscious target.			
↔ Spook (minor; recharge ☐☐ ☐☐) + Charm			
Blast 6; +16 vs. Will; the target can only make basic attacks (save ends).			
↘ Induce Sleep (standard; encounter) + Sleep ; see <i>steal thoughts</i>			
Target must be slowed from <i>aura of lethargy</i> ; ranged 6; +16 vs. Will; the target is unconscious (save ends with a -2 on the saving throw).			
Alignment Evil		Languages domain	
Str 14 (+8)	Dex 21 (+11)	Wis 18 (+10)	
Con 19 (+10)	Int 14 (+8)	Cha 12 (+7)	



Dreamspawn Ennui	Level 14 Lurker
Large immortal animate	XP 1,000
Initiative +17 Senses Perception +11	
HP 112; Bloodied 56	
AC 28; Fortitude 27, Reflex 27, Will 25	
Immune disease, poison, sleep	
Speed 6, fly 7 (hover, maximum altitude 3)	
⊕ Claw (standard; at-will)	
Reach 2, +19 vs. AC; 1d8+6 damage.	
⊕ Slam (standard; at-will)	
+19 vs. AC; 1d6+6 damage.	
⊕ Claw Flurry (standard; recharge ☼ ☼)	
The dreamspawn ennui makes four claw attacks.	
Flying Charge	
When the dreamspawn ennui charges while flying it deals an extra 1d6 damage.	
↘ Sense Fear (minor; at-will)	
Range 10; +17 vs Will; the dreamspawn ennui knows the target's worst fear. Until the end of the ennui's next turn it can use its <i>nightmare form</i> power. The ennui can only target one creature with this power at a time.	
Nightmare Form (minor; at-will, see <i>sense fear</i>) + Polymorph	
The dreamspawn ennui can alter its physical form to the appearance of the target's worst fear, including a unique individual. The target suffers a -2 penalty on all rolls against the ennui, and the ennui's attacks deal an additional 1d8 damage against the target.	
The ennui retains its statistics except it loses its claw attack and fly speed. The ennui can change into a Small, Medium, or Large sized creature and can resume its true form as a minor action.	
↘ Terrify (standard; only in <i>nightmare form</i> ; at-will) + Fear	
Must be the same target at <i>nightmare form</i> ; ranged 10; +17 vs. Will; 2d6+6 damage and the target is pushed 2 squares.	
Alignment Evil Languages domain	
Skills Insight +16, Intimidate +12	
Str 18 (+11) Dex 22 (+13) Wis 18 (+11)	
Con 22 (+13) Int 12 (+8) Cha 11 (+7)	

ERMORDENUNG

Found in Borca, these are humans imbued with venom.

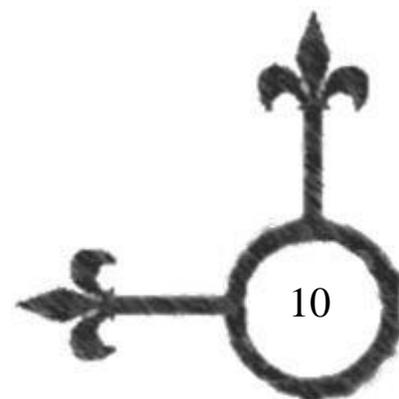
ERMORDENUNG LORE

A character knows the following information with a successful Nature check.

DC 15: Ermordenung are born as regular humans but are ritually infused with toxins that transform them into toxic creatures that can kill with a touch or kiss.

DC 20: Only the darklord of Borca knows the secrets of creating the Ermordenung and all are under the lord's control.

Ermordenung Seductress	Level 5 Lurker
Medium natural humanoid	XP 200
Initiative +8 Senses Perception +3	
HP 51; Bloodied 25	
AC 19; Fortitude 17, Reflex 17, Will 19	
Immune poison	
Speed 6	
⊕ Short Sword (standard; at-will) + Weapon	
+10 vs. AC; 1d6+2 damage.	
⊕ Toxic Touch (standard; at-will) + Poison	
+8 vs. Reflex; 1d6+4 poison damage plus 6 ongoing poison damage (save ends).	
↘ Seduction (standard; at-will) + Charm	
Range 10; +9 vs. Will; target cannot attack the ermordenung seductress and the seductress gains combat advantage against the target. The effect lasts until the seductress or one of its allies attacks the target.	
Combat Advantage	
The ermordenung seductress deals an extra 2d6 damage with its attacks against any target it has combat advantage against.	
Alignment Evil Languages Balok	
Skills Bluff +11, Diplomacy +11, Insight +7	
Str 12 (+3) Dex 14 (+4) Wis 12 (+3)	
Con 15 (+4) Int 13 (+3) Cha 18 (+6)	
Equipment short sword, fancy jewellery, nice clothes	



Ermordenung Assassin	Level 9 Skirmisher
Medium natural humanoid	XP 400
Initiative +10	Senses Perception +5
HP 97; Bloodied 48	
AC 25; Fortitude 23, Reflex 25, Will 23	
Immune poison	
Speed 6; see <i>toxic trail</i>	
⬇ Rapier (standard; at-will) + Poison, Weapon +14 vs. AC; 1d8+2 damage plus 1d6 poison damage.	
⌚ Dagger Strike (standard; at-will) + Poison, Weapon Ranged 5/10; +16 vs. AC; 1d4+4 damage plus 5 ongoing poison damage and the target is weakened (save ends both).	
⬇ Kiss of Death (standard; recharge ☞☞☞) + Poison +12 vs. Reflex; 2d8+5 poison damage plus 10 ongoing poison damage and the target is weakened (save ends both).	
✱ Toxic Trail (standard; at-will) + Poison The ermordenung assassin moves 5 squares. Each square it leaves is filled with a poisonous cloud until the end of its next turn. Any creature that enters a poisoned square takes 15 ongoing poison damage and a -1 penalty on all saving throws (save ends both).	
Combat Advantage The ermordenung assassin deals an extra 2d8 damage with its attacks against any target it has combat advantage against.	
Alignment Evil	Languages Balok
Skills Acrobatics +11, Bluff +13, Insight +10, Stealth +11	
Str 15 (+6)	Dex 14 (+6) Wis 12 (+5)
Con 15 (+6)	Int 13 (+5) Cha 18 (+8)
Equipment rapier, dark clothes	

FIHYR

Creations of fear and terror, fihyrs are spontaneously created in areas of heightened negative emotion.

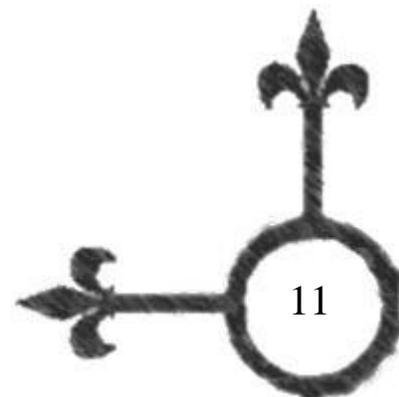
FIHYR LORE

A character knows the following information with a successful Religion check.

DC 15: The creatures known as fihyrs are beings born of terror that literally feed on the fears of others.

DC 20: Fihyrs resemble the fear that spawned them, like dark parodies of human emotion. A fihyr created from pyrophobia might appear as a smouldering person while one created from arachnophobia might appear as a massive unnatural spider.

Burning Fihyr	Level 5 Artillery
Small shadow animate (construct)	XP 200
Initiative +6	Senses Perception +4; darkvision
HP 52; Bloodied 26	
AC 17; Fortitude 17, Reflex 18, Will 17	
Immune disease, poison, fire; Vulnerable 10 cold, 5 radiant	
Speed 5	
⬇ Slam (standard; at-will) +12 vs. AC; 1d6+4 damage.	
⌚ Hurl Fire (standard; at-will) + Healing Ranged 10; +12 vs. AC; 1d10 fire damage.	
⬅ Terrify (standard; encounter) + Fear Burst 2; +10 vs. Will; the target is pushed 2 squares, cannot mark the fihyr, and any existing marks are removed.	
Alignment Unaligned	Languages domain
Skills Intimidate +6	
Str 9 (+1)	Dex 18 (+6) Wis 14 (+4)
Con 16 (+5)	Int 10 (+2) Cha 8 (+1)



Crawling Fihyr		Level 8 Lurker	
Medium shadow animate (construct)		XP 350	
Initiative +6	Senses Perception +4; darkvision		
HP 52; Bloodied 26			
AC 17; Fortitude 17, Reflex 18, Will 17			
Immune disease, poison; Vulnerable 5 radiant			
Speed 7, climb 5 (spider climb); see <i>skitter</i>			
⚡ Bite (standard; at-will) + Poison			
+13 vs. AC; 1d4+5 damage, 1d4 poison damage and 4 ongoing poison damage (save ends).			
🕸 Web (standard; at-will)			
Ranged 5; +11 vs. Reflex; the target is pulled 3 squares. If the target ends adjacent to the crawling fihyr it can make a bite attack as a free action.			
Skitter (move; at-will)			
The crawling fihyr shifts 3 squares. If it gains cover or concealment during its movement it can make a Stealth check as a free action.			
⚡ Terrify (standard; encounter) + Fear			
Burst 2; +11 vs. Will; the target is pushed 2 squares squares, cannot mark the fihyr, and any existing marks are removed.			
Alignment Unaligned	Languages domain		
Skills Athletics +6, Intimidate +6, Stealth +11			
Str 12 (+1)	Dex 20 (+6)	Wis 11 (+4)	
Con 16 (+5)	Int 14 (+3)	Cha 14 (+1)	

Phobic Fihyr		Level 11 Elite Lurker	
Large shadow animate (construct)		XP 200	
Initiative +11	Senses Perception +7; darkvision		
HP 188; Bloodied 94			
AC 25; Fortitude 27, Reflex 25, Will 25			
Immune disease, poison; Vulnerable 5 radiant			
Speed 6			
⚡ Tentacle Slam (standard; at-will)			
Reach 2; +16 vs. AC; 2d6+5 damage.			
⚡ Bite (standard; at-will)			
+16 vs. AC; 2d10+5 damage.			
⚡ Lashing Tentacle (standard; at-will)			
Reach 3; +16 vs. AC; 2d6+5 damage and the target is knocked prone.			
Invisibility (standard; recharge ⚡ ⚡ ⚡ ⚡) + Illusion			
The phobic fihyr turns invisible until it attacks.			
Combat Advantage			
The phobic fihyr deals an extra 2d6 damage against any target it has combat advantage against.			
Threatening Reach			
The phobic fihyr can make opportunity attacks against all enemies within its reach (2 squares)			
⚡ Terrify (standard; encounter) + Fear			
Burst 3; +14 vs. Will; the target is pushed 3 squares, cannot mark the fihyr, and any existing marks are removed.			
Alignment Unaligned	Languages domain		
Skills –			
Str 21 (+10)	Dex 15 (+7)	Wis 15 (+7)	
Con 22 (+11)	Int 17 (+8)	Cha 19 (+9)	

GHOST

Ghosts are the spirits of the dead who cannot rest after their passing.

Geist		Level 6 Artillery	
Medium shadow humanoid (undead)		XP 250	
Initiative +7	Senses Perception +3; darkvision		
HP 57; Bloodied 28			
AC 18; Fortitude 18, Reflex 19, Will 17			
Immune disease, poison; Resist Insubstantial			
Speed 6, fly 4 (hover); phasing			
⚡ Grave Touch (standard; at-will) + Cold			
+11 vs. AC; 1d8+4 cold damage.			
🎯 Throw Object (standard; at-will) + Weapon			
Ranged 10; +13 vs. AC; 1d10+4 damage.			
⚡ Shove (standard; recharge ⚡ ⚡)			
+11 vs. Fortitude; the target is pushed 4 squares. If the target is pushed into another creature the target falls prone in an adjacent square.			
Invisibility + Weapon			
A geist is naturally invisible. When it attacks it becomes visible until the start of its next turn.			
Bound			
A geist is tied to its remains. If it ends its turn more than 6 squares from the square its remains are in, it takes 10 ongoing damage until it returns to within 6 squares. A poltergeist's remains have an AC/Reflex defence of 5, a Fortitude of 8 and 25 hit points. If its remains are destroyed a poltergeist takes 10 ongoing damage until it dies.			
Alignment Unaligned	Languages domain		
Str 14 (+5)	Dex 18 (+7)	Wis 10 (+3)	
Con 15 (+5)	Int 12 (+4)	Cha 14 (+5)	

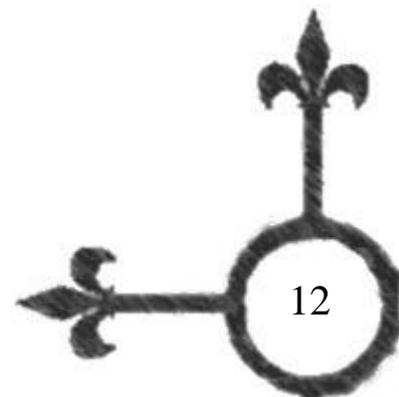
GEIST LORE

A character knows the following information with a successful Arcana or Religion check.

DC 15: Ghosts are the restless spirits of the dead who are still bound to the site of their death, or their earthly remains.

DC 20: Ghosts typically haunt rooms or small buildings and cannot leave the area.

DC 25: Large ghosts can haunt entire buildings including large sites such as castles or manors. These are commonly known as phantasmagoria.



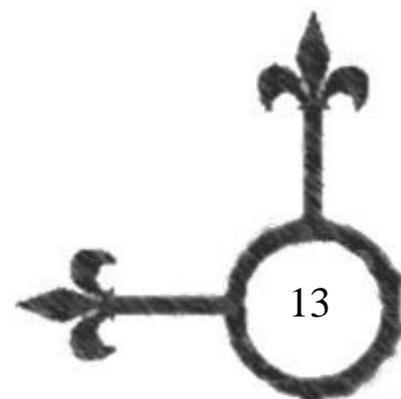
Phantasmagoria	Level 19 Elite Controller
Gargantuan shadow humanoid (undead)	XP 2,400
Initiative +14	Senses Perception +11; darkvision
HP 368; Bloodied 184	
AC 35; Fortitude 34, Reflex 32, Will 34	
Immune disease, poison; Resist Insubstantial	
Saving Throws +2	
Speed fly 6 (hover); phasing	
Action Points 1	
⬇ Spirit Touch (standard; at-will) + Necrotic	
Reach 3; +24 vs. AC; 2d6+8 necrotic damage and the target is weakened (save ends).	
⌚ Hurl Furniture (standard; at-will)	
Ranged 10; +24 vs. AC; 3d6+8 damage, and the target is pushed 1 square.	
⬇ Grasp (standard; sustain minor; recharge ☞ ☞ ☞)	
Reach 3; +23 vs. Reflex; the target is grabbed (until escape). Checks made to escape take a -5 penalty. The phantasmagoria can only grab one creature at a time.	
⬇ Squeeze (minor 1/round; at-will)	
Restrained targets only; +24 vs. AC; 4d10+7 damage.	
Invisibility + Weapon	
A phantasmagoria is naturally invisible. When it attacks it becomes partially visible until the start of its next turn.	
Bound	
A phantasmagoria is tied to the building it died in. It can freely move about the building but cannot exit. If the building is destroyed, a phantasmagoria takes 15 ongoing damage until it dies.	
Alignment Evil	Languages domain
Str 18 (+13)	Dex 21 (+14)
Con 24 (+16)	Int 13 (+10)
	Wis 14 (+11)
	Cha 24 (+16)

Spirit Storm	Level 25 Skirmisher
Gargantuan shadow humanoid	XP 7,000
(undead, swarm)	
Initiative +21	Senses Perception +13; darkvision
Swarm Attack aura 1; a spirit storm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 234; Bloodied 117	
AC 39; Fortitude 37, Reflex 37, Will 38	
Immune disease, poison; Resist Insubstantial; half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks.	
Speed fly 6 (hover); phasing	
⬇ Spirit Rake (standard; at-will) + Cold, Necrotic	
Reach 3; +30 vs. AC; 3d8+9 cold and necrotic damage.	
⬇ Draining Touch (standard; at-will) + Necrotic	
Reach 3; +28 vs. AC; 2d8+9 necrotic damage, and the target loses 1 healing surge.	
⬅ Font of Death (standard; recharge ☞ ☞) + Necrotic	
Close burst 4; +30 vs. AC; 5d8+9 necrotic damage. The spirit storm teleports 4 squares.	
⬇ Writhing Souls (standard; encounter) + Cold, Necrotic	
+30 vs. AC; 4d8+9 cold and necrotic damage, and the target loses 1 healing surge and is weakened (save ends, with a -2 penalty on the save).	
Alignment Evil	Languages domain
Str 16 (+15)	Dex 25 (+19)
Con 26 (+20)	Int 10 (+12)
	Wis 12 (+13)
	Cha 28 (+21)

SPIRIT STORM LORE

A character knows the following information with a successful Arcana or Religion check.

DC 30: Spirits storms are a large number of related souls that have become intertwined into a massive entity of rage and fury. They appear as a writhing mass of ghostly forms, continually lashing out with limbs or whole distended bodies.



GHOUL

Eaters of flesh, ghouls are a plague on graveyards or other places where there are numbers of corpses.

GHOUL LORD LORE

A character knows the following information with a successful Religion check.

DC 15: The uncontested leader of ghouls packs is a ghoullord, a powerful undead that commands lesser undead.

DC 20: Ghoullords were powerful individuals slain by ghouls or the accidental by-product of necromantic experiments.

Ghoullord	Level 9 Elite Controller	
	(leader)	
Medium natural animate (undead)	XP 800	
Initiative +7	Senses Perception +7; low-light vision	
Black Miasma (fear, poison) aura 5; undead allies that start their turn in the aura gain resist 5 radiant, and living creatures that start their turn in the aura take a -2 penalty to attack rolls.		
HP 194; Bloodied 97		
AC 27; Fortitude 26, Reflex 23, Will 26		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant, see also <i>black miasma</i> .		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Claw (standard; at-will)		
+14 vs. AC; 1d8+5 damage and target immobilized (save ends).		
↓ Ghoulish Gnaw (standard; at-will)		
Target must be immobilized, stunned, or helpless; +14 vs. AC; 3d8+5 damage, and the target is stunned (save ends).		
↗ Contagion (standard; encounter) + Poison		
Target must have been hit by <i>claw</i> ; ranged 10; +12 vs. Fortitude; the target takes 10 ongoing poison damage and creatures adjacent to the target take 5 poison damage (save ends). <i>Aftereffect</i> : 5 ongoing poison damage (save ends).		
↖ Foul Odour (standard; recharge ☹️ ☹️) + Poison, Healing		
Close burst 2; +13 vs. Fortitude; 2d8+5 poison damage and the target is slowed (save ends); all allies within the burst regain 18 hit points.		
Alignment Chaotic evil	Languages domain	
Skills Athletics +14, Stealth +12		
Str 20 (+9)	Dex 17 (+7)	Wis 17 (+7)
Con 17 (+7)	Int 15 (+6)	Cha 18 (+8)

GOBLIN

True goblins are rare in the Land of the Mists, save the wretched menaces of Tepest. There are other goblin-kin that make their home in the harsh land of Forlorn.

