

<b>Wolf</b> Medium natural beast	<b>Level 1 Skirmisher</b> XP 100
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**Initiative** +4      **Senses** Perception +6; low-light vision  
**HP** 31; **Bloodied** 15  
**AC** 15; **Fortitude** 13, **Reflex** 13, **Will** 12 (All def. +1/level)  
**Speed** 8

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

Melee +6 vs. AC; 1d6+2 damage, or 2d6+2 damage against a prone target

**Combat Advantage**

If the wolf has combat advantage against the target, the target is also knocked prone on a hit.

<b>Alignment</b> Unaligned	<b>Languages</b> —	
<b>Str</b> 13 (+1)	<b>Dex</b> 14 (+2)	<b>Wis</b> 13 (+1)
<b>Con</b> 14 (+2)	<b>Int</b> 2 (-4)	<b>Cha</b> 10 (+0)

<b>DL:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>HP</b>	39	47	55	63	71
<b>AC</b>	16	17	18	19	20
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+0	+1	+2	+2	+3
<b>XP</b>	125	150	175	200	225

**TACTICS • SIMPLE MELEE FOCUS**

- **If the Wolf is adjacent to a Hero**, it attacks with a **bite**.
- **Otherwise**, the Wolf moves its best speed toward the closest Hero.

<b>Spider</b> Medium natural beast (spider)	<b>Level 1 Skirmisher</b> XP 100
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**Initiative** +4      **Senses** Perception +7  
**HP** 31; **Bloodied** 15  
**AC** 17; **Fortitude** 14, **Reflex** 15, **Will** 13 (All def. +1/level)  
**Resist** 5 poison  
**Speed** 6, climb 6 (spider climb)

**Bite** (standard; at-will) • **Poison**

Melee +3 vs. AC; 2d6+1 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

<b>Alignment</b> Unaligned	<b>Languages</b> —	
<b>Skills</b> Athletics +7, Stealth +8		
<b>Str</b> 13 (+1)	<b>Dex</b> 17 (+4)	<b>Wis</b> 14 (+2)
<b>Con</b> 15 (+2)	<b>Int</b> 1 (-5)	<b>Cha</b> 8 (-1)

<b>DL:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>HP</b>	39	47	55	63	71
<b>AC</b>	18	19	20	21	22
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+0	+1	+2	+2	+3
<b>XP</b>	125	150	175	200	225

**TACTICS • SIMPLE MELEE FOCUS**

- **If the Spider is adjacent to a Hero**, it attacks with a **bite**.
- **Otherwise**, the Spider moves its best speed toward the closest Hero.

<b>Rat Swarm</b> Medium natural beast (swarm)	<b>Level 1 Skirmisher</b> XP 100
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**Initiative** +5      **Senses** Perception +6; low-light vision  
**HP** 28; **Bloodied** 14  
**AC** 14; **Fortitude** 11, **Reflex** 13, **Will** 10 (All def. +1/level)  
**Resist** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks  
**Speed** 4, climb 2

**Swarm of Teeth** (standard; at-will)

Melee +5 vs. AC; 1d6+3 damage, and ongoing 3 damage (save ends, or ends when Rats are dead).

<b>Alignment</b> Unaligned	<b>Languages</b> —	
<b>Str</b> 12 (+1)	<b>Dex</b> 17 (+3)	<b>Wis</b> 10 (+0)
<b>Con</b> 12 (+1)	<b>Int</b> 2 (-4)	<b>Cha</b> 9 (-1)

<b>DL:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>HP</b>	36	44	52	60	68
<b>AC</b>	15	16	17	18	19
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+0	+1	+2	+2	+3
<b>XP</b>	125	150	175	200	225

**TACTICS • SIMPLE MELEE FOCUS**

- **If the Rat Swarm is adjacent to a Hero**, it attacks with a **Swarm of Teeth**.
- **Otherwise**, the Rat Swarm moves its best speed toward the closest Hero.