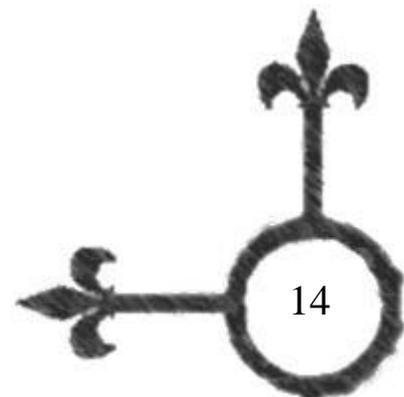
Feaster (goblyn) Savage	Level 3 Brute	
Medium shadow humanoid	XP 150	
Initiative +4	Senses Perception +3; low-light vision; see <i>linked minds</i>	
HP 52; Bloodied 26		
AC 16; Fortitude 15, Reflex 16, Will 15		
Speed 6		
⊕ Bite (standard; at-will)		
+6 vs. AC; 1d6+3 damage and 5 ongoing damage (save ends).		
↓ Grab (standard; at-will)		
+4 vs. Reflex; target is grabbed. Checks made to escape the feaster savage's grab take a -2 penalty.		
↓ Feasting (minor 1/round; at-will)		
Grabbed target only; +6 vs. AC; 3d8+3 damage		
Linked Minds		
Feasters deal an extra 5 damage on melee attacks and gain a +2 racial bonus to Perception checks when two or more feasters are within 2 squares.		
Alignment Chaotic evil	Languages Forlorn	
Skills Stealth +9		
Str 14 (+3)	Dex 17 (+4)	Wis 14 (+3)
Con 12 (+2)	Int 8 (+0)	Cha 6 (-1)

GOBLYN LORE

A character knows the following information with a successful Arcana check.

DC 15: Known as goblyns (gob-leens) and, more commonly, as feasters, these creatures are loosely related to common goblins.

DC20: Feasters are really cursed humans, transformed into a new creature based upon goblins, only larger and more dangerous.



Feaster (goblin) Ripper		Level 2 Lurker	
Medium shadow humanoid		XP 125	
Initiative +8	Senses Perception +3; low-light vision; see <i>linked minds</i>		
HP 30; Bloodied 15			
AC 16; Fortitude 14, Reflex 16, Will 14			
Speed 6			
⬇ Bite (standard; at-will)			
+6 vs. AC; 1d6+3 damage and 5 ongoing damage (save ends).			
⬇ Open Wound (standard; at-will)			
+4 vs. Fortitude; 1d6+3 damage and the target is blinded (save ends).			
Combat Advantage			
A feaster ripper deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.			
Linked Minds			
Feasters deal an extra 5 damage on melee attacks and gain a +2 racial bonus to Perception checks when two or more feasters are within 2 squares.			
Alignment Chaotic evil		Languages Forlorn	
Skills Stealth +9			
Str 14 (+3)	Dex 17 (+4)	Str 14 (+3)	
Con 12 (+2)	Int 8 (+0)	Cha 6 (-1)	

GOLEM

Creations of man, golems are the unliving given the spark of life. Most are creations of an unrelenting desire whose birth was fuelled by their creators' obsession.

Scarecrow		Level 3 Controller	
Medium natural animate (construct)		XP 150	
Initiative +2	Senses Perception +1		
Stinging Swarm (poison) aura 3; the aura is considered difficult terrain and enemies that start their turn in the aura take 5 poison damage.			
HP 48; Bloodied 24			
AC 15; Fortitude 15, Reflex 13, Will 12			
Immune disease, poison, sleep; Resist 5 lightning;			
Vulnerable 5 fire			
Speed 6			
⬇ Pitchfork (standard; at-will) + Weapon			
Reach 2; +6 vs. AC; 1d10+3 damage.			
↔ Spook (standard; recharge ☞☞ ☞☞) + Fear, Psychic			
Close blast 3; +7 vs. Will; 2d6+3 psychic damage and the targets are pushed 2 squares.			
Re-Stuff (standard; encounter) + Healing			
The scarecrow regains 12 hit points.			
Alignment Unaligned		Languages domain	
Skills –			
Str 12 (+2)	Dex 13 (+2)	Wis 11 (+1)	
Con 16 (+4)	Int 2 (-3)	Cha 4 (-2)	
Equipment pitchfork, pumpkin			

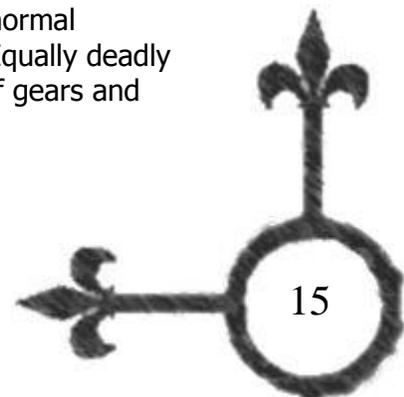
GOLEM LORE

A character knows the following information with a successful Arcana or Nature check.

DC 15: Some rare golems are simple constructs accidentally given life due to their importance or being frequently anthropomorphized. The most common example of spontaneous golems is a scarecrow.

DC 20: Rarer examples of spontaneous golem's are children's toys, given life due to the youthful expectations of their owners. More traditional golems can be constructed of other materials, such as malleable wax.

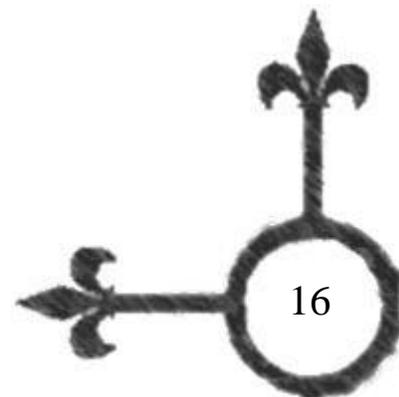
DC 25: Lamordian flesh golems have a reputation for grim intelligence and resilience beyond that of normal constructs of dead flesh. Equally deadly are the mechanical men of gears and springs.



Wax Golem		Level 7 Elite Lurker	
Medium natural animate (construct)		XP 600	
Initiative +11	Senses Perception +4; darkvision		
HP 128; Bloodied 64			
AC 23; Fortitude 19, Reflex 21, Will 18			
Immune disease, poison, sleep			
Saving Throws +2			
Speed 6			
Action Points 1			
⬇ Slam (standard; at-will)			
+12 vs. AC; 1d8+5 damage.			
⬇ Copy Form (minor; recharge ☞ ☞ ☞) + Polymorph			
A wax golem can change its physical shape to take on the appearance of an adjacent Medium humanoid, including a unique individual.			
⬇ Swap (move; at-will)			
Must be the target of <i>Copy Form</i> ; the wax golem can exchange squares with an adjacent opponent. Observers cannot tell when this power has been used. A wax golem automatically gains combat advantage against opponents after using this power.			
⬇ Bait and Switch (immediate interrupt; when hit by an attack while flanked)			
Must be the target of <i>Copy Form</i> ; the wax golem swaps squares with the target, and the attack aims for the target instead.			
Combat Advantage			
A wax golem deals an extra 2d8 damage against any target it has combat advantage against.			
Alignment Unaligned		Languages domain	
Skills Bluff +10, Insight +9			
Str 14 (+5)	Dex 19 (+7)	Wis 12 (+4)	
Con 17 (+6)	Int 10 (+3)	Cha 15 (+5)	

Doll Golem		Level 8 Elite Controller	
Tiny natural animate (construct)		XP 700	
Initiative +7	Senses Perception +7; darkvision		
HP 184; Bloodied 92			
AC 24; Fortitude 24, Reflex 22, Will 18			
Immune disease, poison, sleep			
Saving Throws +2			
Speed 4			
Action Points 1			
⬇ Knife (standard; at-will) + Weapon			
+13 vs. AC; 1d4+7 damage.			
⬇ Biting Laughter (standard; recharge ☞ ☞ ☞) + Charm			
+13 vs. AC; 2d6+5 damage. <i>Secondary Attack</i> : +12 vs. Will and target is dazed (save ends). <i>First Failed Save</i> : Target is immobilized (save ends both). <i>Second Failed Save</i> : Target is helpless (save ends with a -2 penalty on the saving throw).			
⬇ Underfoot (move; recharges when first bloodied)			
The doll golem gains a +2 bonus to its speed, and until the end of its turn it does not provoke opportunity attacks for movement or entering an opponent's square.			
Alignment Unaligned		Languages domain	
Skills Stealth +13			
Str 9 (+3)	Dex 17 (+7)	Wis 12 (+5)	
Con 20 (+8)	Int 3 (+0)	Cha 3 (+0)	
Equipment cooking knife			

Clockwork Golem		Level 15 Elite Brute	
Large natural animate (construct)		XP 2,400	
Initiative +8	Senses Perception +6; darkvision		
HP 366; Bloodied 183			
AC 29; Fortitude 30, Reflex 26, Will 21			
Immune disease, poison, sleep; Resist 10 psychic			
Saving Throws +2			
Speed 6; can't shift			
Action Points 1			
⬇ Slam (standard; at-will)			
Reach 2; +18 vs. AC; 2d8+6 damage.			
⬇ Circular Saw (standard; recharge ☞ ☞)			
Reach 3; +18 vs. AC; 3d8+6 damage.			
⬇ Drillbit (standard; recharge ☞ ☞)			
Reach 2; +12 vs. Reflex; 1d10+6 damage and 10 ongoing damage (save ends).			
⬅ Spinning Limbs (standard; recharge ☞ ☞ ☞)			
Close burst 3; +16 vs. Reflex; 4d8+6 damage and the target is knocked prone.			
⬇ Golem Rampage (standard; recharge ☞ ☞)			
The clockwork golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.			
⬅ Death Burst (when reduced to 0 hit points)			
The clockwork golem explodes in a hail of shrapnel and sparks. Close burst 1; +16 vs. AC; 2d10+6 fire and lightning damage, and the space it occupied is difficult terrain.			
Alignment Unaligned		Languages -	
Str 22 (+3)	Dex 12 (+7)	Wis 11 (+5)	
Con 20 (+8)	Int 10 (+0)	Cha 6 (+0)	



Mordenheim Flesh Golem	Level 10 Elite Brute
Medium natural animate (construct)	XP 1000
Initiative +6	Senses Perception +5; darkvision
HP 260; Bloodied 130	
AC 24; Fortitude 26, Reflex 19, Will 21	
Immune disease, poison, sleep; Resist 10 lightning;	
Vulnerable 5 fire	
Saving Throws +2	
Speed 6	
Action Points 1	
⬇ Slam (standard; at-will)	
+13 vs. AC; 2d6+6 damage.	
⬇ Double Attack (standard; at-will)	
The Mordenheim flesh golem makes two slam attacks.	
⬇ Backhand (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ Ⓜ)	
+11 vs. Fortitude; 3d6+6 damage and the target is pushed 2 squares and knocked prone.	
⬇ Golem Rage (free, when first bloodied; encounter)	
The Mordenheim flesh golem makes a slam attack against every adjacent creature.	
Recharge	
If the Mordenheim flesh golem is hit by an attack dealing lightning damage it gains regeneration 5 until the end of its next turn. If the attack was a critical hit the regeneration lasts until the end of the encounter, and if the attack deals ongoing lightning damage the regeneration lasts until the ongoing damage ends.	
Alignment Unaligned	Languages Lamordian
Str 22 (+3)	Dex 12 (+7)
Con 20 (+8)	Wis 11 (+5)
	Cha 6 (+0)

HUMAN

Humans are common to almost all lands in the Mists and are as varied as those humans of other places.

Talon Infantry	Level 5 Minion
Medium natural humanoid (human)	XP 50
Initiative +4	Senses Perception +3
HP 1; a missed attack never damages a minion	
AC 19; Fortitude 17, Reflex 16, Will 16	
Speed 5	
⬇ Longsword (standard; at-will) + Weapon	
+10 vs. AC; 5 damage.	
Bully	
A Talon infantry deals an additional 2 damage on melee attacks against an enemy for each Talon ally adjacent to it or the target.	
Alignment Evil	Languages Falkovnian
Skills Athletics +9, Intimidate +6	
Str 14 (+4)	Dex 13 (+3)
Con 16 (+5)	Wis 12 (+3)
	Cha 8 (+1)
Equipment chainmail, longsword	

Talon Officer	Level 5 Soldier
Medium natural humanoid (human)	XP 200
Initiative +6	Senses Perception +3
HP 64; Bloodied 32	
AC 21; Fortitude 18, Reflex 16, Will 16	
Speed 5	
⬇ Longsword (standard; at-will) + Weapon	
+12 vs. AC; 1d8+3 damage.	
⬇ Low Blow (free, when the talon hits a bloodied enemy with a melee attack; at-will)	
The talon kicks the target: +12 vs. AC; 1d6+4 damage.	
⬇ Martial Challenge (standard; encounter) + Weapon	
+12 vs. AC; 2d8+4 damage and the target is marked.	
Bully	
A Talon office deals an additional 2 damage on melee attacks against an enemy for each Talon ally adjacent to it or the target.	
Alignment Evil	Languages Falkovnian
Skills Athletics +10, Endurance +10, Intimidate +6	
Str 17 (+5)	Dex 13 (+3)
Con 16 (+5)	Wis 12 (+3)
	Cha 8 (+1)
Equipment chainmail, longsword, heavy shield	

TALON LORE

A character knows the following information with a successful History or Streetwise check.

DC 15: The elite soldiers of Falkovnia are known as Talons and answer to the will of their king, Drakov. They have a well-earned reputation for cruelty. They act in numbers and command common soldiers.



Talon Knight	Level 7 Soldier
Medium natural humanoid (human) XP 300	
Initiative +5	Senses Perception +4
HP 80; Bloodied 40	
AC 23; Fortitude 20, Reflex 18, Will 19	
Speed 5	
⊕ Longsword (standard; at-will) ⊕ Weapon	
+14 vs. AC; 1d8+4 damage.	
↓ Duel (standard; at-will) ⊕ Weapon	
+14 vs. AC; 1d8+4 damage and the target is marked.	
↓ Flourish (standard; recharge ☞☞☞☞☞☞☞☞☞☞) ⊕ Weapon	
Target must be marked; +14 vs. AC; 3d8+7 damage.	
Bully	
A Talon knight deals an additional 2 damage on melee attacks against an enemy for each Talon ally adjacent to it or the target.	
Alignment Evil	Languages Falkovnian
Skills Athletics +12, Endurance +11, Intimidate +10	
Str 18 (+7)	Dex 10 (+3) Wis 12 (+4)
Con 16 (+6)	Int 12 (+4) Cha 14 (+5)
Equipment chainmail, longsword, heavy shield	

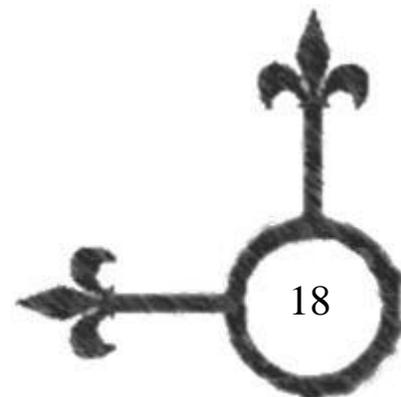
BA'AL VERZI LORE

A character knows the following information with a successful History check.

DC 15: Master assassins, the Ba'al Verzi are greatly feared as they never allow their targets to live. They specialize in the use of personalized daggers whose scabbard is made of the skin of their first victim. Legend says once the blade cannot be sheathed until it has drawn blood.

Ba'al Verzi Novice	Level 6 Lurker
Medium natural humanoid (human) XP 250	
Initiative +11	Senses Perception +4
HP 58; Bloodied 29	
AC 20; Fortitude 18, Reflex 19, Will 17	
Speed 6	
⊕ Dagger (standard; at-will) ⊕ Poison, Weapon	
+11 vs. AC; 1d4+4 damage plus 5 ongoing poison damage (save ends).	
↓ Deadly Strike (standard; encounter) ⊕ Poison, Weapon	
The Ba'al Verzi novice makes three dagger attacks, if all three attacks hit the ongoing damage is increased to 10.	
Combat Advantage	
The Ba'al Verzi novice deals and extra 2d6 damage against any target it has combat advantage against.	
Alignment Evil	Languages domain
Skills Bluff +10, Stealth +12, Thievery +12	
Str 12 (+4)	Dex 18 (+7) Wis 12 (+4)
Con 16 (+6)	Int 12 (+5) Cha 14 (+5)
Equipment leather armour, dagger	

Ba'al Verzi Master	Level 9 Lurker
Medium natural humanoid (human) XP 40	
Initiative +13	Senses Perception +7
HP 77; Bloodied 38	
AC 23; Fortitude 21, Reflex 22, Will 21	
Speed 6	
⊕ Dagger (standard; at-will) ⊕ Poison, Weapon	
+14 vs. AC; 1d6+5 damage plus 5 ongoing poison damage.	
↓ Darting Strike (standard; at-will) ⊕ Poison, Weapon	
+14 vs. AC; 1d6+5 damage plus 5 ongoing poison damage and the Ba'al Verzi master shifts 2 squares.	
↓ Bleeding Wound (standard; encounter) ⊕ Poison, Weapon	
+12 vs. Fortitude; 2d6+5 damage and the target is blinded (save ends).	
Combat Advantage	
The Ba'al Verzi master deals and extra 2d6 damage against any target it has combat advantage against.	
Alignment Evil	Languages domain
Skills Bluff +11, Stealth +14, Thievery +14	
Str 12 (+5)	Dex 20 (+9) Wis 17 (+7)
Con 17 (+7)	Int 12 (+5) Cha 14 (+6)
Equipment leather armour, dagger	



LYCANTHROPE

Skinchangers come in many varieties, with some being intelligent non-human races and others being cursed individuals stricken with shape-shifting.

WEREPANTHER LORE

A character knows the following information with a successful Nature check.

DC 15: Most common in Valachan, werepanthers are the enforcers of that land's Lord. Rumour states that they are created through a rite that changes the face of its subject, so they can no longer be recognized by family or friend.

Werepanther	Level 5 Soldier
Medium natural humanoid (shapechanger)	XP 200
Initiative +6	Senses Perception +2; low-light vision
HP 62; Bloodied 31	
Regeneration 5 (if the werepanther takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 21; Fortitude 17, Reflex 19, Will 17	
Speed 6 (8 in panther form)	
⊕ Long Sword (standard; at-will) ⊕ Weapon +12 vs. AC; 1d8+2 damage	
⊕ Claw (standard; at-will) +12 vs. AC; 1d6+4 damage.	
Rake (standard; at-will) On a charge, a werepanther can make two claw attacks. If both attacks hit, the target is knocked prone.	
↔ Fearsome Growl (standard; encounter) ⊕ Fear Close burst 1; +10 vs. Will; target is pushed 2 squares and marked.	
Change Shape (minor; at-will) ⊕ Polymorph A werepanther can alter its physical form to appear as a panther or a unique medium human. It cannot use its claw attack in human form and cannot make long sword attacks in panther form.	
Alignment Evil	Languages Vaasi
Skills Insight +7, Intimidate +9	
Str 15 (+4)	Dex 18 (+6) Wis 10 (+2)
Con 14 (+4)	Int 12 (+3) Cha 14 (+4)
Equipment chainmail, longsword	

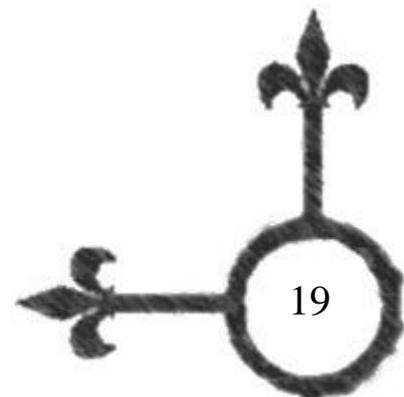
WERERAT LORE

A character knows the following information with a successful Nature check.

DC 15: Richemulot wererats are organized and law abiding, much less erratic than others of their kind. This is excluding the diseased aberrant that

prowl the foulest regions of the land's expansive sewers.

Aberrant Wererat	Level 6 Brute
Medium natural humanoid (shapechanger)	XP 250
Initiative +7	Senses Perception +4; low-light vision
HP 87; Bloodied 43	
Regeneration 5 (if the aberrant wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 18; Fortitude 18, Reflex 19, Will 17	
Speed 6, climb 5	
⊕ Claw (standard; at-will) +9 vs. AC; 1d12+4 damage	
⊕ Bite (standard; at-will) ⊕ Disease +9 vs. AC; 1d6+4 damage, 4 ongoing damage, and the target contracts level 6 filth fever (see <i>Monster Manual</i>).	
↗ Spittle (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ) ⊕ Poison Ranged 5; 2d8+4 poison damage and 5 ongoing poison damage (save ends).	
↔ Death Knell (When reduced to 0 hit points) ⊕ Poison Close burst 1; +7 vs. Reflex; 3d6+4 poison damage.	
Change Shape (minor; at-will) ⊕ Polymorph An aberrant wererat can alter its physical form to appear as a dire rat.	
Alignment Chaotic evil	Languages Mordentish
Skills Insight +7, Intimidate +9	
Str 16 (+5)	Dex 19 (+7) Wis 13 (+4)
Con 17 (+5)	Int 7 (+1) Cha 11 (+3)
Equipment rags and tattered clothing	



Wererat Aristocrat	Level 7 Lurker
Medium natural humanoid (shapechanger)	XP 300
Initiative +11	Senses Perception +4; low-light vision
HP 66; Bloodied 33	
Regeneration 5 (if the wererat aristocrat takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 21; Fortitude 20, Reflex 20, Will 19	
Speed 6, climb 3	
⊕ Bite (standard; at-will) +12 vs. AC; 1d4+5 damage and the target takes ongoing 4 damage (save ends) and contracts filth fever (see <i>Monster Manual</i>).	
⊕ Rapier (standard; at-will) + Weapon +12 vs. AC; 1d8+5 damage.	
Combat Advantage A wererat aristocrat deals an extra 2d6 damage with its attacks against any target it has combat advantage against.	
Sudden Change A wererat aristocrat begins combat in human form. The first time it uses its <i>change shape</i> power it gains combat advantage against adjacent enemies.	
Change Shape (minor; at-will) + Polymorph A wererat aristocrat can alter its physical form to appear as a dire rat or unique human. It loses its bite attack in human form and cannot make rapier attacks in rat form.	
Alignment Evil	Languages Mordentish
Skills Insight +7, Intimidate +9	
Str 12 (+5)	Dex 19 (+7) Wis 12 (+4)
Con 18 (+5)	Int 13 (+1) Cha 17 (+3)
Equipment rags and tattered clothing	

WEREWOLF LORE

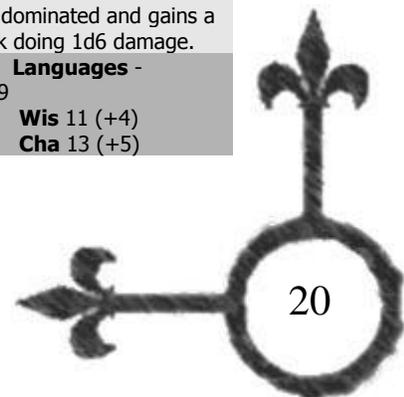
A character knows the following information with a successful Nature check.

DC 15: While most werewolves belong to a separate, unrelated species from humans, some rare few people cursed to become beasts during the full moon. These sad beings can sometimes even spread their infection to the unwary.

DC 20: Rarer than common lycanthropes are the deadly loup-garou, massive beasts that can become large dire wolves instead of the common variety.

Infected Werewolf	Level 6 Lurker
Medium natural humanoid (shapechanger)	XP 250
Initiative +11	Senses Perception +4; low-light vision
HP 59; Bloodied 29	
Regeneration 5 (if the infected werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 20; Fortitude 19, Reflex 19, Will 17	
Speed 6 (8 in wolf form)	
⊕ Claw (standard; at-will) +11 vs. AC; 1d8+5 damage.	
⊕ Bite (standard; at-will) + Disease +11 vs. AC; 1d6+4 damage and the target takes 5 ongoing damage (save ends).	
Hamstring Requires combat advantage; the infected werewolf makes a bite attack. If the attack hits, it deals an extra 2d6 damage, no ongoing damage, and the target is immobilized (save ends).	
Hunter An infected werewolf does not need cover or concealment to remain hidden after a successful Stealth check.	
Alignment Evil	Languages -
Skills Stealth +12	
Str 18 (+7)	Dex 18 (+7) Wis 13 (+4)
Con 17 (+6)	Int 9 (+2) Cha 10 (+3)

Infected Werewolf Packleader	Level 9 Skirmisher
Medium natural humanoid (shapechanger)	XP 400
Initiative +10	Senses Perception +9; low-light vision
HP 80; Bloodied 40	
Regeneration 5 (if the infected werewolf packleader takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 23; Fortitude 22, Reflex 20, Will 20	
Speed 6 (8 in wolf form); see <i>dash</i>	
⊕ Claw (standard; at-will) +14 vs. AC; 1d8+5 damage.	
⊕ Bite (standard; at-will) + Disease +14 vs. AC; 1d6+4 damage and the target takes 5 ongoing damage (save ends) and the infected werewolf packleader makes a secondary attack against the same target. <i>Secondary attack:</i> +12 vs Fortitude; the target contracts Level 9 curse of the beast (see <i>Jester's 4e Rules Pamphlet</i>).	
Dash (move; at-will) The infected werewolf shifts 3 squares.	
↵ Call of the Wild (standard; encounter) + Polymorph Close burst 2; +12 vs. Will; if the target is cursed with <i>curse of the beast</i> or infected with <i>moon frenzy</i> it changes shape into a Medium wolf and attacks the nearest creature (save ends with a -2 on the saving throw). PCs in wolf form are considered dominated and gains a bite attack as a basic melee attack doing 1d6 damage.	
Alignment Evil	Languages -
Skills Intimidate +10, Perception +9	
Str 18 (+8)	Dex 14 (+6) Wis 11 (+4)
Con 19 (+8)	Int 10 (+4) Cha 13 (+5)



Loup-Garou Large natural humanoid (shapechanger)	Level 12 Brute XP 700
Initiative +10	Senses Perception +8; low-light vision
HP 149; Bloodied 74	
Regeneration 5 (if the loup-garou takes damage from a gold weapon, its regeneration does not function on its next turn)	
AC 24; Fortitude 26, Reflex 24, Will 22	
Speed 7	
⊕ Claw (standard; at-will) +17 vs. AC; 2d8+7 damage	
⊕ Bite (standard; at-will) + Disease +17 vs. AC; 2d6 +7 damage and 5 ongoing damage (save ends), and the target contracts level 12 moon frenzy (see <i>Monster Manual</i>).	
Rend (standard; at-will) The loup-garou makes two claw attacks. If both attacks hit it deals an additional 2d6 damage.	
Change Shape (minor; at-will) + Polymorph A loup-garou can alter its physical form to appear as a dire wolf or a unique Medium human. All three forms have the same abilities except where noted.	
Alignment Chaotic evil	Languages domain
Skills Endurance +17, Nature +13	
Str 22 (+12)	Dex 18 (+12) Wis 14 (+8)
Con 19 (+12)	Int 10 (+6) Cha 15 (+8)

Human Form Medium
AC 24; Fortitude 26, Reflex 24, Will 22
Speed 6
⊕ Punch (standard; at-will) +17 vs. AC; 1d4+6 damage

Dire wolf Form Large
AC 24; Fortitude 26, Reflex 24, Will 22
Speed 8
⊕ Claw (standard; at-will) +17 vs. AC; 2d8+7 damage
⊕ Bite (standard; at-will) + Disease +17 vs. AC; 2d6 +7 damage and 5 ongoing damage (save ends), and the target contracts level 12 moon frenzy (see <i>Monster Manual</i>).
Combat Advantage If the loup-garou has combat advantage against a target, the target is knocked prone on a hit.

WOLFWERE LORE

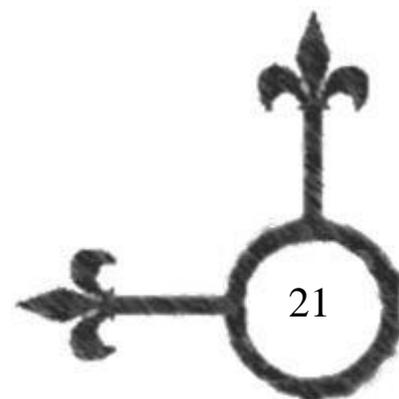
A character knows the following information with a successful Nature check.

DC 15: Wolfweres are lesser known lycanthropes and often mistaken for werewolves. They are intelligent wolves that can transform into men.

DC 20: Wolfweres are distinct from traditional werewolves as they are

inherently uncivilized and reject the society of man; they masquerade as humans strictly to hunt their prey. They think like animals, not like humans.

Wolfwere Medium natural magical beast (shapechanger)	Level 4 Controller XP 175
Initiative +5	Senses Perception +7; low-light vision
Distracting Melody (charm) aura 2; enemies in the aura take a -1 penalty on attack rolls.	
HP 54; Bloodied 27	
Regeneration 5 (if the wolfwere takes damage from a cold iron weapon, its regeneration does not function the next round).	
AC 18; Fortitude 16, Reflex 17, Will 18	
Speed 6 (8 in wolf form)	
⊕ Long Sword (standard; at-will) + Weapon +9 vs. AC; 1d8+3 damage.	
⊕ Bite (standard; at-will) +9 vs. AC; 1d6+4 damage.	
↔ Song of Weariness (standard; recharge ☐☐☐☐☐☐) + Charm Burst 5; +8 vs. Will; the target is slowed (save ends).	
Change Shape (minor; at-will)+ Polymorph A wolfwere can change its form to appear as a grey wolf or a unique human. It loses its bite in human form and its sword in wolf form.	
Alignment Evil	Languages domain
Skills Bluff +11, Nature +7, Stealth +10	
Str 15 (+4)	Dex 16 (+5) Wis 10 (+2)
Con 14 (+4)	Int 10 (+2) Cha 18 (+6)
Equipment cloak, instrument, long sword	



Wolflere Alpha	Level 11 Elite Controller
Medium natural magical beast (shapechanger)	XP 1,200
Initiative +9	Senses Perception +5; low-light vision
Disarming Melody (charm) aura 3; enemies in the aura suffer a -1 penalty to all defences and saving throws.	
HP 228; Bloodied 114	
Regeneration 10 (if the wolflere alpha takes damage from a cold iron weapon, its regeneration does not function the next round).	
AC 27; Fortitude 23, Reflex 25, Will 26	
Saving Throws +2	
Speed 7 (9 in wolf form)	
Action Points 1	
⊕ Long Sword (standard; at-will) ⊕ Weapon +16 vs. AC; 1d8+4 damage.	
⊕ Bite (standard; at-will) +16 vs. AC; 2d6+5 damage.	
⬅ Song of Weariness (standard; recharge ☞☞☞) ⊕ Charm Burst 5; +8 vs. Will; the target is slowed (save ends).	
↘ Call of the Wild (standard; encounter) Range 10, two wolflere appear in any unoccupied square within range. These beast minions take their turn immediately after the alpha.	
⬅ Foul Howl (standard; recharges when first bloodied) ⊕ Psychic Close burst 5; +15 vs. Fortitude; 2d6+5 psychic damage and the target is dazed (save ends). <i>Miss</i> : Half damage and the target is not dazed.	
Change Shape (minor; at-will) ⊕ Polymorph A wolflere alpha can change its form to appear as a grey wolf or a unique human. It loses its bite in human form and its sword in wolf form.	
Alignment Evil	Languages domain
Skills Bluff +15, Insight +10, Nature +10, Stealth +14, Thievery +11	
Str 19 (+9)	Dex 19 (+9) Wis 10 (+5)
Con 18 (+9)	Int 13 (+6) Cha 21 (+10)
Equipment cloak, instrument, long sword	

MARAKITH

Hunting the dark tunnels beneath the city of Paridon are the hive mind monsters known as the marakith. Their dark forms are roughly humanoid but their frames are compressible and rubbery yet covered in a myriad of overlaid chitinous plates.

MARAKITH LORE

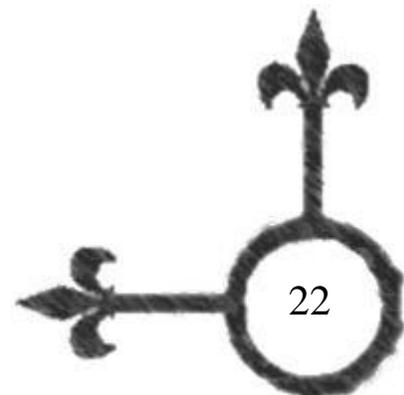
A character knows the following information with a successful Dungeoneering check.

DC 15: Common marakith are dangerous only in numbers, something they have no lack of. However, there are other more dangerous variants of the dark beasts, those bred for exploration or combat.

DC 20: Marakith are masters of mimicry and are adept at copying the sounds and voices of their prey, often calling out to lost travellers in the voices of other travellers or even their friends.

DC 25: At the center of every marakith hive is a queen, a massive bloated figure with a spider-like body and a vaguely human upper torso. A queen can turn victims into marakith and has absolute control over all its offspring.

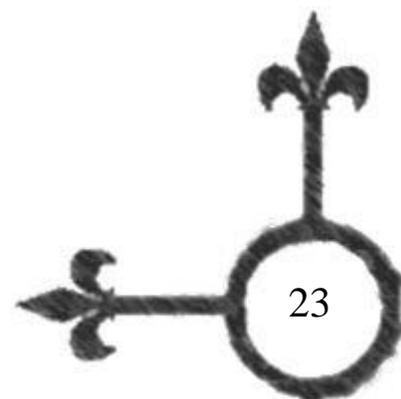
Marakith Drone	Level 7 Minion
Medium aberrant humanoid	XP 75
Initiative +10	Senses Perception +6; darkvision
HP 1; a missed attack never damages a minion	
AC 23; Fortitude 19, Reflex 21, Will 19	
Immune fear; Vulnerable 5 radiant	
Speed 7, climb 4	
⊕ Claw (standard; at-will) +12 vs. AC; 10 damage	
Compression A marakith drone takes no penalties from squeezing.	
Alignment Evil	Languages Timorian
Skills Acrobatics +13, Stealth +13	
Str 17 (+6)	Dex 20 (+8) Wis 16 (+6)
Con 16 (+6)	Int 2 (-1) Cha 3 (-1)



Marakith Scout		Level 7 Lurker	
Medium aberrant humanoid		XP 300	
Initiative +12	Senses Perception +6; darkvision		
HP 64; Bloodied 32			
AC 23; Fortitude 19, Reflex 21, Will 19			
Immune fear; Vulnerable 5 radiant			
Speed 8, climb 6			
⬇ Claw (standard; at-will)			
+12 vs. AC; 2d6+5 damage			
⬇ Agile Feint (minor; at-will)			
+10 vs. Reflex; the marakith scout gains combat advantage against the target until the start of its next turn.			
Combat Advantage			
A marakith scout deals an extra 2d6 damage with its attacks against any target it has combat advantage against.			
Compression			
A marakith scout takes no penalties from squeezing			
Alignment Evil		Languages Timorian	
Skills Acrobatics +13, Stealth +13			
Str 17 (+6)	Dex 20 (+8)	Wis 16 (+6)	
Con 16 (+6)	Int 2 (-1)	Cha 3 (-1)	

Marakith Hunter		Level 8 Soldier	
Medium aberrant humanoid		XP 350	
Initiative +10	Senses Perception +5; darkvision		
HP 88; Bloodied 44			
AC 24; Fortitude 21, Reflex 22, Will 19			
Immune fear; Vulnerable 5 radiant			
Speed 6, climb 3			
⬇ Claw (standard; at-will)			
+13 vs. AC; 2d6+7 damage.			
⬇ Double Claw (standard; at-will)			
The marakith soldier makes two claw attacks and the target is marked.			
Unrelenting (minor, useable only while bloodied; at-will)			
The marakith gains a +2 power bonus to attack rolls and does 5 extra damage until the end of its next turn.			
Compression			
A marakith hunter takes no penalties from squeezing			
Alignment Evil		Languages Timorian	
Skills Acrobatics +13, Stealth +13			
Str 18 (+7)	Dex 21 (+8)	Wis 14 (+5)	
Con 16 (+6)	Int 2 (-1)	Cha 3 (-1)	

Marakith Queen		Level 12 Elite Lurker	
Huge aberrant humanoid		(leader) XP 1,400	
Initiative +14	Senses Perception +9; darkvision		
HP 192; Bloodied 96			
Regeneration 5			
AC 28; Fortitude 28, Reflex 26, Will 24			
Immune fear; Vulnerable 5 radiant			
Saving Throws +2			
Speed 7, climb 5			
Action Points 1			
⬇ Claw (standard; at-will)			
Reach 2; +17 vs. AC; 1d8+5 damage			
⬇ Raking Claws (standard; at-will)			
The marakith queen makes four claw attacks.			
⬇ Stinger (standard; at-will) + Poison			
+17 vs. AC; 1d6+5 damage plus 1d6 poison damage and 5 ongoing poison damage (save ends). <i>Secondary Attack:</i> +15 vs. Fortitude, and the target is dazed (save ends) <i>First Failed Save:</i> Target is also stunned (save ends both). <i>Second Failed Save:</i> Target is immobilized (save ends, with a -4 penalty on the saving throw).			
⬇ Pin (standard; at-will)			
+15 vs. Reflex; the target is grabbed and knocked prone.			
⤴ Hivemind (free, when first bloodied; encounter)			
Range 10, four marakith drones of the queen's level or lower appear in any unoccupied square within range. These drones take their turn immediately after the queen.			
Dash (move; recharge Ⓜ Ⓜ)			
Must be adjacent to a wall. The marakith queen slides 5 squares in any direction but at least 2 must be along a wall.			
Alignment Evil		Languages Timorian	
Skills Acrobatics +16, Bluff +12, Insight +14, Stealth +16			
Str 22 (+12)	Dex 19 (+10)	Wis 16 (+9)	
Con 18 (+10)	Int 9 (+5)	Cha 13 (+7)	



MIST CREATURE

Hunting the places between places are mist creatures, beings formed of the Mists themselves.

Mist Horror		Level 9 Skirmisher	
Medium shadow magical beast (undead)		XP 400	
Initiative +11	Senses Perception +7; darkvision		
HP 98; Bloodied 49			
AC 23; Fortitude 21, Reflex 22, Will 21			
Immune disease, poison; Resist insubstantial			
Speed 8; see <i>mist step</i>			
⊕ Slam (standard; at-will) ⊕ Cold			
+14 vs. AC; 1d12+5 cold damage.			
↓ Steal Breath (standard; ☞ ☞) ⊕ Cold, Necrotic			
+12 vs. Reflex; 3d5+5 cold and necrotic damage and the target is weakened and dazed (save ends both).			
← Disrupt Minds (standard; at-will) ⊕ Psychic			
Close burst 4; +12 vs. Will; the target can only use basic attacks and at-will powers (save ends with a -2 penalty on the save).			
Mist Step (move; encounter)			
The mist horror gains phasing until the start of its next turn and can move 6 squares.			
Alignment Unaligned	Languages domain		
Skills Stealth +14			
Str 12 (+5)	Dex 20 (+9)	Wis 16 (+7)	
Con 18 (+8)	Int 10 (+4)	Cha 13 (+5)	

MIST CREATURE LORE

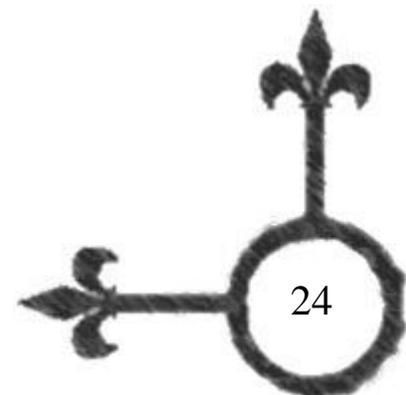
A character knows the following information with a successful Arcana check.