<b>Kobold Skirmisher</b> Small natural humanoid	<b>Level 1 Skirmisher</b> XP 100
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**Initiative** +5      **Senses** Perception +0; darkvision  
**HP** 27; **Bloodied** 13  
**AC** 15; **Fortitude** 11, **Reflex** 14, **Will** 13 (All def. +1/level)  
**Speed** 6

**Spear** (standard; at-will) • **Weapon**

Melee +6 vs. AC; 1d8 damage; see also *mob attack*.

**Combat Advantage**

The kobold skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

**Mob Attack**

The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target

**Shifty** (minor; at-will)

The kobold shifts 1 square

<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic	
<b>Skills</b> Acrobatics +7, Stealth +9, Thievery +9		
<b>Str</b> 8 (-1)	<b>Dex</b> 16 (+3)	<b>Wis</b> 10 (+0)
<b>Con</b> 11 (+0)	<b>Int</b> 6 (-2)	<b>Cha</b> 15 (+2)
<b>Equipment</b> hide armor, spear		

<b>DL:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>HP</b>	35	43	51	59	67
<b>AC</b>	16	17	18	19	20
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+0	+1	+2	+2	+3
<b>XP</b>	125	150	175	200	225

**TACTICS • SMART MELEE FOCUS**

- **If the Kobold Skirmisher is adjacent to a Hero**, it attacks with its **Spear** and then shifts one square away from its target if it is possible to do so without moving within range of another hero.
- **If there is another Kobold within range**, the Kobold skirmisher will strive to be adjacent to its ally, either with its move action or its **Shifty** power.
- **Otherwise**, the Kobold Skirmisher moves its best speed toward the closest Hero.
- **During combat**, the Kobold Skirmisher will attempt to use its move action or its **Shifty** power to shift into a more advantageous location.

<b>Gargoyle</b> Medium elemental humanoid (earth)	<b>Level 1 Lurker</b> XP 100
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**Initiative** +3                      **Senses** Perception +4; darkvision  
**HP** 29; **Bloodied** 14  
**AC** 17; **Fortitude** 13, **Reflex** 11, **Will** 11                      (All def. +1/level)  
**Immune** petrification  
**Speed** 6, fly 8; see also *flyby attack*

<b>Claw</b> (standard; at-will)
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Melee +6 vs. AC; 2d6 + 1 damage.

<b>Flyby Attack</b> (standard; recharges after using <i>stone form</i> )
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The gargoyle flies up to 8 squares and makes a melee basic attack (Claw) at any point during the movie without provoking an opportunity attack from the target. If the attack hits, the target is knocked prone.

<b>Stone Form</b> (standard; at-will)
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See Denizens book for details

<b>Alignment</b> Evil	<b>Languages</b> Primordial	
<b>Skills</b> Stealth +3		
<b>Str</b> 18 (+4)	<b>Dex</b> 16 (+3)	<b>Wis</b> 16 (+3)
<b>Con</b> 16 (+3)	<b>Int</b> 5 (-3)	<b>Cha</b> 15 (+2)

<b>DL:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>HP</b>	35	43	51	59	67
<b>AC</b>	18	19	20	21	22
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+0	+1	+2	+2	+3
<b>XP</b>	125	150	175	200	225

**TACTICS • SMART MELEE FOCUS**

- **If the Gargoyle is within range**, it will use its **Flyby Attack** to attack the closest Hero and land out of range of the other Heroes if possible.
- **If the Gargoyle is adjacent to a Hero**, it attacks with its **Claw**.
- **Otherwise**, the Gargoyle moves its best speed toward the closest Hero.
- **When the Gargoyle is Bloodied**, it will use its **Stone Form** power.