DC 15: Weak mist horrors appear like misshapen pockets of mist and vary greatly in appearance. Some have claws while others have numerous tentacles. While not true undead, many mist creatures are treated as such and share vulnerabilities.

DC 20: The deadly mist ferrymen hunt in large packs, overwhelming travellers with numbers and drinking their warm blood.

DC 25: Deadliest of the mist creatures are the grim reapers, who appear as the folkloric creatures of the same name. They hunt the dead and dying, feasting on the souls of the dead.

Mist Ferryman		Level 11 Lurker	
Medium shadow humanoid (undead)		XP 600	
Initiative +14	Senses Perception +6; darkvision		
HP 91; Bloodied 45			
AC 25; Fortitude 23, Reflex 24, Will 22			
Immune disease, poison; Resist insubstantial			
Speed 6; see <i>mist step</i>			
⊕ Claw (standard; at-will) ⊕ Necrotic			
+16 vs. AC; 1d8+5 necrotic damage and the target is weakened (save ends).			
↓ Ferry Foe (standard; encounter) ⊕ Teleport			
+14 vs. Reflex; 1d10+5 necrotic damage and the target is teleported up to 5 squares.			
Shroud (minor; sustain minor; encounter)			
The mist ferryman is heavily obscured until the end of its next turn.			
Group Attack			
The mist ferryman deals an extra 5 damage on attacks against an enemy that has a mist creature allied with the ferryman adjacent to it.			
Mist Step (move; encounter)			
The mist ferryman gains phasing until the start of its next turn and can move 6 squares.			
Alignment Evil	Languages domain		
Str 17 (+8)	Dex 20 (+10)	Wis 13 (+6)	
Con 19 (+9)	Int 12 (+6)	Cha 16 (+8)	



Grim Reaper	Level 15 Solo Lurker
Medium shadow humanoid	XP 6000
Initiative +14	Senses Perception +10; darkvision
HP 750; Bloodied 375	
AC 31; Fortitude 30, Reflex 25, Will 28	
Immune disease, poison; Resist insubstantial	
Saving Throws +5	
Speed 6; see <i>mist step</i>	
Action Points 2	
⬇ Scythe (standard; at-will) ⬆ Weapon, Necrotic	
Reach 2; +20 vs. AC; 1d8+6 damage and 1d6 necrotic damage. This attack ignores resistance from the insubstantial keyword and deals an extra 1d10 damage to enemies with the insubstantial or phasing keywords.	
⬇ Steal Life (standard; recharge ☐☐ ☐☐ ☐☐) ⬆ Weapon, Necrotic	
Reach 2; +18 vs. Fortitude; 1d8+6 damage and the grim reaper heals 93 hit points and the target is weakened (save ends).	
⬇ Separate Soul (standard; recharges when bloodied) ⬆ Weapon, Necrotic	
+18 vs. Reflex; 1d8+6 damage and the target's soul is pulled from its body. The target's body falls prone and is helpless and their soul gains the incorporeal and phasing keywords (save ends with a -2 on the saving throw). <i>Aftereffect:</i> The target is stunned (save ends).	
⬅ Spinning Scythe (free action; when first bloodied) ⬆ Weapon, Necrotic	
Close burst 2; +20 vs. AC; 2d8+6 damage and 1d10 necrotic damage.	
Reactive Mist Step (immediate interrupt; when flanked; encounter) ⬆ Teleport	
The grim reaper teleports 4 squares.	
Mist Step (move; encounter) ⬆ Teleport	
The grim reaper teleports 8 squares.	
Alignment Evil	Languages domain
Str 19 (+8)	Dex 16 (+10) Wis 17 (+6)
Con 22 (+9)	Int 10 (+6) Cha 14 (+8)

MUMMY

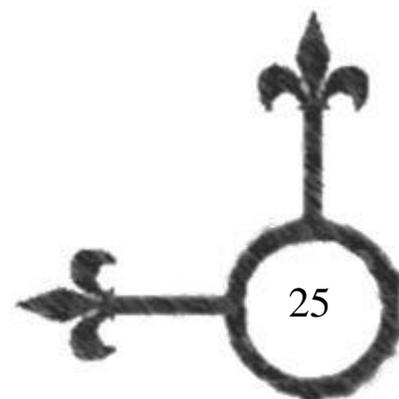
The ancient dead are well-preserved and not rotting corpses like most other undead. Few are accidental creations and many are deliberately made after the death of important figures.

Bog Mummy	Level 11 Artillery
Medium natural animate (undead)	XP 600
Initiative +8	Senses Perception +8; darkvision
Despair (Fear) aura 5; enemies within the aura take a -2 penalty to attack rolls against the bog mummy.	
HP 92; Bloodied 46	
Regeneration 10 (if the bog mummy takes cold or radiant damage, regeneration does not function its next turn)	
AC 23; Fortitude 24, Reflex 22, Will 23	
Immune disease, poison; Resist 10 fire, 10 necrotic;	
Vulnerable 5 cold, 5 radiant.	
Speed 5 (swamp walk)	
⬇ Slam (standard; at-will) ⬆ Disease, Necrotic	
+18 vs. AC; 1d4+5 damage plus 1d4 necrotic damage and the target contracts level 11 mummy rot.	
⌚ Hurl Mud (standard; at-will)	
+18 vs. AC; 2d8+5 damage plus the target is blinded (save ends).	
Slippery	
A bog mummy gains a +2 bonus to escape a grab.	
Alignment Unaligned	Languages domain
Skills Endurance +15	
Str 17 (+8)	Dex 16 (+8) Wis 17 (+8)
Con 20 (+10)	Int 8 (+4) Cha 16 (+8)

MUMMY LORE

A character knows the following information with a successful Religion check.

DC 20: Bog mummies are some of the few accidental mummies, and are individuals who died in a air-less swamp. Their leathery skin is damp and their bodies are thick with mud.



Mummy Pharaoh	Level 17 Elite Controller (leader)
Medium natural animate (undead) XP 1,200	
Initiative +6	Senses Perception +9; darkvision
Despair (Fear) aura 5; enemies within the aura take a –2 penalty to attack rolls against the mummy pharaoh.	
Necrotism aura 10; undead allies within the aura gain a +2 bonus to speed.	
HP 334; Bloodied 167	
Regeneration 10 (if the mummy pharaoh takes radiant damage, regeneration does not function its next turn)	
AC 31; Fortitude 30, Reflex 27, Will 30	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 fire, 5 radiant.	
Saving Throws +2	
Speed 6	
Action Points 1	
⬇ Decaying Slam (standard; at-will) ♦ Disease, Necrotic +22 vs. AC; 1d8+7 damage plus 1d8 necrotic damage and the target contracts level 17 mummy rot.	
⬇ Battering Slam (standard; at-will) ♦ Disease, Necrotic +22 vs. Fortitude; 1d8+7 damage plus the target is pushed 1 square and contracts level 17 mummy rot.	
↘ Misfortune (standard; recharge [☹][☹]) ♦ Necrotic Ranged 10; +21 vs. Fortitude; 2d10+6 necrotic damage, and ongoing 5 necrotic damage (save ends); the target is weakened (save ends).	
⬅ Unholy Blessing (free action, when first bloodied; encounter) ♦ Necrotic, Healing Close burst 3; +15 vs. Fortitude; 3d10 + 7 necrotic damage, the target is slowed (save ends) and loses 1 healing surge. Undead allies within the burst gain 20 temporary hit points.	
⬅ Mummy's Curse (when reduced to 0 hit points) ♦ Disease Close burst 10; target's enemies; +21 vs. Will; the target contracts level 17 mummy rot.	
Second Wind (standard; encounter) ♦ Healing The mummy pharaoh regains 83 hit points and gains a +2 bonus to all defences until the start of its next turn.	
Alignment Evil	Languages domain
Skills Endurance +22, Religion +11	
Str 20 (+9)	Dex 16 (+8) Wis 18 (+9)
Con 15 (+17)	Int 12 (+6) Cha 14 (+7)
Equipment holy symbol, priestly vestments	

PAKA

A race of cat-people, the paka often live inside human communities or at the fringes of society.

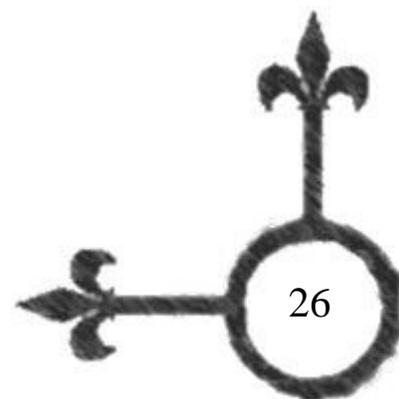
PAKA LORE

A character knows the following information with a successful Nature check.

DC 15: In their true form paka look like humanoid cats with short tanny fur covering their bodies, pointed ears and long tails that balance their agile movements.

DC 20: Shapechangers, paka can alter their appearance to look like most common humanoid races.

Paka Footpad	Level 6 Skirmisher
Medium natural humanoid (shapechanger) XP 250	
Initiative +9	Senses Perception +5
HP 70; Bloodied 35	
AC 20; Fortitude 18, Reflex 19, Will 17	
Speed 7	
⬇ Claw (standard; at-will) +11 vs. AC; 1d6+4 damage.	
⬇ Rapier (standard; at-will) ♦ Weapon +11 vs. AC; 1d8+4 damage.	
↻ Short Bow (standard; at-will) ♦ Weapon Ranged 15/30; +12 vs. AC; 1d8+4.	
⬇ Quick Strike (standard; at-will) The paka makes two claw attacks, or two rapier attacks, or one of each.	
⬇ Knockout The paka footpad knocks its target prone and deals an extra 1d6 damage with its attacks against any target it has combat advantage against.	
Lick Wounds (minor; encounter) ♦ Healing The paka footpad regains 17 hit points.	
Change Shape (minor; encounter) ♦ Polymorph A paka footpad can alter its physical form to appear as an eladrin, elf, half-elf, half-Vistani, or human but not a unique individual. It cannot use its claw attacks in human form.	
Alignment Unaligned	Languages Vaasi
Skills Acrobatics +12, Bluff +10, Stealth +12	
Str 16 (+6)	Dex 19 (+7) Wis 12 (+4)
Con 14 (+5)	Int 12 (+4) Cha 15 (+5)
Equipment rapier, leather armour, thieves tools	



Paka Catburglar	Level 9 Lurker
Medium natural humanoid (shapechanger)	XP 400
Initiative +13; see also <i>quick hide</i> Senses Perception +5	
HP 76; Bloodied 38	
AC 20; Fortitude 18, Reflex 19, Will 17	
Speed 7	
⬇ Claw (standard; at-will) +14 vs. AC; 2d8+5 damage.	
⬇ Rapier (standard; at-will) + Weapon, Poison +14 vs. AC; 1d8+5 damage plus 1d8 poison.	
➤ Shadowstep (standard; at-will) Range 10; +12 vs. Will; the paka catburglar slides 3 squares and becomes invisible until the end of its next turn.	
Quick Hide (standard; encounter) Usable at the beginning of an encounter; if the paka catburglar has not been the target of an attack it can make a Stealth check as if it had total concealment until the end of its next turn.	
Lick Wounds (minor; encounter) + Healing The paka catburglar regains 19 hit points.	
Change Shape (minor; encounter) + Polymorph A paka catburglar can alter its physical to appear as an eladrin, elf, half-elf, half-Vistani, or human but not a unique individual. It cannot use its claw attacks in human form.	
Alignment Unaligned	Languages Vaasi
Skills Acrobatics +14, Stealth +14, Thievery +14	
Str 17 (+7)	Dex 20 (+9) Wis 13 (+5)
Con 16 (+7)	Int 14 (+6) Cha 15 (+6)
Equipment rapier, leather armour, thieves tools	

RAVENKIN

The avian ravenkin are smaller than humans but much, much larger than normal ravens and far more intelligent. While they lack hands they are adept at manipulating objects with their talons.

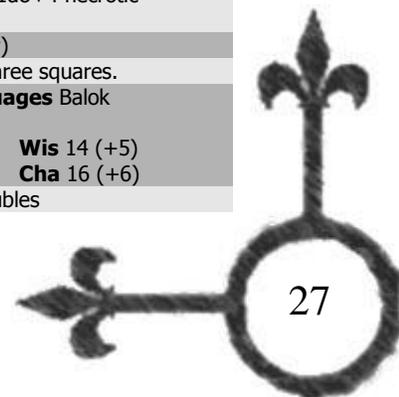
RAVENKIN LORE

A character knows the following information with a successful Nature check.

DC 15: Ravenkin have natural arcane talents and have a reputation as noble creatures, although they can be determined or relentless.

Ravenkin Scavenger	Level 4 Skirmisher
Small natural humanoid	XP 175
Initiative +4 Senses Perception +3	
HP 55; Bloodied 27	
AC 19; Fortitude 16, Reflex 18, Will 16	
Speed 3, fly 8 (hover); see <i>aerial dodge</i>	
⬇ Peck (standard; at-will) +7 vs. AC; 1d8+4 damage.	
⬇ Eye-gouge (standard; at-will) +7 vs. AC; 1d6+4 and target is blinded (save ends).	
Charge On a flying charge a ravenkin scavenger does an extra 2d6 damage.	
Aerial Dodge (standard; encounter) The ravenkin scavenger shifts five squares.	
Alignment Good	Languages Balok
Skills Arcana +11, History +11	
Str 10 (+2)	Dex 15 (+4) Wis 13 (+3)
Con 15 (+4)	Int 18 (+6) Cha 15 (+4)
Equipment shiny jewellery and baubles	

Ravenkin Spellfeather	Level 6 Artillery
Small natural humanoid	XP 250
Initiative +6 Senses Perception +5	
HP 55; Bloodied 27	
AC 19; Fortitude 17, Reflex 19, Will 18	
Speed 3, fly 8 (hover) ; see <i>aerial dodge</i>	
⬇ Peck (standard; at-will) +13 vs. AC; 1d6+4 damage.	
➤ Hurled Feather (standard; at-will) Ranged 10; +13 vs. Reflex; 1d10+4 damage.	
⬇ Eye-gouge (standard; at-will) +13 vs. AC; 1d4+4 and target is blinded (save ends).	
✱ Shadowblast (standard; recharge ☞ ☞) + Necrotic Burst 2 within 5; +13 vs. Reflex; 1d8+4 necrotic damage.	
Aerial Dodge (standard; encounter) The ravenkin spellfeather shifts three squares.	
Alignment Good	Languages Balok
Skills Arcana +12, History +12	
Str 11 (+2)	Dex 16 (+5) Wis 14 (+5)
Con 12 (+4)	Int 19 (+7) Cha 16 (+6)
Equipment shiny jewellery and baubles	



REVENANT

The wrongful dead, risen to avenge their murders, these are revenants. They ceaselessly hunt their killers and do not know rest until they have their vengeance. Even after their undead frames have been killed they occasionally rise again to continue the hunt.

REVENANT LORE

A character knows the following information with a successful Religion check.

DC 15: Typically, those who encounter a revenant are not its prey and have no relation to its prey. They find the creature easier to dispatch as it lacks its full vengeful abilities.

DC 20: Those who face the risen corpse of a former victim face a formidable foe capable of humbling an entire group of adventurers.

Revenant Seeker Level 9 Elite Brute

Medium natural animate (undead) XP 800

Initiative +5 **Senses** Perception +5; darkvision
HP 240; **Bloodied** 120

Regeneration 10 (if the revenant seeker takes radiant or fire damage, its regeneration does not function until the end of its next turn)

AC 23; **Fortitude** 24, **Reflex** 19, **Will** 22

Saving Throws +2

Speed 5

Action Points 1

⊕ **Slam** (standard; at-will)
+12 vs. AC; 2d8+5 damage.

↓ **Grab** (standard; at-will)
+10 vs. Reflex; the target is grabbed (until escape).
Checks made to escape the grab take a -5 penalty.

↓ **Squeeze** (minor, 1/round; at-will)
Grabbed targets only; +12 vs. AC; 4d8+5 damage.

Block (immediate interrupt, when attacked; recharge ☹️)
☹️)

Must have grabbed victim; the grabbed victim becomes the target of the attack.

Unstoppable + Healing

If the revenant seeker is reduced to 0 hit points by an attack that does not deal fire or radiant damage, it rises on its next turn with 20 hit points.

Indestructible

When a revenant is reduced to 0 hit points by an attacker other than its killer it rises within 1d12 months unless its body is dismembered or destroyed.

Alignment Unaligned **Languages** domain

Skills –

Str 18 (+8) **Dex** 12 (+5) **Wis** 12 (+5)

Con 20 (+9) **Int** 9 (+3) **Cha** 14 (+6)

Revenant Hunter Level 12 Solo Soldier

Medium natural animate (undead) XP 3,500

Initiative +11 **Senses** Perception +7; darkvision

HP 630; **Bloodied** 315

Regeneration 10 (if the revenant hunter takes radiant or fire damage, its regeneration does not function until the end of its next turn)

AC 30; **Fortitude** 27, **Reflex** 23, **Will** 24

Saving Throws +5

Speed 5

Action Points 2

⊕ **Slam** (standard; at-will)
+19 vs. AC; 2d6+5 damage.

↓ **Pin** (standard; at-will)
+19 vs. AC; 1d8+5 damage, and the target is marked.
The target also cannot shift (save ends).

↓ **Grab** (standard; at-will)
+17 vs. Reflex; the target is grabbed (until escape).
Checks made to escape the grab take a -5 penalty.

↓ **Squeeze** (minor, 1/round; at-will)
Grabbed targets only; +19 vs. AC; 2d10+5 damage.

↓ **Agonizing Gaze** (minor, 1/round; at-will) + **Psychic**
Grabbed targets only; target must be subject or ally of *vendetta* (see below); +17 vs. Will; 3d6+5 psychic damage.

Vendetta

The revenant hunter relentlessly seeks its killer. It does an extra 1d10 damage against its killer and 1d6 damage against its killers' allies.

Unstoppable + Healing

If the revenant hunter is reduced to 0 hit points by an attack that does not deal fire or radiant damage, it rises on its next turn with 30 hit points.

Indestructible

When a revenant is reduced to 0 hit points by an attacker other than its killer it rises within 1d12 months unless its body is dismembered or destroyed.

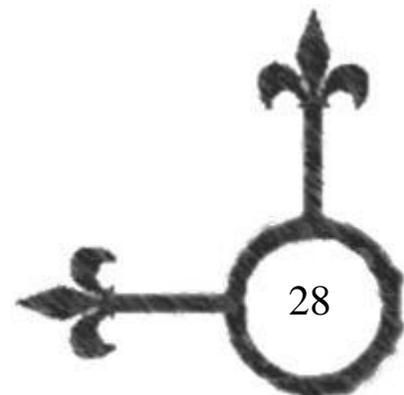
Alignment Unaligned

Languages domain

Skills –

Str 18 (+10) **Dex** 12 (+7) **Wis** 12 (+7)

Con 20 (+11) **Int** 9 (+5) **Cha** 14 (+8)



SEASPAWN

An aquatic menace, seaspawn burrowers are small hand-sized creatures that can take possession of human hosts for their larger matron.

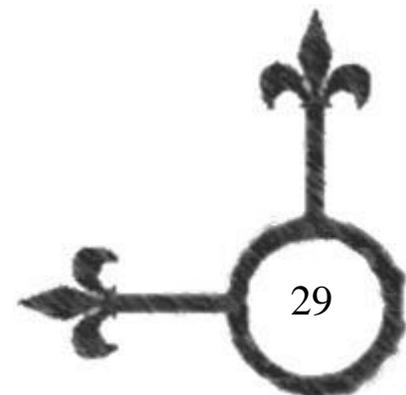
SEASPAWN LORE

A character knows the following information with a successful Nature check.

DC 15: Seaspawn can take over entire coastal communities as the seaspawn master sends its burrowers to create thralls.

Seaspawn Thrall	Level 5 Minion
Medium natural humanoid	XP 50
Initiative +4	Senses Perception -2
HP 1; a missed attack never damages a minion	
AC 16; Fortitude 15, Reflex 14, Will 15	
Speed 5	
⊕ Club (standard; at-will) ⊕ Weapon	
+8 vs. AC; 5 damage	
Restrain (standard; at-will)	
+8 vs. Reflex and the target is grabbed. Checks made to escape the grab take a -5 penalty.	
⊕ Group Effort (standard; at-will)	
Grabbed targets only; +10 vs. AC; 10 damage	
Bonded	
Seaspawn burrowers are tied to their master. If the master dies, the burrowers die at the end of the combat round freeing their thralls (who typically become non-combative NPCs).	
Alignment Unaligned	Languages domain
Skills –	
Str 10 (+2)	Dex 14 (+4)
Con 14 (+4)	Int 2 (-2)
	Wis 2 (-2)
	Cha 12 (+3)
Equipment improvised club	

Seaspawn Burrower Swarm	Level 5 Lurker
Medium natural magical beast (swarm, aquatic)	XP 200
Initiative +6	Senses Perception +4; low-light vision
Swarm Attack aura 1; seaspawn minions make a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 51; Bloodied 25	
AC 20; Fortitude 17, Reflex 18, Will 17	
Speed 1, swim 6	
⊕ Nibble (standard; at-will) ⊕ Poison	
+10 vs. AC; 1d6+3 damage. <i>Secondary Attack:</i> +8 vs. Fortitude; 3 ongoing poison damage (save ends).	
⊕ Burrow (standard; at-will)	
+8 vs. Fortitude; 1d6+4 damage, target is dazed (save ends). The seaspawn burrower swarm takes 1d6 damage. <i>First Failed Save:</i> Target is also stunned (save ends). <i>Second Failed Save:</i> Target is dominated, actions chosen by seaspawn master. At the end of the combat, a dominated target becomes a seaspawn thrall of the same level.	
Bonded	
Seaspawn burrowers are tied to their master. If the master dies, the related burrowers all die at the end of the combat round.	
Alignment Evil	Languages domain
Skills –	
Str 9 (+1)	Dex 18 (+6)
Con 15 (+4)	Int 2 (-2)
	Wis 14 (+4)
	Cha 8 (+1)



Seaspawn Master	Level 6 Elite Brute (leader)	
Large natural magical beast (aquatic)	XP 500	
Initiative +4	Senses Perception +6; low-light vision	
HP 172; Bloodied 86		
AC 20; Fortitude 21, Reflex 18, Will 20		
Saving Throws +2		
Speed 1, swim 7		
Action Points 1		
⊕ Bite (standard; at-will) + Poison +9 vs. AC; 2d8+4 damage.		
↓ Claw (standard; at-will) + Poison Reach 2; +9 vs. AC; 2d6+4 damage. <i>Secondary Attack:</i> +7 vs. Fortitude; 5 ongoing poison damage, and a -2 penalty on Fortitude defence (save ends).		
✱ Seaborne Strength (minor; encounter) + Healing Area burst 2 within 6; seaspawn allies heal 12 hit points		
↔ Inkburst (free action, when first bloodied) + Zone Close burst 2; +7 vs. Reflex; the target is blinded (save ends), and the zone obscures creatures inside. The zone lasts until the end of the encounter or 5 minutes.		
➤ Birth (standard, useable only while bloodied; encounter) Range 2, a seaspawn burrower swarm of the seaspawn master's level or lower appear in any unoccupied square within range. This swarm takes its turn immediately after the master.		
Spawn Dominance Adjacent seaspawn allies do an additional 5 damage.		
Bonded Each master is tied to their seaspawn burrowers and related thralls. If the master dies, the related burrowers all die at the end of the combat round.		
Alignment Evil	Languages domain	
Skills –		
Str 19 (+7)	Dex 13 (+4)	Wis 16 (+5)
Con 16 (+6)	Int 17 (+6)	Cha 10 (+3)

SHADOW FEY (ARAK)

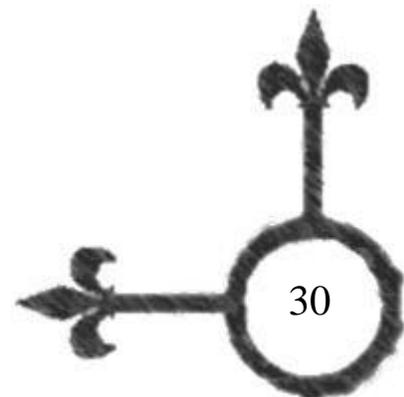
This extradimensional race escaped their demonic master and now dwell in the Shadow Rift. Shadow Fey are a varied race whose appearance is dependent on their personality.

SHADOW FEY LORE

A character knows the following information with a successful Arcana check.

DC 15: There are a myriad variety of Shadow Fey that range in size from tiny fairies to tall elven humanoids. All are immortal, ageless, and have supernatural abilities.

Alven	Level 3 Controller	
Tiny fey-shadow humanoid (shapechanger)	XP 150	
Initiative +4	Senses Perception +3; tremorsense 3, darkvision	
HP 46; Bloodied 23		
Regeneration 5 (regeneration does not function while the alven is exposed to direct sunlight)		
AC 18; Fortitude 15, Reflex 16, Will 15		
Resist 10 lightning; Vulnerable 5 radiant		
Speed 4, fly 10(hover)		
⊕ Rapier (standard; at-will) + Weapon +8 vs. AC; 1d8+3 damage.		
↔ Wing Dance (standard; encounter) + Charm Close burst 2; +7 vs. Will; the target is stunned (save ends). <i>First failed Save:</i> The target is blind (save ends).		
Alternate Form (minor; at-will) + Polymorph The alven can alter its physical form to appear as a unique humanoid or a flying insect such as a butterfly, moth, or dragonfly.		
Alignment Unaligned	Languages Arak	
Skills Hide +9, Nature +8		
Str 10 (+1)	Dex 17 (+4)	Wis 14 (+3)
Con 14 (+3)	Int 12 (+2)	Cha 12 (+2)
Equipment rapier		



Brag **Level 6 Controller**
XP 250
Small fey-shadow humanoid (shapechanger)

Initiative +6 **Senses** Perception +5; tremorsense 3, darkvision

HP 75; **Bloodied** 37
Regeneration 5 (regeneration does not function while the brag is exposed to direct sunlight)
AC 20; **Fortitude** 19, **Reflex** 18, **Will** 17
Resist 10 fire; **Vulnerable** 5 radiant
Speed 5

⊕ **Slam** (standard; at-will)
+11 vs. AC; 1d8+4 damage.

↓ **Deluding Slam** (standard; encounter) + **Charm**
+11 vs. AC; 1d6+4 damage. *Secondary Attack:* +10 vs. Will; the target believes they are a horse and can only make basic melee attacks (save ends with a -2 on the saving throw).

Alternate Form (minor; at-will) + **Polymorph**
The brag can alter its physical form to appear as a unique humanoid or as a mule, donkey, or pony. The two shapes have the same abilities except where noted.

Alignment Unaligned **Languages** Arak
Skills Hide +9, Nature +8
Str 12 (+4) **Dex** 16 (+6) **Wis** 14 (+5)
Con 19 (+7) **Int** 12 (+4) **Cha** 10 (+3)

Horse Form
Medium or Large
Speed 7

⊕ **Kick** (standard; at-will)
+11 vs. AC; 1d10+4 damage

↓ **Trample** (standard; at-will)
A brag can move its speed and enter an enemy's square. This provokes opportunity attacks normally and the brag must end its turn in an unoccupied square. When it enters an enemy's square it can make a trample attack: +9 vs. Reflex; 1d10+4 damage and the target is knocked prone.

Fir **Level 6 Lurker**
XP 150
Small fey-shadow humanoid (shapechanger)

Initiative +10 **Senses** Perception +6; tremorsense 3, darkvision

HP 54; **Bloodied** 27
Regeneration 5 (regeneration does not function while the fir is exposed to direct sunlight)
AC 21; **Fortitude** 18, **Reflex** 19, **Will** 18
Resist 10 cold; **Vulnerable** 5 radiant
Speed 4

⊕ **Claw** (standard; at-will) + **Weapon**
+11 vs. AC; 1d4+5 damage.

↷ **Twinkling Eyes** (standard; at-will) + **Charm**
Range 10; +9 vs. Will; the target is stunned (save ends).

↶ **Inspire Fear** (standard; encounter) + **Fear**
Close blast 2; +9 vs. Will; the target is pushed 1 square and cannot target the fir (save ends).

Combat Advantage
The fir deals an extra 2d6 damage with its attacks against any target it has combat advantage against.

Alternate Form (minor; at-will) + **Polymorph**
The fir can alter its physical form to appear as a unique humanoid or a rodent such as a hedgehog or rat.

Alignment Unaligned **Languages** Arak
Skills Arcana +12, History +12, Nature +8
Str 16 (+6) **Dex** 17 (+6) **Wis** 17 (+6)
Con 12 (+4) **Int** 19 (+7) **Cha** 15 (+5)

Equipment gizmos and inventions

Muryan **Level 7 Soldier**
XP 300
Medium fey-shadow humanoid (shapechanger)

Initiative +9 **Senses** Perception +5; tremorsense 3, darkvision

HP 79; **Bloodied** 39
Regeneration 5 (regeneration does not function while the muryan is exposed to direct sunlight)
AC 24; **Fortitude** 19, **Reflex** 20, **Will** 19
Resist 10 lightning; **Vulnerable** 5 radiant
Speed 6

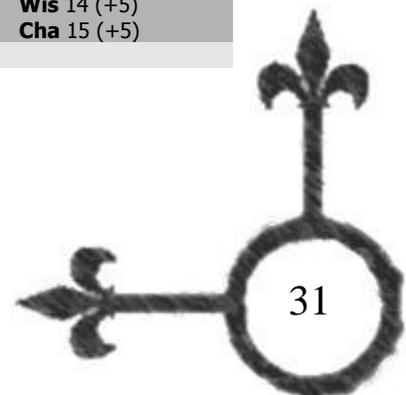
⊕ **Scimitar** (standard; at-will) + **Weapon**
+14 vs. AC; 1d8+4 damage.

↓ **Dancing Blades** (standard; at-will) + **Charm, Weapon**
+14 vs. AC; 1d8+5 damage. *Secondary Attack:* +12 vs. Will; target dances uncontrollably taking a -2 penalty to AC and Reflex defences and the target randomly slides 1 square on their turn (save ends).

Alternate Form (minor; at-will) + **Polymorph**
The muryan can alter its physical form to appear as a unique humanoid or a weasel, ferret, or badger. The two shapes have the same abilities except where noted.

Alignment Unaligned **Languages** Arak
Skills Athletics +11, Endurance +10,
Str 17 (+6) **Dex** 19 (+7) **Wis** 14 (+5)
Con 15 (+5) **Int** 9 (+2) **Cha** 15 (+5)

Equipment scimitars

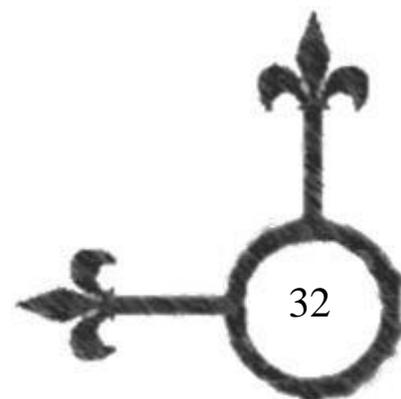


Critter Form
 Tiny or Small
Speed 5; burrow 6
 ⊕ **Claw** (standard; at-will)
 +14 vs. AC; 1d6+6 damage
Ravage (standard; at-will)
 The Muryan makes two claw attacks

Portune **Level 3 Skirmisher**
 Tiny fey-shadow humanoid XP 150
 (shapechanger)
Initiative +4 **Senses** Perception +3; tremorsense 3, darkvision
HP 44; **Bloodied** 22
Regeneration 5 (regeneration does not function while the portune is exposed to direct sunlight)
AC 19; **Fortitude** 14, **Reflex** 17, **Will** 15
Resist 10 fire; **Vulnerable** 5 radiant
Speed 4(clumsy), fly 10(hover)
 ⊕ **Bite** (standard; at-will)
 +8 vs. AC; 1d4+4 damage and the target loses one healing surge.
Double Take (move; encounter) + **Teleportation**
 The portune teleports 8 squares.
Alternate Form (minor; at-will) + **Polymorph**
 The portune can alter its physical form to appear as a unique humanoid or a reptile such as a lizard, turtle or a snake.
Alignment Unaligned **Languages** Arak
Skills Hide +9, History +20, Nature +8,
Str 10 (+1) **Dex** 17 (+4) **Wis** 17 (+4)
Con 12 (+2) **Int** 19 (+5) **Cha** 15 (+3)

Powrie Redcap **Level 4 Lurker**
 Tiny fey-shadow humanoid XP 175
 (shapechanger)
Initiative +10 **Senses** Perception +3; tre 3, darkvision
HP 54; **Bloodied** 27
Regeneration 5 (regeneration does not function while the powrie is exposed to direct sunlight)
AC 21; **Fortitude** 18, **Reflex** 19, **Will** 18
Resist 10 lightning; **Vulnerable** 5 radiant
Speed 4, fly 10 (hover)
 ⊕ **Bite** (standard; at-will) + **Weapon**
 +9 vs. AC; 1d4+2 damage, plus 1d4 poison and 4 ongoing poison damage (save ends).
 ⚡ **Shriek** (standard; encounter) + **Thunder**
 Close burst 2; +7 vs. Fortitude; 2d6+4 thunder damage, and the target is deafened until the end of the encounter.
 ⚡ **Evil Grin** (minor; encounter) + **Fear**
 Only usable in the first round; close blast 10; +7 vs. Will; the target cannot attack the powrie redcap with melee or ranged attacks.
Combat Advantage
 The fir deals an extra 2d6 damage with its attacks against any target it has combat advantage against.
Alternate Form (minor; at-will) + **Polymorph**
 The powrie can alter its physical form to appear as a unique humanoid or a stinging insect such a bee, hornet or wasp. The two shapes have the same abilities except where noted.
Alignment Unaligned **Languages** Arak
Skills Intimidate +9
Str 12 (+3) **Dex** 12 (+3) **Wis** 14 (+4)
Con 14 (+4) **Int** 18 (+6) **Cha** 15 (+4)
Equipment knives and razors

Insect Form
Speed 3, fly 12 (hover)
 ⊕ **Sting** (standard; at-will) + **Poison**
 +9 vs. AC; 1d6+2 damage, plus 1d4 poison and 4 ongoing poison damage (save ends).



Shee **Level 5 Artillery**
XP 200
Medium fey-shadow humanoid (shapechanger)

Initiative +4 **Senses** Perception +4; tremorsense 3, darkvision

HP 49; **Bloodied** 24
Regeneration 10 (regeneration does not function while the shee is exposed to direct sunlight)

AC 17; **Fortitude** 16, **Reflex** 17, **Will** 19
Resist 10 cold; **Vulnerable** 5 radiant
Speed 6

⬇ **Short Sword** (standard; at-will) + **Weapon**
+12 vs. AC; 1d6+2 damage.

⤵ **Long Bow** (standard; at-will) + **Weapon**
Ranged 20/40; +12 vs. AC; 1d10+2 damage.

⤵ **Cursed Arrow** (standard; encounter) + **Charm, Weapon**
Ranged 20/40; +12 vs. AC; 1d10+4 damage. *Secondary Attack:* +10 vs. Will; target takes a -2 penalty on attack rolls

⬇ **Enchanting Kiss** (standard; encounter) + **Charm**
+10 vs. Reflex; the shee makes a secondary attack. *Secondary Attack:* +10 vs. Will; the target cannot attack the shee. The effect lasts until the shee or its allies attacks the target.

Fortunate (no action; encounter)
The shee rerolls a failed saving throw with a +2 power bonus.

Alternate Form (minor; at-will) + **Polymorph**
The fir can alter its physical form to appear as a unique humanoid or a graceful bird such as a nightingale or swan. The two shapes have the same abilities except where noted.

Alignment Unaligned **Languages** Arak
Skills Arcana +9, Insight +9, Nature +9
Str 12 (+3) **Dex** 15 (+4) **Wis** 14 (+4)
Con 13 (+3) **Int** 15 (+4) **Cha** 18 (+6)
Equipment long sword, long bow

Bird Form
Small
Speed 3 (clumsy), fly 10 (hover)

⬇ **Peck** (standard; at-will) + **Poison**
+12 vs. AC; 1d6+3 damage.

Sithe **Level 5 Lurker**
XP 200
Medium fey-shadow humanoid (shapechanger)

Initiative +8 **Senses** Perception +3; tremorsense 3, darkvision

Terror (fear) aura 3; enemies that start their turn in the aura take a -3 penalty on attack rolls against the sithe.
HP 45; **Bloodied** 22
Regeneration 10 (regeneration does not function while the sithe is exposed to direct sunlight)

AC 21; **Fortitude** 16, **Reflex** 19, **Will** 17
Resist 10 fire; **Vulnerable** 5 radiant
Speed 6

⬇ **Rapier** (standard; at-will) + **Weapon**
+10 vs. AC; 1d8+4 damage.

⬇ **Blinding Speed** (standard; recharge Ⓛ Ⓜ Ⓝ) + **Charm**
The sithe makes three rapier attacks.

Fortunate (no action; encounter)
The sithe rerolls a failed saving throw with a +2 power bonus.

Alternate Form (minor; at-will) + **Polymorph**
The fir can alter its physical form to appear as a unique humanoid or a shadow. In its shadow-form the sithe gains the incorporeal trait.

Alignment Unaligned **Languages** Arak
Skills Arcana +11, History +11, Stealth +9
Str 13 (+3) **Dex** 15 (+4) **Wis** 12 (+3)
Con 9 (+2) **Int** 19 (+6) **Cha** 15 (+4)
Equipment rapier, long dark cloak

Teg **Level 3 Skirmisher**
XP 150
Medium fey-shadow humanoid (shapechanger)

Initiative +5 **Senses** Perception +4; tremorsense 3, darkvision

HP 44; **Bloodied** 22
Regeneration 5 (regeneration does not function while the teg is exposed to direct sunlight)

AC 17; **Fortitude** 15, **Reflex** 15, **Will** 16
Resist 10 cold; **Vulnerable** 5 radiant
Speed 6

⬇ **Claw** (standard; at-will)
+8 vs. AC; 1d8+4 damage.

⬇ **Darting Speed** (move; at-will)
The teg moves 6 squares and makes a basic attack.

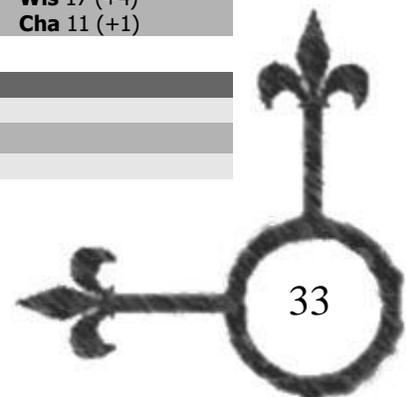
Fortunate (no action; encounter)
The teg rerolls a failed saving throw with a +2 power bonus.