<b>Wraith</b> Medium shadow humanoid (undead)	<b>Level 1 Lurker</b> XP 100
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**Initiative** +7                      **Senses** Perception +2; darkvision  
**HP** 13; **Bloodied** 6  
**Regeneration** 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)  
**AC** 12; **Fortitude** 9, **Reflex** 12, **Will** 10                      (All def. +1/level)  
**Immune** disease, poison; **Resist** 6 necrotic, insubstantial; **Vulnerable** 5 radiant  
**Speed** fly 6 (hover); phasing; see also *shadow glide*

<b>Shadow Touch</b> (standard; at-will) • <b>Necrotic</b>
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Melee +4 vs. Reflex; 1d6 + 2 necrotic damage, and the target is weakened (save ends).

<b>Combat Advantage</b> • <b>Necrotic</b>
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The wraith deals an extra 1d6 necrotic damage against any target it has combat advantage against.

<b>Shadow Glide</b> (move; encounter)
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The wraith shifts 4 squares.

<b>Alignment</b> Chaotic evil	<b>Languages</b> Common	
<b>Skills</b> Stealth +7		
<b>Str</b> 4 (-3)	<b>Dex</b> 17 (+3)	<b>Wis</b> 10 (+0)
<b>Con</b> 13 (+1)	<b>Int</b> 6 (-2)	<b>Cha</b> 15 (+2)

<b>DL:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>HP</b>	19	25	31	37	43
<b>AC</b>	13	14	15	16	17
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+0	+1	+2	+2	+3
<b>XP</b>	125	150	175	200	225

**TACTICS • SMART MELEE FOCUS**

- **If the Wraith is adjacent to a Hero**, it attacks with its **Shadow Touch**.
- **Otherwise**, the Wraith moves its best speed toward the closest Hero.
- **If the Wraith has two or more Heroes making melee attacks against it**, it will use its **Shadow Glide** to move so that it is only engaged with one Hero.
- **During combat**, the Wraith will attempt to use its move action to shift away from ranged attackers.
- **The Wraith will Regenerate 5 HP** every turn it is not damaged by radiant damage.

<b>Ghoul</b> Medium natural humanoid (undead)	<b>Level 1 Soldier</b> XP 100
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**Initiative** +6                      **Senses** Perception +2; darkvision  
**HP** 23; **Bloodied** 11  
**AC** 17; **Fortitude** 14, **Reflex** 16, **Will** 13                      (All def. +1/level)  
**Immune** disease, poison; **Resist** 6 necrotic; **Vulnerable** 5 radiant  
**Speed** 8, climb 4

<b>Claws</b> (standard; at-will)
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Melee +8 vs. AC; 1d6 + 2 damage, and the target is immobilized (save ends).

<b>Ghoulish Bite</b> (standard; at-will)
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Target must be immobilized, stunned, or unconscious; Melee +6 vs. AC; 2d6 + 2 damage, and the target is stunned (save ends).

<b>Alignment</b> Chaotic evil	<b>Languages</b> Common	
<b>Skills</b> Stealth +7		
<b>Str</b> 14 (+2)	<b>Dex</b> 17 (+3)	<b>Wis</b> 11 (+0)
<b>Con</b> 15 (+2)	<b>Int</b> 10 (+0)	<b>Cha</b> 12 (+1)

<b>DL:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>HP</b>	31	39	47	55	63
<b>AC</b>	18	19	20	21	22
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+0	+1	+2	+2	+3
<b>XP</b>	125	150	175	200	225

**TACTICS • SMART MELEE FOCUS**

- **If the Ghoul is adjacent to a Hero**, it attacks with its **Claws**.
- **If the Ghoul is within range of a immobilized, stunned or unconscious target**, it will move and attack that target with its **Ghoulish Bite**.
- **Otherwise**, the Ghoul moves its best speed toward the closest Hero.

<b>Skeleton</b> Medium natural animate (undead)	<b>Level 1 Soldier</b> XP 100
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**Initiative** +4                      **Senses** Perception +3; darkvision  
**HP** 25; **Bloodied** 12  
**AC** 16; **Fortitude** 13, **Reflex** 14, **Will** 13                      (All def. +1/level)  
**Immune** disease, poison; **Resist** 6 necrotic; **Vulnerable** 5 radiant  
**Speed** 5

<b>Longsword</b> (standard; at-will) • <b>Weapon</b>
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Melee +8 vs. AC; 1d8 + 1 damage, and the target is marked until the end of the skeleton's next turn; see also *speed of the dead*.