Alternate Form (minor; at-will) + **Polymorph**
The fir can alter its physical form to appear as a unique humanoid or a canine such as a fox or coyote. The two shapes have the same abilities except where noted.

Alignment Unaligned **Languages** Arak
Skills Athletics +8, Endurance +7, Nature +9
Str 14 (+3) **Dex** 15 (+3) **Wis** 17 (+4)
Con 12 (+2) **Int** 13 (+2) **Cha** 11 (+1)

Canine Form
Speed 7

⬇ **Bite** (standard; at-will)
+8 vs. AC; 1d6+6 damage



SKELETON

Animated bones stripped of flesh, skeletons are a diverse type of animated corpse and a favourite of inventive necromancers.

SKELETON LORE

A character knows the following information with a successful Religion check.

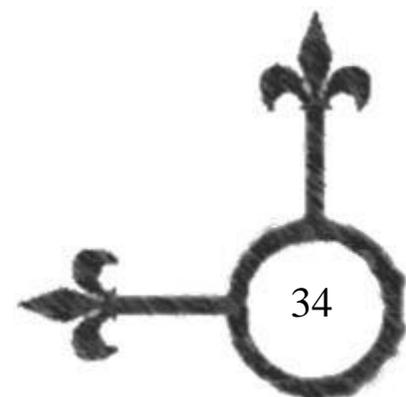
DC 15: The necromancer, Strahd, has spent much time experimenting on improving skeletal undead with terrifying results.

DC 25: Among the deadliest of skeletons are shadowtouched, whose bones are tied to fell energy and crackle with a nimbus of blackness. Equally terrifying is a skeletal horde, a writhing mass of bones and bodies typically employed by the lord of Darkon.

Strahd Skeleton	Level 4 Elite Skirmisher
Medium natural animate (undead)	XP 175
Initiative +4	Senses Perception +4; darkvision
HP 108; Bloodied 54	
Regeneration 5 (if the Strahd zombie takes radiant damage, regeneration does not function on its next turn)	
AC 21; Fortitude 18, Reflex 19, Will 16	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Saving Throws +2	
Speed 6 also see <i>speed of the grave</i>	
Action Points 1	
⊕ Claw (standard; at-will) +9 vs. AC; 1d10+4 damage	
Speed of the Grave (standard; recharges when first bloodied) The Strahd skeleton shifts four squares.	
Charge of Bones A Strahd skeleton does an additional 1d10 damage on a successful charge.	
Alignment Evil	Languages Balok
Skills –	
Str 18 (+6)	Dex 14 (+4) Wis 15 (+4)
Con 14 (+4)	Int 1 (-2) Cha 3 (-1)
Equipment chainmail, greatsword	

Strahd's Skeletal Steed	Level 2 Brute
Large natural animate (undead, mount)	XP 125
Initiative +2	Senses Perception +5; darkvision
HP 44; Bloodied 22	
AC 15; Fortitude 16, Reflex 14, Will 11	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 9	
⊕ Kick (standard; at-will) +5 vs. AC; 1d6+4 damage	
↔ Foul Breath (standard; encounter) Close blast 2, +3 vs. Fortitude; 1d6+4 poison damage, 5 ongoing poison damage (save ends).	
Messenger (while mounted by a friendly rider of 2nd level or higher) ⊕ Mount The skeletal steed grants its rider +1 to all defences.	
Alignment Evil	Languages Balok
Skills –	
Str 17 (+4)	Dex 14 (+3) Wis 14 (+3)
Con 14 (+3)	Int 4 (-1) Cha 2 (-2)

Shadowtouched Skeleton	Level 24 Minion
Medium natural animate (undead)	XP 1,513
Initiative +19	Senses Perception +17; darkvision
Enshrouded Aura (necrotic) aura 2; enemies in the aura take a -1 penalty to attack rolls. The effects of multiple <i>enshrouded auras</i> stack.	
HP 1; a missed attack never damages a minion	
AC 38; Fortitude 37, Reflex 36, Will 34	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
⊕ Rake (standard; at-will) +29 vs. AC; 15 damage.	
↓ Driving Blow (standard; at-will) +27 vs. Fortitude; 10 damage and the target is pushed 1 square.	
Concealing Aura Shadowtouched skeletons gain concealment in the <i>enshrouded aura</i> of another shadowtouched creature.	
Alignment Evil	Languages –
Str 28 (+21)	Dex 24 (+26) Wis 20 (+17)
Con 19 (+16)	Int 3 (+8) Cha 4 (+9 A512)



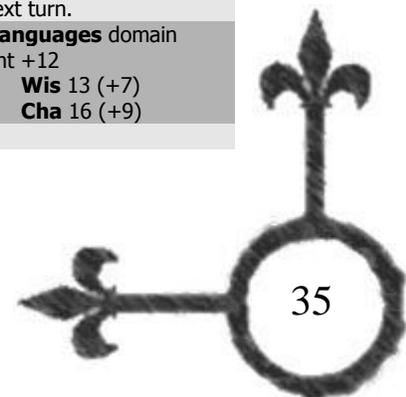
Skeletal Horde		Level 23 Skirmisher	
Gargantuan natural humanoid (swarm, undead) XP 5,100			
Initiative +20	Senses Perception +12; darkvision		
Swarm Attack aura 1; a skeletal horde makes a basic attack as a free action against each enemy that begins its turn in the aura.			
HP 216; Bloodied 108			
AC 37; Fortitude 36, Reflex 35, Will 29			
Immune disease, poison; Resist 10 necrotic; half damage from melee and ranged attacks; Vulnerable 5 radiant; 10 against close and area attacks.			
Speed 8			
⊕ Claw (standard; at-will)			
Reach 3; +28 vs. AC; 3d6+8 damage.			
↘ Hurled Skull (standard; at-will)			
Ranged 10; +28 vs. AC; 2d8+8 damage and the target is pushed 1 square.			
↓ Gauntlet (standard; encounter)			
Reach 2; the skeletal horde attacks a Medium or smaller creature; +26 vs. Fortitude. On a hit the target is pulled into the skeletal horde's space, takes 4d12+8 damage, and is stunned.			
At the start of the skeletal horde's next turn the target is ejected prone into square adjacent to the skeletal horde and is no longer stunned.			
↓ Roll the Bones (standard; encounter)			
The skeletal horde can move up to its speed and enter enemies' spaces. This provokes opportunity attacks normally and the horde must end its turn in an unoccupied square. When it enters an enemy's space it makes a basic melee attack; if the attack hits the target is also knocked prone.			
Alignment Evil	Languages domain		
Str 26 (+19)	Dex 25 (+18)	Wis 12 (+12)	
Con 24 (+18)	Int 3 (+7)	Cha 4 (+8)	

VAMPIRE

Vampires are undead that feed on bodily fluids of living creatures to sustain their immortal existence.

There is a great variety of vampires depending on the fluid they drink and the powers they have.

Cerebral Vampire Lord		Level 12 Elite Lurker	
Medium natural humanoid (undead) XP 1,400			
Initiative +14	Senses Perception +7; darkvision		
HP 178; Bloodied 89			
Regeneration 10 (regeneration does not function while the cerebral vampire is exposed to direct sunlight).			
AC 28; Fortitude 27, Reflex 24, Will 25			
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant			
Saving Throws +2			
Speed 7; climb 4 (spider climb)			
Action Points 1			
⊕ Slam (standard; at-will)			
+17 vs. AC; 1d6+5 damage.			
⊕ Scalpel (standard; at-will) + Weapon			
+17 vs. AC; 1d4+7 damage and 10 ongoing damage (save ends).			
↓ Fluid Drain (standard; recharges when an adjacent creature becomes bloodied) + Healing			
Requires combat advantage; +15 vs. Fortitude; 3d8+5 damage, the target is dazed (save ends) and loses 2 Sanity (see <i>Jester's 4e Rules Pamphlet</i>). The cerebral vampire regains 44 hit points.			
↘ Obfuscating Gaze (minor; recharge Ⓜ) + Charm			
Ranged 5; +15 vs. Will; the cerebral vampire lord is invisible to the target (save ends with a -2 penalty on the saving throw). The vampire can only gaze one creature at a time.			
✱ Mass Hallucination (standard; encounter) + Conjuration, Illusion, Zone			
Burst 3 within 5 or wall 5 within 5; targets enemies; +15 vs. Will; the targets consider the zone difficult terrain and it blocks line of sight. The zone or wall lasts until the start of the cerebral vampire's next turn.			
Combat Advantage			
The cerebral vampire lord deals an extra 3d6 damage with its attacks against any target it has combat advantage against.			
Disengage (free action, encounter) + Charm			
If the cerebral vampire lord has superior cover or total concealment at the start of its turn, enemies that could not see the vampire consider it a non-combatant until it attacks (save ends).			
Second Wind (standard; encounter) + Healing			
The cerebral vampire spends a healing surge and regains 44 hit points. The vampire gains a +2 bonus to all defences until the end of its next turn.			
Alignment Chaotic evil	Languages domain		
Skills Bluff +14, History +16, Insight +12			
Str 22 (+12)	Dex 18 (+10)	Wis 13 (+7)	
Con 11 (+6)	Int 20 (+11)	Cha 16 (+9)	
Equipment medical bag, scalpel			



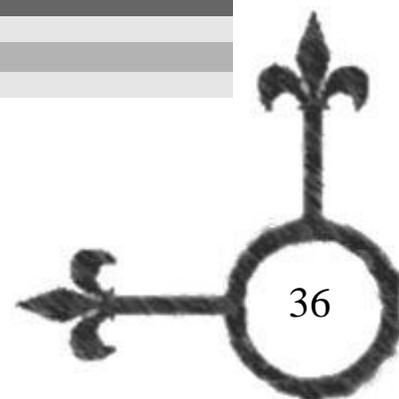
CEREBRAL VAMPIRE LORE

A character knows the following information with a successful Religion check.

DC 20: Cerebral vampires feed on the fluid of the brains of living creatures. This feeding can induce insanity in victims. Most cerebral vampires are adept at manipulating people and altering minds.

Cerebral Vampire Mindtaker	Level 14 Elite Controller
Medium natural humanoid (undead)	XP 2,000
Initiative +10 Senses Perception +8; darkvision	
HP 268; Bloodied 134	
Regeneration 10 (regeneration does not function while the cerebral vampire is exposed to direct sunlight).	
AC 28; Fortitude 27, Reflex 29, Will 27	
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant	
Saving Throws +2	
Speed 7; climb 4 (spider climb)	
Action Points 1	
⬇ Slam (standard; at-will)	
+19 vs. AC; 1d6+5 damage.	
⬇ Scalpel (standard; at-will) + Weapon	
+19 vs. AC; 1d4+5 damage and 10 ongoing damage (save ends).	
⬇ Fluid Drain (standard; recharges when an adjacent creature becomes bloodied) + Healing	
Requires combat advantage; +18 vs. Fortitude; 3d8+6 damage, the target is dazed (save ends) and loses 2 Sanity (see <i>Jester's 4e Rules Pamphlet</i>). The cerebral vampire regains 67 hit points.	
➤ Dominating Gaze (minor; recharge ☹☹) + Charm	
Ranged 4; +18 vs. Will; the target is dominated (save ends); and the target can use encounter powers (including utility powers) while dominated. <i>Aftereffect</i> : The target is dazed (save ends). The cerebral vampire can only dominate one creature at a time.	
➤ Breakdown (standard; encounter) + Charm	
Ranged 10; +18 vs. Will; the target cannot use class features (save ends with a -2 on the saving throw).	
⬅ Paranoia (standard; encounter) + Charm	
Blast 5; targets enemies; +18 vs. Will; the target must take all opportunity attacks, even if the triggering creature is an ally (save ends).	
Combat Advantage	
The cerebral vampire mindtaker deals an extra 3d6 damage with its attacks against any target it has combat advantage against.	
Second Wind (standard; encounter) + Healing	
The cerebral vampire spends a healing surge and regains 67 hit points. The vampire gains a +2 bonus to all defences until the end of its next turn.	
Alignment Chaotic evil Languages domain	
Skills Diplomacy +16, History +18, Insight +13	
Str 18 (+11) Dex 17 (+10) Wis 13 (+8)	
Con 14 (+9) Int 23 (+13) Cha 18 (+11)	
Equipment lab coat, scalpel	

Nosferatu Batcaller	Level 10 Elite Lurker (Leader)
Medium natural humanoid (shapechanger, undead)	XP 1,000
Initiative +11 Senses Perception +6; darkvision	
HP 164; Bloodied 82	
Regeneration 10 (if the Nosferatu takes fire damage, its regeneration does not function until the end of its next turn)	
AC 26; Fortitude 23, Reflex 24, Will 24	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 fire, 5 radiant	
Saving Throws +2	
Speed 6; climb 3 (spider climb)	
Action Points 1	
⬇ Longsword (standard; at-will) + Weapon	
+15 vs. AC; 1d8+5 damage.	
⬇ Rapid Strike (standard; at-will) + Weapon	
The nosferatu batcaller makes 2 longsword attacks.	
⬇ Blood Drain (standard; recharges when an adjacent creature becomes bloodied) + Healing	
Requires combat advantage; +13 vs. Fortitude; 2d12+5 damage, the target is weakened (save ends) and the nosferatu regains 41 hit points.	
➤ Dominating Gaze (minor; recharge ☹☹) + Charm	
Ranged 4; +13 vs. Will; the target is dominated (save ends). <i>Aftereffect</i> : The target is dazed (save ends). The nosferatu can only dominate one creature at a time.	
Summon Swarm (standard; encounter)	
The nosferatu summons a bat swarm. The summoned bats roll initiative to determine when they act in the initiative order and gain a +3 bonus to attack rolls as long as the nosferatu batcaller is alive. They remain until they are killed, dismissed by the nosferatu (free action), or the encounter ends. PCs do not earn experience points for killing these summoned creatures.	
Combat Advantage	
The nosferatu batcaller deals an extra 2d6 damage with its attacks against any target it has combat advantage against.	
Change Shape (minor; encounter) + Polymorph	
A nosferatu can alter its physical form to appear as a black wolf. Both forms have the same abilities except where noted. A nosferatu cannot change shape while in direct sunlight.	
Second Wind (standard; encounter) + Healing	
The nosferatu batcaller spends a healing surge and regains 41 hit points. The vampire gains a +2 bonus to all defences until the end of its next turn.	
Alignment Evil Languages domain	
Skills Diplomacy +14, History +13, Insight +11, Stealth +12	
Str 20 (+10) Dex 15 (+7) Wis 12 (+6)	
Con 16 (+8) Int 17 (+8) Cha 18 (+9)	
Equipment longsword, opera cape	
Wolf Form	
Speed 9	
⬇ Bite (standard; at-will)	
+15 vs. AC; 1d6+5 damage.	



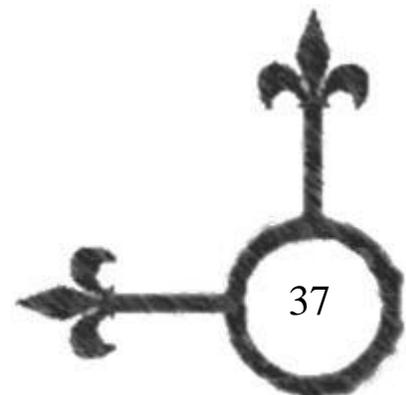
NOSFERATU VAMPIRE LORE

A character knows the following information with a successful Religion check.

DC 20: Unlike traditional vampires, nosferatu are not harmed by sunlight, but they are weaker when exposed to direct light.

Nosferatu Mesmerist	Level 13 Elite Controller
Medium natural humanoid (shapechanger, undead)	XP 1,600
Initiative +8	Senses Perception +7; darkvision
HP 256; Bloodied 128	
Regeneration 10 (if the Nosferatu takes fire damage, its regeneration does not function until the end of its next turn)	
AC 29; Fortitude 24, Reflex 27, Will 28	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 fire, 5 radiant	
Saving Throws +2	
Speed 6; climb 3 (spider climb)	
Action Points 1	
⊕ Longsword (standard; at-will) ⊕ Weapon +18 vs. AC; 1d8+3 damage.	
↓ Bleeding Wound (standard; at-will) ⊕ Weapon +18 vs. AC; 1d8+3 damage and 10 ongoing damage (save ends).	
↓ Blood Drain (standard; recharges when an adjacent creature becomes bloodied) ⊕ Healing Requires combat advantage; +17 vs. Fortitude; 3d8+6 damage, the target is dazed (save ends) and the nosferatu regains 64 hit points.	
↗ Dominating Gaze (minor; recharge ☼☼ ☼☼) ⊕ Charm Ranged 4; +17 vs. Will; the target is dominated (save ends with a -2 on the saving throw). <i>Aftereffect:</i> The target is dazed (save ends). The nosferatu can only dominate one creature at a time.	
Improved Domination If the target of the nosferatu's <i>dominating gaze</i> attack was also hit by a <i>blood drain</i> then it is not considered dazed while dominated.	
Change Shape (minor; encounter) ⊕ Polymorph A nosferatu can alter its physical form to appear as a black wolf. Both forms have the same abilities except where noted. A nosferatu cannot change shape while in direct sunlight.	
Combat Advantage The nosferatu mesmerist deals an extra 3d6 damage with its attacks against any target it has combat advantage against.	
Second Wind (standard; encounter) ⊕ Healing The nosferatu mesmerist spends a healing surge and regains 64 hit points. The vampire gains a +2 bonus to all defences until the end of its next turn.	
Alignment Evil	Languages domain
Skills Bluff +16, Diplomacy +16, Insight +13	
Str 17 (+11)	Dex 15 (+10) Wis 12 (+8)
Con 16 (+9)	Int 20 (+13) Cha 22 (+11)
Equipment longsword, monocle	

Wolf Form
Speed 9
⊕ Bite (standard; at-will) +18 vs. AC; 1d6+3 damage and 5 ongoing damage (save ends).



VAMPYRE

Living creatures with powers similar to that of vampires, vampyres are vicious predators that hunt humans and drink their blood.

VAMPYRE LORE

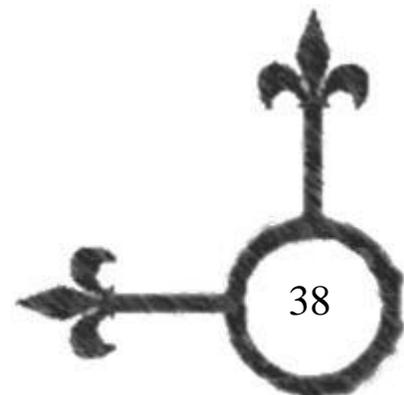
A character knows the following information with a successful Arcana check.

DC 15: Vampyres lack all the powers of true undead, but they can still mesmerize victims. Vampyres can eat and drink normal food but they gain no nourishment from it, they need to drink the blood of living creatures to survive.

DC 20: Unlike their egotistical undead namesakes, vampyres are pack creatures and prefer to hunt in numbers.

Vampyre Scoundrel	Level 6 Lurker
Medium shadow humanoid	XP 250
Initiative +10	Senses Perception +4; darkvision
HP 58; Bloodied 29	
AC 20; Fortitude 18, Reflex 18, Will 19	
Speed 7; see <i>misdirection</i>	
⊕ Short Sword (standard; at-will) ⊕ Weapon	
+11 vs. AC; 1d6+4 damage	
↓ Blood Drain (standard; at-will)	
Requires combat advantage; +9 vs. Fortitude; 1d10+4 damage, the target is weakened (save ends), and the vampire scoundrel regains 14 hit points.	
↷ Captivating Gaze (standard; encounter) ⊕ Charm	
Range 5; +9 vs. Will; the target is dominated (save ends).	
Combat Advantage	
A vampire scoundrel deals an extra 2d10 damage with its attacks against any target it has combat advantage against.	
Misdirection (immediate interrupt, when first flanked; encounter)	
The vampire scoundrel shifts three squares.	
Alignment Evil	Languages domain
Skills Acrobatics +11, Diplomacy +11, Bluff +11, Stealth +11	
Str 19 (+7)	Dex 17 (+6)
Con 16 (+3)	Int 10 (+3)
	Wis 13 (+4)
	Cha 19 (+7)
Equipment leather armour, short sword	

Vampyre Predator	Level 10 Lurker
Medium shadow humanoid	XP 500
Initiative +12	Senses Perception +6; darkvision
HP 84; Bloodied 42	
AC 24; Fortitude 22, Reflex 22, Will 24	
Speed 7	
⊕ Long Sword (standard; at-will) ⊕ Weapon	
+15 vs. AC; 1d8+5 damage	
↓ Blood Drain (standard; at-will)	
Requires combat advantage; +13 vs. Fortitude; 2d6+5 damage, the target is weakened (save ends), and the vampire predator regains 22 hit points.	
↷ Fascinating Gaze (standard; encounter) ⊕ Charm, Illusion	
Range 5; +13 vs. Will; the vampire predator has total concealment from the target until the end of its next turn.	
Combat Advantage	
A vampire scoundrel deals an extra 3d6 damage with its attacks against any target it has combat advantage against.	
Alignment Evil	Languages domain
Skills Diplomacy +11, Bluff +11, Stealth +11	
Str 21 (+10)	Dex 19 (+9)
Con 18 (+9)	Int 10 (+5)
	Wis 12 (+6)
	Cha 22 (+8)
Equipment long sword, opera cape	



VISTANI

Enigmatic travellers and traders, the Vistani can move freely across the lands and through the Mists.

VISTANI LORE

A character knows the following information with a successful Nature check.

DC 15: Vistani travel in family-based groups, riding in wooden vargots. The Vistani are divided into tasques and tribes.

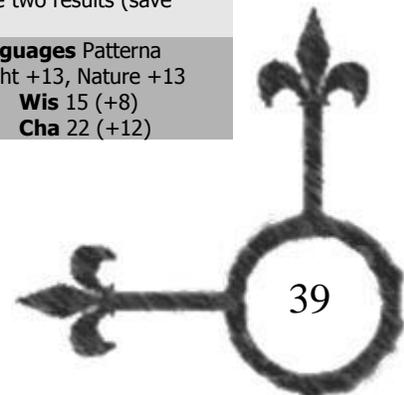
DC 20: The Vistani have a reputation as thieves and magicians, and are rumoured to be able to inflict people with terrible curses.

DC 25: Some of the tasques are more magical than others. One is rumoured to live their lives backwards, growing younger over time.

Vistani Trader	Level 6 Artillery
Medium natural humanoid	XP 250
Initiative +7	Senses Perception +5
HP 58; Bloodied 29	
AC 19; Fortitude 18, Reflex 19, Will 18	
Speed 6	
⬇ Short Sword (standard; at-will) + Weapon +13 vs. AC; 1d6+4 damage.	
⊗ Short Bow (standard; at-will) + Weapon Ranged 15/30; +14 vs. AC; 1d8+4.	
↘ Scatter Shot (standard; at-will) + Weapon The Vistani trader makes three short bow attacks against three different targets.	
↩ Evil Eye (standard; encounter) + Charm Close blast 5; +11 vs. Will; the target must reroll its attack rolls taking the lower of the two results (save ends).	
Alignment Unaligned	Languages Patterna
Skills Acrobatics +12, Insight +10, Nature +10	
Str 12 (+4)	Dex 19 (+7) Wis 15 (+5)
Con 16 (+6)	Int 13 (+4) Cha 17 (+6)
Equipment short sword, short bow, leather armour	

Vistani Knife Dancer	Level 10 Lurker
Medium natural humanoid	XP 500
Initiative +14	Senses Perception +9
HP 82; Bloodied 41	
AC 25; Fortitude 22, Reflex 23, Will 22	
Speed 6	
⬇ Dagger (standard; at-will) + Weapon +15 vs. AC; 1d4+4 damage.	
⊗ Dagger, Thrown (standard; at-will) + Weapon Ranged 5/10; +16 vs. AC; 1d4+5 and 5 ongoing damage (save ends).	
⬇ Blade Dance (standard; at-will) + Weapon The Vistani knife dancer makes three dagger attacks. If all three hit then the target takes 10 ongoing damage (save ends).	
↩ Hail of Cuts (standard; encounter) + Weapon Close burst 3; +15 vs. AC; 1d4+5 damage and 5 ongoing damage (save ends).	
↘ Curse of Blindness (standard; encounter) + Weapon Range 5; +13 vs. Will; the target is blinded (save ends) and the Vistani knife dancer shifts 1 square.	
↩ Evil Eye (standard; encounter) + Charm Close blast 5; +13 vs. Will; the target must reroll its attack rolls taking the lower of the two results (save ends).	
Alignment Unaligned	Languages Patterna
Skills Acrobatics +15, Bluff +15, Insight +14, Nature +14	
Str 18 (+9)	Dex 21 (+10) Wis 18 (+9)
Con 14 (+7)	Int 11 (+5) Cha 12 (+6)
Equipment daggers, leather armour	

Vistani Curse Speaker	Level 12 Controller
Medium natural humanoid	XP 700
Initiative +10	Senses Perception +8
HP 120; Bloodied 60	
AC 26; Fortitude 24, Reflex 24, Will 26	
Speed 6	
⬇ Long Sword (standard; at-will) + Weapon +17 vs. AC; 1d8+4 damage.	
↘ Curse of Agony (standard; at-will) + Psychic Range 6; +16 vs. will; 2d6+5 psychic damage and the target is dazed.	
✱ Curse of Misfortune (standard; recharge ☞☞☞) + Psychic Burst 2 within 5; +15 vs. Will; 1d6+5 psychic damage; the target suffers a -2 penalty to all attack rolls until end of its next turn.	
↘ Stunning Glare (standard; encounter) + Charm, Psychic Range 10; +16 vs. Will; 2d6+5 psychic damage and the target is stunned (save ends, with a -2 penalty on the saving throw).	
↩ Evil Eye (standard; encounter) + Charm Close blast 5; +16 vs. Will; the target must reroll its attack rolls taking the lower of the two results (save ends).	
Alignment Unaligned	Languages Patterna
Skills Bluff +17, History +12, Insight +13, Nature +13	
Str 14 (+8)	Dex 18 (+10) Wis 15 (+8)
Con 19 (+10)	Int 13 (+7) Cha 22 (+12)



Vistani Fatebinder	Level 16 Controller
Medium natural humanoid	XP 1,400
Initiative +13	Senses Perception +11
HP 159; Bloodied 79	
AC 30; Fortitude 28, Reflex 28, Will 30	
Speed 6	
Ⓣ Long Sword (standard; at-will) + Weapon	
+21 vs. AC; 1d8+5 damage.	
↘ Soul Rend (standard; at-will) + Psychic	
Range 10; +20 vs. will; 2d8+8 psychic damage and the target is slowed.	
↘ Twist of Fate (immediate interrupt, an enemy makes a successful save; recharge Ⓜ; Ⓜ)	
Range 10, the target rerolls the saving throw with a -3 penalty	
↘ Grim Destiny (standard; encounter) + Charm, Psychic	
Range 10; +20 vs. Will; 4d8+12 psychic damage, the target is restrained and takes a -3 penalty on all saving throws (save ends).	
← Evil Eye (standard; encounter) + Charm	
Close blast 5; +20 vs. Will; the target must reroll its attack rolls taking the lower of the two results (save ends).	
Alignment Unaligned	Languages Patterna
Skills Arcana +15, Bluff +20, Insight +16, Nature +16	
Str 13 (+9)	Dex 21 (+13) Wis 17 (+11)
Con 20 (+13)	Int 15 (+10) Cha 24 (+15)

WOLF

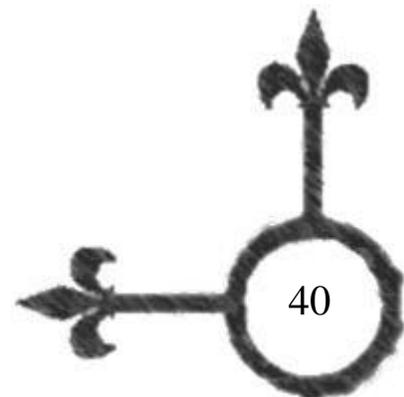
There are a variety of species of wolves, from the common grey wolves and the larger black wolves.

BLACK WOLF LORE

A character knows the following information with a successful Nature check.

DC 15: Black wolves are faster than their grey cousins and find it easier to hide in shadows.

Black Wolf	Level 3 Lurker
Medium natural beast	XP 150
Initiative +8	Senses Perception +2; low-light vision
HP 40; Bloodied 20	
AC 17; Fortitude 16, Reflex 16, Will 15	
Speed 8	
Ⓣ Bite (standard; at-will)	
+8 vs. AC; 1d6+3 damage.	
Scamper (move; encounter)	
The black wolf shifts up to 4 squares. If it gains cover or concealment during this movement it can make a Hide check as a free action as if it had total concealment.	
Combat Advantage	
If the black wolf has combat advantage against the target, the target is knocked prone on a hit.	
Alignment Unaligned	Languages -
Skills Stealth +9	
Str 13 (+2)	Dex 17 (+4) Wis 13 (+2)
Con 16 (+4)	Int 2 (-3) Cha 9 (+0)



ZOMBIE

Rotting, animated corpses, zombies come in many varieties and are frequently customized or altered by necromancers.

ZOMBIE LORE

A character knows the following information with a successful Religion check.

DC 15: Cannibal zombies are an undead plague spread through bites while boneless zombies are simple creature made to save the skeleton for other purposes.

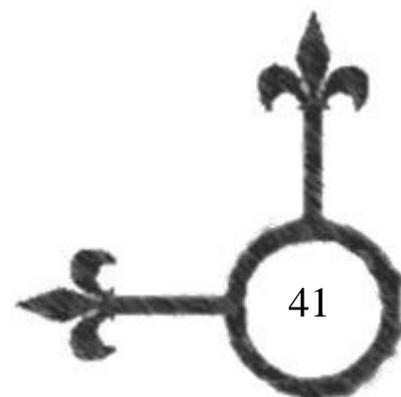
DC 20: Zombie lords are powerful masters of undeath, either augmented zombies or unique and accidental creations.

DC 25: Shadowtouched zombies are formidable undead infused with the energies of the shadowfell.

Cannibal Zombie	Level 1 Brute
Medium natural animate (undead)	XP 100
Initiative +1	Senses Perception +0; darkvision
HP 36; Bloodied 18	
AC 13; Fortitude 13, Reflex 13, Will 12	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 4	
⊕ Slam (standard; at-will)	
+4 vs. AC; 1d6+3 damage	
↓ Grab (standard; at-will)	
+2 vs. Reflex; target is grabbed (until escape).	
↓ Bite (standard; at-will)	
Grabbed targets only; +4 vs. AC; 3d8+3 damage	
Create Spawn	
Any living creature killed by a cannibal zombie's bite rises as a new cannibal zombie at the end of the next round. The new zombie starts at its bloodied value.	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points instantly.	
Alignment Evil	Languages -
Skills -	
Str 12 (+1)	Dex 12 (+1)
Con 16 (+3)	Wis 10 (+0)
	Int 2 (-4)
	Cha 3 (-4)

Boneless Zombie	Level 4 Brute
Medium natural animate (undead)	XP 175
Initiative +4	Senses Perception +4; darkvision
HP 58; Bloodied 29	
AC 18; Fortitude 17, Reflex 18, Will 16	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 7	
⊕ Slam (standard; at-will)	
Reach 2; +7 vs. AC; 2d8+4 damage.	
↓ Entangle (standard; at-will)	
+5 vs. Reflex and the target is grabbed. <i>Secondary Attack</i> : +7 vs. AC; 2d8+4 damage.	
Flexible	
Boneless take no penalties from being squeezed.	
Alignment Evil	Languages Darkonian
Skills -	
Str 15 (+4)	Dex 18 (+6)
Con 18 (+6)	Wis 14 (+4)
	Int 8 (+1)
	Cha 3 (-1)

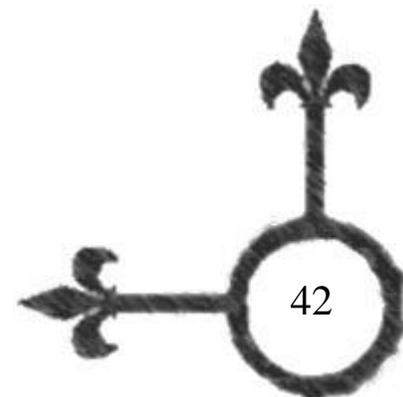
Strahd Zombie	Level 5 Elite Soldier
Medium natural animate (undead)	XP 200
Initiative +6	Senses Perception +4; darkvision, tre 5
HP 124; Bloodied 62	
Regeneration 5 (if the Strahd zombie takes radiant damage, regeneration does not function on its next turn)	
AC 23; Fortitude 21, Reflex 19, Will 17	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Saving Throws +2	
Speed 4	
Action Points 1	
⊕ Greatsword (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d10+4 damage	
↓ Double Strike (standard; recharge when bloodied) ♦ Weapon	
The Strahd zombie makes two greatsword attacks. If both attacks hit it deals an extra 1d10 damage.	
Block (immediate interrupt, an adjacent enemy shifts; recharge ☞ ☞)	
The Strahd zombie shifts and can make a basic attack against the triggering enemy.	
Alignment Evil	Languages Balok
Skills -	
Str 18 (+6)	Dex 14 (+4)
Con 14 (+4)	Wis 15 (+4)
	Int 1 (-2)
	Cha 3 (-1)
Equipment chainmail, greatsword	



Zombie Lord	Level 6 Elite Controller (leader)
Medium natural animate (undead)	XP 500
Initiative +7	Senses Perception +5; low-light vision
Black Death (necrotic) aura 4; enemies in the aura only gain half as many hit points from healing surges.	
HP 130; Bloodied 65	
AC 22; Fortitude 20, Reflex 21, Will 18	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Saving Throws +2	
Speed 5	
Action Points 1	
⊕ Slam (standard; at-will) +11 vs. AC; 1d8+4 damage.	
↓ Rotting Touch (action; recharge) ⊕ Necrotic +10 vs. Fort; 3d8+4 necrotic damage and the target is weakened (save ends).	
⊖ Lifedrain (standard; recharge ☞ ☞) ⊕ Necrotic, Healing Close burst 2; +10 vs. Fortitude; 2d6+4 necrotic damage and the target loses 1 healing surge; undead allies within 5 squares heal 12 hit points or the zombie lord heals 32 hit points.	
✱ Lifedrain (standard; encounter) ⊕ Necrotic, Poison Burst 2 within 5; +10 vs. Fortitude; 1d6+4 necrotic and poison damage, 4 ongoing poison damage, and the target is slowed and weakened (save ends both).	
Alignment Evil	Languages domain
Skills Religion +8, Stealth +12	
Str 14 (+5)	Dex 19 (+7) Wis 16 (+5)
Con 16 (+6)	Int 10 (+3) Cha 3 (+0)

Shadowtouched Zombie	Level 25 Minion
Medium natural animate (undead)	XP 1,750
Initiative +15	Senses Perception +14; darkvision
Enshrouded Aura (necrotic) aura 2; enemies in the aura take a -1 penalty to attack rolls. The effects of multiple <i>enshrouded auras</i> stack.	
HP 1; a missed attack never damages a minion	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
AC 39; Fortitude 37, Reflex 33, Will 32	
Speed 4	
⊕ Slam (standard; at-will) +30 vs. AC; 15 damage.	
↓ Hammering Blow (standard; at-will) +28 vs. Fortitude; 6 damage and the target is slowed.	
Concealing Aura Shadowtouched zombie gain concealment in the <i>enshrouded aura</i> of another shadowtouched creature.	
Alignment Evil	Languages -
Str 25 (+19)	Dex 16 (+15) Wis 14 (+14)
Con 27 (+20)	Int 3 (+8) Cha 4 (+9)

Desert Zombie	Level 7 Skirmisher
Medium shadow humanoid (undead)	XP 300
Initiative +8	Senses Perception +3; tremorsense 5
HP 83; Bloodied 41	
AC 21; Fortitude 20, Reflex 19, Will 16	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 3, burrow 7	
⊕ Slam (standard; at-will) +12 vs. AC; 2d6+5 damage.	
↓ Zombie Grab (standard; at-will) +10 vs. Reflex; the target is grabbed (until escape). Checks made to escape the desert zombie's grab take a -5 penalty.	
↓ Pull Down (standard; at-will) Requires the desert zombie to be beneath the target; the zombie makes a grab attack, if the attack hits it can attempt to move the grabbed target as part of the same action; +10 vs. Fortitude. If the target is pulled underground it is restrained (save ends).	
Zombie Weakness Any critical hit to the zombie reduces it to 0 hit points instantly.	
Alignment Unaligned	Languages -
Str 17 (+6)	Dex 17 (+6) Wis 10 (+3)
Con 19 (+7)	Int 2 (-1) Cha 6 (+1)



New Options

ALLERGENS

Some monsters have an Achilles' heel or weakness that can leave them weak or even vulnerable. These allergens or *zietgebers* are often common and unremarkable objects or substances that have no effect on others. Allergens affect individual monsters, specific vampires or certain types of werewolf. There are no universal allergens that are equally effective.

Well known examples of allergens are some vampires' reversion to garlic or some lycanthrope's loathing of wolfsbane. Many golems have an auditory or visual allergen that triggers strong emotion, while mummies and other ancient dead often respond to mundane or spiritual objects.

TYPES OF ALLERGEN

Allergens come in three types: impact, placed, and presented.

Impact: These objects must strike or touch the creature to be effective. There must be physical contact between the allergen and the monster. These need not be weapons or damaging blows; even the light touch of a cross can burn some vampires.

Placed: These allergens must be in the immediate area and often have an aura or strong odour. They do not have to be visible or have an overt presence to be effective.

Presented: These objects must be shown to the creature and displayed prominently. While contact is not necessary they are still often thrust at the opponent.

USING AN ALLERGEN

To use an allergen in combat requires an attack roll. This varies depending on the type of allergen, described below:

- ◆ Impact: Strength vs. Reflex
- ◆ Placed: Intelligence vs. Fortitude
- ◆ Presented: Charisma vs. Will

ALLERGEN STRENGTH

There is a range of potency amongst allergens. Some monsters have several weak vulnerabilities, while others have a single strong flaw. Other deadly monsters have only a single, minor weakness.

- ◆ **Weak:** These allergens might impose a -2 penalty on certain activities, or minor condition such as being dazed or slowed.

If they deal damage use the Low column from the Normal Damage Expression chart.

- ◆ **Moderate:** These allergens might impose a -3 penalty on certain activities, or minor condition such as being immobilized or weakened.

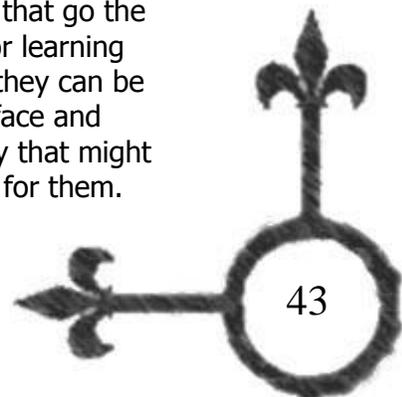
If they deal damage use the Medium column from the Normal Damage Expression chart.