<b>Speed of the Dead</b>
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When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals an extra 1d6 damage.

<b>Alignment</b> Unaligned	<b>Languages</b> —	
<b>Str</b> 15 (+2)	<b>Dex</b> 17 (+3)	<b>Wis</b> 14 (+2)
<b>Con</b> 13 (+1)	<b>Int</b> 3 (-4)	<b>Cha</b> 3 (-4)

<b>DL:</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>HP</b>	33	41	49	57	65
<b>AC</b>	17	18	19	20	21
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+0	+1	+2	+2	+3
<b>XP</b>	125	150	175	200	225

**TACTICS • SIMPLE MELEE FOCUS**

- **If the Skeleton is adjacent to a Hero**, it attacks with its **Longsword**.
- **Otherwise**, the Skeleton moves its best speed toward the closest Hero.



**Zombie Dragon** **Level 1 Elite Controller**  
XP 200  
Large natural magical beast (dragon, undead)

**Initiative** +7 **Senses** Perception +5; darkvision  
**HP** 96; **Bloodied** 48  
**AC** 17; **Fortitude** 17, **Reflex** 17, **Will** 15 (All def. +1/level)  
**Immune** disease, poison; **Resist** 6 necrotic; **Vulnerable** 5 radiant  
**Saving Throws** +2  
**Speed** 8, fly 10 (clumsy)  
**Action Points** 1

**Bite** (standard; at-will) • **Necrotic**

Reach 2; Melee +8 vs. AC; 1d8 + 2 damage. Against a dazed target, this attack deals an extra 1d8 damage.

**Claws, Wings and Tail** (standard; at-will)

Reach 2; Melee +8 vs. AC; 1d6 + 2 damage. Target is pushed 5 squares.

**Death's Glare** (immediate interrupt, when an enemy makes a melee attack against the dragon; at-will) • **Fear**

Close blast 1; +3 vs. Will; the target is dazed (save ends) until the end of the dragon's next turn. Using this power does not provoke opportunity attacks.

**Alignment** Evil **Languages** Draconic  
**Str** 19 (+4) **Dex** 16 (+3) **Wis** 10 (+0)  
**Con** 16 (+3) **Int** 8 (-1) **Cha** 6 (-2)

DL:	2	3	4	5	6
<b>HP</b>	112	128	144	160	176
<b>AC</b>	18	19	20	21	22
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+1	+1	+2	+2	+3
<b>XP</b>	250	300	350	400	450

**TACTICS • SMART MELEE FOCUS • ACTION POINT**

- **If the Zombie Dragon is adjacent to one Hero**, it attacks with its **Bite**.
- **If the Zombie Dragon is adjacent to two or more Heroes**, it attacks with its **Claws, Wings and Tail**.
- **Otherwise**, the Zombie Dragon moves its best speed toward the closest Hero.
- **Whenever the Zombie Dragon is attacked with a melee attack** it will respond with its **Death's Glare**.
- **When the Zombie Dragon becomes Bloodied**, it will use its **Action Point** to make whichever attack does the most damage to its target.

**Howling Hag** **Level 1 Elite Controller**  
XP 200  
Medium fey humanoid

**Initiative** +7 **Senses** Perception +7; low-light vision  
**HP** 84; **Bloodied** 42  
**AC** 17; **Fortitude** 17, **Reflex** 16, **Will** 15 (All def. +1/level)  
**Resist** 6 thunder  
**Saving Throws** +2  
**Speed** 6; see also *fey step*  
**Action Points** 1

**Quarterstaff** (standard; at-will) • **Weapon**

Melee +3 vs. AC; 1d8 + 1 damage.

**Howl** (standard; at-will) • **Thunder**

Close blast 5; +4 vs. Fortitude; 1d6 + 1 thunder damage, and target is pushed 5 squares.