- ◆ **Strong:** These allergens might impose a -4 penalty on certain activities or a blanket -2 penalty on all actions and rolls. It might also impose serious condition such as being stunned or blinded.

If they deal damage use the High column from the Normal Damage Expression chart.

ALLERGENS IN THE GAME

Allergens are used to make a hard combat easier and give players and PCs an edge over a formidable foe. They can be used to reward players that go the extra step in researching or learning about a particular foe. Or they can be used to enable a party to face and (possibly) defeat an enemy that might otherwise be too powerful for them.



Allergens typically do not change the XP reward from a combat encounter, nor does adding an allergen modify the level or XP of a monster. They are situational modifiers, similar to terrain or a vulnerability, which works in the PC's favour. Allergens do not affect rewards: just as PCs would not receive a modified XP reward by equipping silvered weapons before facing a werewolf or employing fire against a cold-based creature.

One possibility in-game use is to have an allergen be the reward for a successful skill challenge: if the PCs manage to successfully research and investigate their enemy they gain access to the allergen. If they fail at the challenge they can proceed, although the result may be more difficult.

SAMPLE ALLERGENS

Below are a few examples of allergens that might be added to a game.

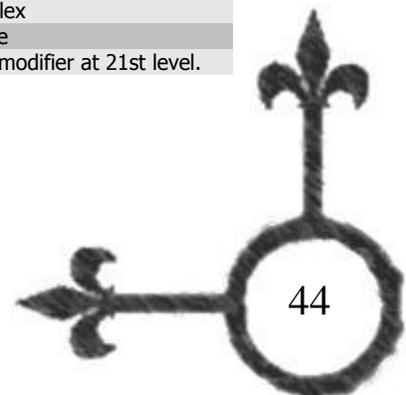
Ancestral Weapon	Allergen
<i>This aged blade struck a near fatal blow to the creature in life; it is now feared even in death.</i>	
At-Will + Weapon	
Standard Action	Melee weapon
Type: Weak Impact	
Target: An undead	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage and the target's regeneration does not function on its next turn. If the target does not have regeneration it instead takes extra 5 damage.	
Increase damage to 2[W] + Strength modifier at 21st level and increase the bonus damage to 10 at 11th level and 15 at 21st level.	
Special: This allergen can be used with attack powers with the weapon keyword.	

Chemical Bane	Allergen
<i>Mint, something that would have no negative effect on any other creature, yet to this beast is toxic. Applied to a weapon it is deadly effective.</i>	
At-Will	
Standard Action	
Type: Minor Impact	
Target: One item	
Effect: The next hit with the item that deals damage ignores all resistances of the target creature and stops the target from regenerating until the start of its next turn. If the target does not have resistance or regeneration the attack instead deals and extra 5 damage.	
Increase the bonus damage to 10 at 11th level and 15 at 21st level.	

Damning Evidence	Allergen
<i>This folder reveals the truth, what really happened those long years ago.</i>	
At-Will	
Standard Action	
Type: Moderate Presentation	
Target: Immortal or undead	
Attack: Charisma vs. Will	
Hit: The target is stunned until the end of its next turn. <i>Aftereffect:</i> The target is weakened (save ends).	

Garlic	Allergen
<i>The thick and familiar scent of garlic fills the area overpowering all milder scents.</i>	
At-Will + Zone	Close burst 3
Standard Action	
Type: Minor Placed	
Target: A lycanthrope	
Attack: Intelligence vs. Fortitude	
Effect: The burst creates a zone that persists until the end of the encounter or 5 minutes, whichever comes first.	
Hit: The target cannot enter the zone.	

Holy Symbol	Allergen
<i>An inverted sword, the cruciform symbol of the goddess Ezra.</i>	
At-Will	
Standard Action	
Type: Moderate Presented	
Target: A vampire	
Attack: Charisma vs. Will	
Hit: The target cannot move towards the wielder and cannot target them with any melee or ranged attacks. The effect last until the end of the wielder's next turn.	
Sustain Standard: The effect persists.	
Alternate Type: Weak Impact	
Alternate Attack: Strength vs. Reflex	
Hit: 1d8 + Wisdom modifier damage	
Increase damage to 2d8 + Wisdom modifier at 21st level.	



Memory Melody Allergen

The music box's song, played during the monster's creation, echoes through the hall.

At-Will

Standard Action

Type: Strong Placed

Target: A golem

Attack: Intelligence vs. Fortitude

Hit: The target is stunned (save ends). *Aftereffect:* The target is dazed. This effect lasts until the end of the placer's next turn.

Sustain Minor: The effect persists.

Wolfsbane Allergen

The heavy odour fills the area. While mildly foul to your nose, it is overpowering to wolves.

At-Will

Standard Action

Type: Moderate Placed

Target: A lycanthrope

Attack: Intelligence vs. Fortitude

Hit: The target is weakened or slowed (chosen randomly). The effect last as long as the wolfsbane is present, until the end of the encounter, or 5 minutes, whichever comes first.

STAKING

The wooden stake is a popular bane of vampires. Using a wooden stake is an at-will attack that can be made by anyone, similar to a basic melee attack. However, not every vampire is vulnerable to a wooden stake and it is impossible to attempt in combat.

To stake a vampire a stake or wooden spear must be wielded and the vampire must be helpless (typically unconscious or sleeping).

Attempts to stake a non-vampire is just a regular coup de grace.

Stake Vampire At-Will Attack

You drive the wooden point deep into its chest.

At-Will + Weapon

Standard Action Melee weapon

Target: One helpless creature (vampire)

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and the target is grabbed by the stake and cannot take any actions other than attempting to escape. The stake uses your Reflex or Fortitude for escape attempts and the vampire takes a -5 penalty to escape the grab.

Increase damage to 2[W] + Strength modifier at 21st level.

Special: If the target was prone when staked, they instead take a -10 penalty on attempts to escape the grab.

VARIANT MONSTERS

Variant monsters are slightly different than standard versions of the monster. The most common example are racial vampires: not every vampire was once a human, many were created from non-human races such as elves and dwarves.

USING VARIANTS

Variants are similar to templates only they do not change a standard monster into an elite. Instead, they replace a specific standard ability with a different racial power.

CALIBAN VAMPIRES

Caliban are already outsiders but caliban vampires, or *alocka*, are often avoided even by other undead. The process of becoming a vampire makes a caliban even more disfigured and inhuman. They are often covered in open sores and have irregular lumpy skin.

Foul Cloud

This power is designed for caliban vampires in place of *mist form*.

Foul Cloud (standard; encounter) + Polymorph

The caliban vampire becomes insubstantial and gains a fly speed of 6 until the end of their next turn, but cannot make normal attacks. The caliban vampire can end the effect as a minor action.

If they enter an enemy's square they can make an attack: Level +3 vs. Fortitude; the target is stunned (save ends).

Unnatural Resistance

This power replaces *second wind* in caliban vampires.

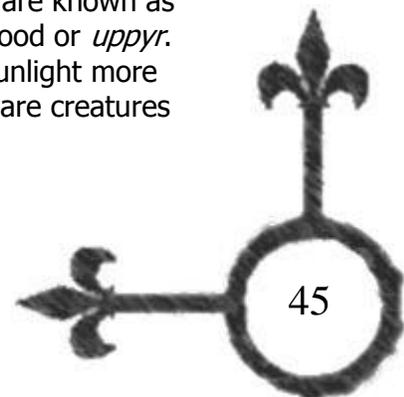
Unnatural Resistance (standard; encounter) +

Healing

The caliban vampire spends a healing surge and gains resist 5 against all damage until the start of its next turn.

DWARVEN VAMPIRES

To the dwarves, vampires are known as the drinkers of the earthblood or *uppyr*. Dwarven vampires loath sunlight more than typical vampires and are creatures of absolute darkness.



Dwarven vampires are both embraced and rejected by the earth and must be staked by stone weapons instead of wood. Some are only vulnerable to natural stalactites and stalagmites.

Stonewalk

This power is designed to be used by a dwarven vampire in place of *mist form*.

Stonewalk (standard; encounter) + Polymorph

The dwarf vampire gains phasing when adjacent to rock or stone surfaces. The dwarf vampire can use this power for up to 1 hour or end the effect as a minor action.

Terror Gaze

This power replaces *dominating gaze* in dwarven vampires.

↘ Terror Gaze (minor; recharge ☹☹) + Fear

Range 5; Level + 3 vs. Will; the target is pushed 3 squares and stunned (save ends, with a -2 penalty).
Aftereffect: The victim cannot target the dwarf vampire with any melee or ranged attacks (save ends).

ELVEN VAMPIRES

Also known *craenag-follei*, elven vampires kill common plants with a touch and are unfazed by the light of day.

They are immune to garlic but many are held at bay by fresh flower petals. They can be staked by burnt wood or charcoal weapons.

Reversed Vulnerability

Elven vampires have the following traits:

Regeneration 10 (regeneration does not function when the elven vampire is exposed to direct moonlight).

Immune disease, poison; **Resist** 10 radiant; **Vulnerable** 5 necrotic

Scarring Touch

This power is designed to be used by an elven vampire instead of *blood drain*.

↓ Scarring Touch (standard; recharges when adjacent creature becomes bloodied) + Healing

Requires combat advantage; Level + 3 vs. Fortitude; 2d12 + one-half level damage, and the target is stunned (save ends), and the elf vampire regains hit points as if they had spent a healing surge.

Black Thumb

This power replaces *dominating gaze* in elven vampires.

✱ Black Thumb (standard; recharge ☹☹) + Poison, Zone

Area burst 3 within 5; plants die creating a cloud of noxious gas; Level + 3 vs. Fortitude; 1d6 + Strength modifier poison damage and the zone is considered difficult terrain until the end of the elf vampire's next turn.

HALFLING VAMPIRES

Formerly wandering little folk the *dayerg due*, are a dark and twisted reflection of the formerly joyous people.

Halfling vampires are vulnerable to the burning of certain herbs and stakes fashioned from the wood of happy homes, toys, or from a hearth.

Smoke Form

This power is designed to be used by a halfling vampire instead of *mist form*.

Smoke Form (standard; encounter) + Polymorph

The halfling vampire becomes insubstantial, becomes Large, and gains a fly speed of 10, but cannot make attacks. The halfling vampire can remain in smoke form for up to 1 hour or end the effect as a minor action. Creatures in the smoke cloud gain concealment.

Jarring Gaze

This power replaces *dominating gaze* in halfling vampires.

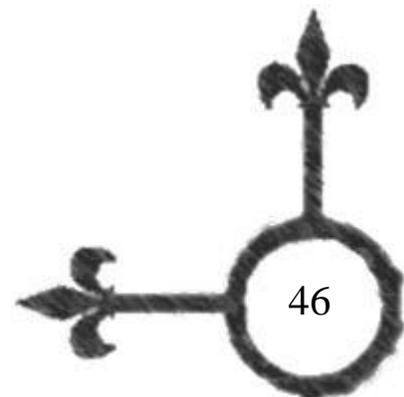
↘ Jarring Gaze (minor; recharge ☹☹) + Fear

Range 5; Level +3 vs. Will; the target attacks the nearest creature but can only make basic attacks (save ends, with a -2 penalty on the saving throw).
Aftereffect: The target is dazed.

HAG COVEY

Hags have power in numbers, especially groups of three; a trio of hags is known as a covey. While part of a covey, hags can focus their power but must stay in their true form to do so.

Each morning, a covey chooses –as a group– to either swap out its *change shape* power or retain the ability to disguise themselves.



Covey Powers

- ◆ All hags involved must trade-out the required power.
- ◆ Each involved hag must begin the round adjacent to another involved hag.
- ◆ One hag is the covey's leader. She must delay her action until the other hags have acted.
- ◆ On their turn, assisting hags must spend a standard action for the covey power.

Charm Male

This power can be used in place of *change shape* in hag coveys.

↪ **Charm Male** (standard; recharge ☹☹) + **Charm**

Target must be male; ranged 5; Level +2 vs. Will +2 for each assisting hag; the target is dominated (save ends, with a -2 penalty on the saving throw).
Aftereffect: The target is dazed.

Dark Curse

This power can be used in place of *change shape* in hag coveys.

↪ **Dark Curse** (standard; recharge ☹☹)

Ranged 5; Level +2 vs. Will +2 for each assisting hag; the target must reroll all rolls and take the lower of the two results (save ends).

Polymorph

This power can be used in place of *change shape* in hag coveys.

↪ **Polymorph** (standard; recharge ☹☹) + **Polymorph**

Ranged 5; Level +2 vs. Will +2 for each assisting hag; the target is transformed into a common animal (save ends with a -2 on the saving throw), typically a goat or pig.

The target gains a +1 bonus to speed and a +2 bonus to AC and Reflex defences but cannot make any standard actions or use any attack powers.

Sympathetic Doll

This power can be used in place of *change shape* in hag coveys.

↪ **Sympathetic Doll** (standard; sustain move; recharge ☹☹) + **Charm, Psychic**

Ranged 5; Level +2 vs. Will +2 for each assisting hag; the target 2d8 + Charisma modifier psychic damage and the target is either slowed, blinded, or deafened (hag's choice) until the end of the hag's next turn.

LICH, DIVINE

In contrast with arcane liches, who are the icon of corrupted wizards, divine liches are fallen paladins and clerics or followers of dark faiths that encourage violation of the natural order.

Darkfire Bolt

Divine liches use this power in place of *shadow ray*.

↪ **Darkfire Bolt** (standard; at-will) + **Fire, Necrotic**

Ranged 20; Level + 4 vs. Reflex; 2d8 + Intelligence fire and necrotic damage.

Sap Life

In divine liches, this power replaces *second wind*.

↪ **Sap Life** (standard; recharges when first bloodied) + **Healing**

Close burst 2; Level +3 vs. Fortitude; 1d6 + Intelligence modifier damage and the lich heals one-quarter of its hit points.

LICH, PSIONIC

Not all liches are powered by arcane magics, some are the creations of the powers of dark gods or masters of the mind.

Psionic Ray

This power replaces the *shadow ray* power with psionic liches.

↪ **Psionic Ray** (standard; at-will) + **Psionic**

Ranged 20; Level + 4 vs. Reflex; 2d8 + Intelligence psychic damage.

Host

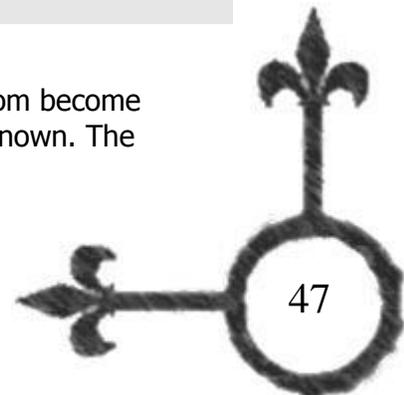
A psionic lich has this power in place of *indestructible*

Host

When a psionic lich is reduced to 0 hit points, its body and possessions crumble to ash. However, it is not destroyed. Its mind transfers to the body of the first living creature that touches the square of its remains. When that creature dies the lich takes over the corpse (and the host's possessions transform into the lich's) after 1d10 days unless the host is resurrected or its body completely destroyed.

VISTANI VAMPIRES

The nomadic gypsies seldom become vampires, but it is not unknown. The *mullo* are feared by all.



Unlike regular Vampires, the Vistani come and go as they please and need to invitation to enter homes and have few of the vulnerabilities of common vampires.

Mist Step

This power is designed to be used by a Vistani vampire and replaces *mist form*.

Mist Step (move; encounter) + Teleport

The Vistani vampire teleports 12 squares and gains total concealment until the start of its next turn.

Dark Gaze

This power replaces *dominating gaze* in Vistani vampires.

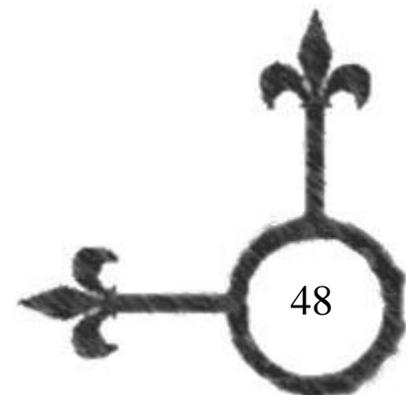
↗ Dark Gaze (minor; recharge 1:1) + Fear

Range 5; Level + 3 vs. Will; the target takes a -2 penalty on all attack rolls, damage rolls, and saving throws (save ends). *Aftereffect*: The target takes a -1 penalty on all attack rolls, damage rolls, and saving throws (save ends)

TEMPLATES

Infected Werewolf	Elite Skirmisher
Humanoid (shapechanger)	XP Elite
Senses low-light	
Defences +2 AC; +2 Fortitude; +2 Reflex	
Saving Throws +2	
Action Point 1	
Hit points +8 per level + Constitution score	
Regeneration 5 (if the infected werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
⊕ Bite (standard; at-will) + Disease	
Power	
Level +4 vs. AC; 1d6 + Strength modifier damage and the target takes 5 ongoing damage (save ends).	
Combat Advantage	
If the infected werewolf has combat advantage against the target, the target is knocked prone on a hit.	

Cerebral Vampire	Elite Controller
Humanoid (undead)	XP Elite
Senses darkvision	
Defences +2 AC; +2 Fortitude; +2 Reflex; +2 Will	
Immune disease, poison	
Resist necrotic at 1st level, 10 necrotic at 11th level, 15 necrotic at 21st level	
Vulnerable 10 radiant	
Saving Throws +2	
Action Point 1	
Hit points +8 per level + Constitution score	
Regeneration 10 (regeneration does not function while the cerebral vampire is exposed to direct sunlight)	
⊖ Fluid Drain (standard; recharges when an adjacent creature becomes bloodied) + Healing	
Requires combat advantage; Level +2 vs. Fortitude; 3d8+ Charisma modifier damage, the target is dazed (save ends) and loses 2 Sanity (see <i>Jester's 4e Rules Pamphlet</i>). The cerebral vampire regains hit points equal to one-quarter of its normal total.	
↗ Obfuscating Gaze (minor; recharge 1:1) + Charm	
Ranged 5; Level +2 vs. Will; the cerebral vampire XXX is invisible to the target (save ends with a -2 penalty on the saving throw). The vampire can only gaze one creature at a time.	
Disengage (free action, encounter) + Charm	
If the cerebral vampire lord has superior cover or total concealment at the start of its turn, enemies that could not see the vampire consider it a non-combatant until it attacks (save ends).	



Nosferatu Vampire**Elite Controller or Skirmisher**

Humanoid

XP Elite

Senses darkvision**Defences** +2 AC; +2 Fortitude; +2 Reflex; +2 Will**Immune** disease, poison**Resist** necrotic at 1st level, 10 necrotic at 11th level, 15 necrotic at 21st level**Vulnerable** 5 fire, 5 radiant**Saving Throws** +2**Action Point** 1**Hit points** +8 per level + Constitution score**Regeneration** 10 (if the Nosferatu takes fire damage, its regeneration does not function until the end of its next turn)↓ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) + **Healing**

Requires combat advantage; Level +2 vs. Fortitude; 2d12 + Charisma modifier damage, the target is weakened (save ends) and the nosferatu regains hit points equal to one-quarter of its normal total.

↘ **Dominating Gaze** (minor; recharge ☹️) + **Charm Power**

Ranged 4; Level +2 vs. Will; the target is dominated (save ends). *Aftereffect:* The target is dazed (save ends). The nosferatu can only dominate one creature at a time.

Change Shape (minor; encounter) + **Polymorph**

A nosferatu can alter its physical form to appear as a black wolf. Both forms have the same abilities except if wolf form the nosferatu gains a +2 bonus to speed. A nosferatu cannot change shape while in direct sunlight.