**Shriek of Pain** (standard; recharges when first bloodied) • **Thunder**

Close blast 5; +2 vs. Fortitude; 2d6 + 4 thunder damage, or 2d6 + 9 thunder damage if the howling hag is bloodied. *Miss*: Half damage.

**Fey Step** (move; encounter) • **Teleportation**

The howling hag can teleport 10 squares.

**Alignment** Evil **Languages** Common, Elven  
**Skills** Bluff +7, Insight +6, Intimidate +7  
**Str** 17 (+3) **Dex** 17 (+3) **Wis** 15 (+2)  
**Con** 13 (+1) **Int** 12 (+1) **Cha** 16 (+3)  
**Equipment** quarterstaff

DL:	2	3	4	5	6
<b>HP</b>	100	116	132	148	164
<b>AC</b>	18	19	20	21	22
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+1	+1	+2	+2	+3
<b>XP</b>	250	300	350	400	450

**TACTICS • SMART MELEE FOCUS • ACTION POINT**

- **As its first attack**, the Howling Hag will use its **Quarterstaff** to attack an adjacent Hero and then use an **Action Point** to use its **Howl**.
- **If the Howling Hag is adjacent to a Hero**, it attacks with its **Quarterstaff**.
- **If the Howling Hag is adjacent to two or more Heroes**, it attacks with its **Shriek of Pain** if available, otherwise with its **Howl**.
- **Otherwise**, the Howling Hag moves its best speed towards the closest Hero.
- **During combat**, the Howling Hag will attempt to use its move action to shift out of harm's way.
- **When the Howling Hag is Bloodied**, it will use its **Shriek of Pain** and then use its **Fey Step** to move as far away from the Heroes as possible. If the Howling Hag moves off of an unexplored edge it is removed from play (but may be reactivated, according to a Quest's guidelines).

**Flesh Golem** **Level 1 Elite Brute**  
XP 200  
Large natural animate (construct)

**Initiative** +0 **Senses** Perception +1; low-light vision  
**HP** 104; **Bloodied** 52; see also *berserk attack*  
**AC** 15; **Fortitude** 19, **Reflex** 12, **Will** 12 (All def. +1/level)  
**Saving Throws** +2  
**Speed** 6; can't shift  
**Action Points** 1

**Slam** (standard; at-will)

Reach 2; Melee +5 vs. AC (+7 when bloodied); 2d8 damage and target is dazed (save ends) and pushed 5 squares.

**Double Attack** (standard; at-will)

The flesh golem makes two slam attacks.

**Berserk Attack** (immediate reaction, when damaged by an attack while bloodied; at-will)

The flesh golem makes a slam attack against a random target within its reach.

**Alignment** Unaligned **Languages** —  
**Str** 20 (+4) **Dex** 7 (+3) **Wis** 8 (+1)  
**Con** 16 (+3) **Int** 3 (+0) **Cha** 3 (+0)

DL:	2	3	4	5	6
<b>HP</b>	124	144	164	184	204
<b>AC</b>	16	17	18	19	20
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+1	+1	+2	+2	+3
<b>XP</b>	250	300	350	400	450

**TACTICS • SMART MELEE FOCUS • ACTION POINT**

- **On its first attack**, the **Flesh Golem** will move adjacent to two Heroes and use its **Double Attack**.
- **If the Flesh Golem is adjacent to a Hero**, it attacks with its **Double Attack** or **Slam**, depending on the number of targets.
- **Otherwise**, the **Flesh Golem** moves its best speed towards the closest Hero.
- **During combat**, the **Flesh Golem** will attempt to stay in range of as many Heroes as possible to best use its **Double Slam**.
- **If the Flesh Golem is ever adjacent to three or more Heroes** it will use its **Double Attack** and then use its **Action Point** to use its **Double Attack** or **Slam** again.
- **When the Flesh Golem is Bloodied**, it will use its **Berserk Attack**.

**Werewolf** **Level 1 Elite Brute**  
XP 200  
Medium natural humanoid (shapechanger)

**Initiative** +3 **Senses** Perception +4; low-light vision  
**HP** 108; **Bloodied** 54  
**Regeneration** 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)  
**AC** 15; **Fortitude** 15, **Reflex** 17, **Will** 12 (All def. +1/level)  
**Immune** moon frenzy  
**Saving Throws** +2  
**Speed** 6 (8 in wolf form)  
**Action Points** 1

**Greatclub** (standard; at-will) • **Weapon**

Melee +5 vs. AC; 2d4 + 1 damage; see also *blood rage*

**Bite** (standard; at-will) • **Disease**

Melee +5 vs. AC; 1d6 + 1 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy; see also *blood rage*.

**Blood Rage**

The werewolf's melee attacks deal 4 extra damage against a bloodied target.

**Alignment** Evil **Languages** Common  
**Skills** Bluff +5, Insight +7, Intimidate +9  
**Str** 19 (+4) **Dex** 16 (+3) **Wis** 12 (+1)  
**Con** 17 (+3) **Int** 10 (+0) **Cha** 11 (+0)  
**Equipment** leather armor, greatclub

DL:	2	3	4	5	6
<b>HP</b>	128	148	168	188	208
<b>AC</b>	16	17	18	19	20
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+1	+1	+2	+2	+3
<b>XP</b>	250	300	350	400	450

**TACTICS • SMART MELEE FOCUS • ACTION POINT**

- **On its first attack**, the Werewolf will attack with its **Bite** and then use its **Action Point** to make a second **Bite** attack.
- **If the Werewolf is adjacent to a Hero**, it attacks with its **Bite**.
- **Otherwise**, the Werewolf moves its best speed towards the closest Hero.
- The Werewolf will use its **Blood Rage** power against any bloodied target.
- **The Werewolf** will **Regenerate 5 HP** every turn it is not damaged by a silvered weapon.

**Moon Frenzy • END Stable DC 16 + DL; Improve DC 18 + DL**

**Initial Effect:** The target takes a -2 penalty to Will defense.

- When bloodied, the target must make a saving throw at the end of each turn. If the saving throw fails, the target makes a melee attack on its next turn against a random target within the range of its speed. If no targets are in range, the infected Hero does nothing but move in a random direction

**Final State:** The target attacks the nearest creature or moves randomly as above, but without a saving throw.

**Klak, Kobold Sorcerer** **Level 1 Elite Artillery**  
XP 200  
Small natural humanoid

**Initiative** +4 **Senses** Perception +4; darkvision  
**HP** 72; **Bloodied** 36  
**AC** 15; **Fortitude** 11, **Reflex** 15, **Will** 15 (All def. +1/level)  
**Saving Throws** +2  
**Speed** 6  
**Action Points** 1

**Spear** (standard; at-will) • **Weapon**

Melee +5 vs AC; 1d8 damage

**Energy Orb** (standard; at-will) • **Fire**

Ranged 10; +6 vs. Reflex; 1d10 + 2 fire damage.

**Incite Faith** (minor; encounter)

Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.

**Dragon Breath** (standard; encounter) • **Fire**

Close blast 3; +4 vs. Fortitude; 1d10 + 2 fire damage. *Miss*: Half damage.

**Klak's Blink** (move; encounter)

Klak teleports 10 squares away from the heroes.

**Alignment** Evil **Languages** Common, Draconic  
**Skills** Stealth +10, Thievery +10  
**Str** 9 (-1) **Dex** 16 (+3) **Wis** 17 (+3)  
**Con** 12 (+2) **Int** 9 (-1) **Cha** 12 (+1)  
**Equipment** hide armor, spear, bone mask

DL:	2	3	4	5	6
<b>HP</b>	86	98	110	122	134
<b>AC</b>	16	17	18	19	20
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+1	+1	+2	+2	+3
<b>XP</b>	250	300	350	400	450

**TACTICS • SMART RANGED FOCUS • ACTION POINT**

- **On Klak's first attack**, he will attempt to attack twice by using his **Action Point**.
- **If Klak is within range of a Hero**, he will attack with his **Energy Orb**.
- **Otherwise**, Klak will move his best speed towards the closest target, but attempt to stay just within its range.
- **During combat**, Klak will attempt to use his move action to shift out of harm's way and use his **Energy Orb**.
- **If Klak is adjacent to a Hero and cannot move away**, he attacks with his **Dragon's Breath**, or if that power has been used, his **Spear**.
- **During combat**, Klak will attempt to use its move action to shift out of harm's way.
- **If other Kobolds** are around, Klak will use his **Incite Faith** power to bolster them.
- **When Klak is Bloodied**, he will use his **Klak's Blink** power to try to escape.

**Gravestorm, Dracolich** **Level 1 Solo Controller**  
Huge natural magical beast (dragon, undead) XP 500

**Initiative** +3 **Senses** Perception +11; darkvision  
**HP** 144; **Bloodied** 72  
**AC** 17; **Fortitude** 19, **Reflex** 16, **Will** 17 (All def. +1/level)  
**Immune** disease, poison; **Resist** 6 necrotic; **Vulnerable** 5 radiant  
**Saving Throws** +5  
**Speed** 8, climb 4 (spider climb)  
**Action Points** 2

**Bite** (standard; at-will) • **Necrotic**

Reach 2; Melee +8 vs AC; 1d8 + 2 damage. Against a dazed target, this attack deals an extra 1d8 damage.

**Claws, Wings and Tail** (standard; at-will)

Reach 2; Melee +8 vs AC; 1d6 + 2 damage. Target is pushed 5 squares.

**Breath of Death** (standard; recharge 6) • **Necrotic**

Gravestorm breathes a coruscating blast of necrotic energy. Close blast 5; +5 vs Reflex; 2d8 + 1 necrotic damage, and the target is stunned until the end of Gravestorm's next turn. *Miss*: Half damage and the target is not stunned. *Hit or Miss*: The target loses any necrotic resistance it has (save ends.)

**Storm of the Grave** (standard; recharge 5 or 6) • **Lightning**

Gravestorm emits a burst of lightning. Close burst 5; +8 vs. Reflex; 2d6 + 3 lightning damage. *Miss*: Half damage.

**Gravestorm's Glare** (immediate interrupt, when an enemy makes a melee attack against Gravestorm; at-will) • **Fear**

Close blast 3; +7 vs. Will; the target is dazed (save ends) until the end of Gravestorm's next turn. Using this power does not provoke opportunity attacks.

**Alignment** Evil **Languages** Draconic  
**Skills** Arcana +5, Endurance +7, History +5, Insight +6, Intimidate +9, Religion +5  
**Str** 22 (+6) **Dex** 16 (+3) **Wis** 16 (+3)  
**Con** 20 (+5) **Int** 14 (+2) **Cha** 12 (+1)

DL:	2	3	4	5	6
<b>HP</b>	160	176	192	208	224
<b>AC</b>	18	19	20	21	22
<b>Atk</b>	+1	+2	+3	+4	+5
<b>Dmg</b>	+1	+2	+3	+4	+5
<b>XP</b>	625	750	875	1,000	1,125

**TACTICS • SMART MELEE FOCUS • 2 ACTION POINTS**

- **On Gravestorm's first attack**, it will position itself to best use its **Breath of Death** and then use an **Action Point** to attack with its **Storm of the Grave**.
- **If Gravestorm is adjacent to a single Hero**, it attacks with its **Bite**.
- **If Gravestorm is adjacent to two or more Heroes**, and it cannot use **Storm of the Grave**, it will use **Claws, Wings and Tail**.
- Gravestorm will always attempt move in range of the highest number of Heroes.
- **After every melee attack on Gravestorm**, it will use its **Gravestorm's Glare** power.
- Gravestorm will use its second **Action Point** as soon as it can after being **Bloodied** to make its most damaging attack.
- Gravestorm will attempt to **Recharge** its powers at every opportunity.



