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*Dedicated to the memory of E. Gary Gygax*

620-21958720-001 EN  
9 8 7 6 5 4 3 2 1  
First Printing: June 2008  
ISBN: 978-0-7869-5045-4



U.S., CANADA, ASIA, PACIFIC,  
& LATIN AMERICA  
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# MONSTERS A to Z

**WELCOME TO** the *Monster Manual*®. It joins the *Player's Handbook*® and the *Dungeon Master's Guide*® to form the core rules for the DUNGEONS & DRAGONS Roleplaying Game!

The *Monster Manual* offers a rich collection of monsters designed to challenge player characters (PCs) of every level. This introduction explains how to read each monster's statistics. Refer to the glossary on pages 280–283 for definitions of common terms that are not spelled out in a monster's statistics block.

Lists of monsters by level and role appear on pages 284–287 to assist you in tailoring encounters to the level and abilities of the player characters.

A monster's statistics are presented in a format that makes them easy to use right off the page. Each statistics block is divided into sections, as shown in the example below.

Monster Name		Level #	Role
Size origin type (keyword)			XP #
Initiative +#		Senses Perception +#; special senses	
Aura Name (Keyword) aura #; effect.			
HP #; Bloodied #			
AC #; Fortitude #, Reflex #, Will #			
Saving Throws +#			
Speed #			
Action Points #			
[Type] Power Name (action; recharge) ♦ Keyword(s)			
Reach; range, area, or targets; attack bonus vs. target defense; effect. Miss: effect (if any). Secondary attack or effect.			
[Type] Power Name (action; recharge) ♦ Keyword(s)			
Reach; range, area, or targets; attack bonus vs. target defense; effect. Miss: effect (if any). Secondary attack or effect.			
Alignment	Languages		
Skills skill name +#, skill name +#			
Str score (+#)	Dex score (+#)	Wis score (+#)	
Con score (+#)	Int score (+#)	Cha score (+#)	
Equipment armor, shield, weapons, other gear			

## MONSTER NAME

Every monster has a unique name. Related monsters can have similar names, such as the hobgoblin soldier and the hobgoblin archer.

## LEVEL AND ROLE

The level of the monster and the role it fills are given in the top right-hand corner of the statistics block. The *Dungeon Master's Guide* explains more about monster level and role and how to build encounters using them.

## LEVEL

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





## ROLE

A monster's role describes its preferred combat tactics, much as a character class's role suggests tactics for PCs. Monster roles are **artillery**, **brute**, **controller**, **lurker**, **skirmisher**, and **soldier**. These roles are discussed in the *Dungeon Master's Guide*.

A monster might have the **leader** keyword in parentheses, indicating that it grants some sort of boon to its allies in combat, such as a beneficial aura.

## SIZE, ORIGIN, AND TYPE

Each monster has a size, origin, and type, listed in that order. Some monsters also have one or more keywords in parentheses.

### SIZE

A monster's size determines the space it occupies, as well as its reach.

Monster Size	Space	Reach
Tiny	—	0
Small	1	1
Medium	1	1
Large	2 × 2	1 (long) or 2 (tall)
Huge	3 × 3	2 (long) or 3 (tall)
Gargantuan	4 × 4 or larger	3 (long) or 4 (tall)

**Space:** This is the number of squares the creature occupies on the battle grid. Tiny creatures have no Space entry because they work a little differently: Four Tiny creatures can fit in a single square.

**Reach:** Large, Huge, and Gargantuan creatures often have exceptional reach and can attack enemies that are not adjacent to them. A creature's reach depends in part on whether it has a tall form, standing upright, or a long form that is oriented lengthwise. Tall creatures often reach farther than long ones. A creature's reach is built into its melee powers.

A Tiny creature has 0 reach; it cannot attack outside its own space.

A creature with reach greater than 1 still can't make opportunity attacks against nonadjacent creatures unless it has *threatening reach* (see page 283).

### ORIGIN

A monster's origin summarizes its place in the D&D cosmology. Origins are **aberrant**, **elemental**, **fey**, **immortal**, **natural**, and **shadow**. These terms are defined in the glossary.

### TYPE

A creature's type summarizes some basic things about its appearance and behavior. Types are **animate**, **beast**, **humanoid**, and **magical beast**. These terms are defined in the glossary.

### KEYWORDS

Some monsters have keywords that further define them. These keywords represent groups of monsters, such as **angel**, **demon**, **devil**, **dragon**, and **undead**. Others indicate that a creature is made up of or strongly linked to a certain type of elemental force: **air**, **cold**, **earth**, **fire**, or **water**. Monsters can have more than one keyword.

If the monster's name doesn't include its race, the race is added after the monster's type and keywords. For example, the snaketongue assassin is categorized as a "Medium natural humanoid (shapechanger), human."

## EXPERIENCE POINTS (XP)

This entry gives the experience point award for defeating the monster.

## INITIATIVE

The monster's initiative modifier appears here.

## SENSES

Every monster has a Perception check modifier. Some monsters also have special senses that allow them to detect enemies in unusual situations, such as darkvision or tremorsense; these are defined in the glossary.

## AURA

An aura is a passive ability that takes effect when another creature comes within a certain distance of the monster. Not all monsters have auras. For more information on auras, see the glossary.

## HIT POINTS (HP)

Damage a monster takes is subtracted from its hit points.

**HP:** The monster's total hit points.

**Bloodied:** Half the monster's total hit points. If the monster's current hit points are equal to or less than this value, the monster is considered bloodied.

## DEFENSES

This line of the monster's statistics block lists the monster's Armor Class (AC) and its **Fortitude**, **Reflex**, and **Will** defenses.

## IMMUNE/RESIST/VULNERABLE

This line appears if certain attacks have reduced or increased effects against the monster.

## SAVING THROWS

If the monster has a bonus to saving throws, that entry appears above its speed entry.

## SPEED

This is the number of squares the monster can move with a single move action. Alternative movement modes, such as fly, climb, or swim, are listed as well.

## ACTION POINTS

Elite and solo monsters have action points they can use to take extra actions, just as PCs do. If a monster has action points, it is noted here. Unlike PCs, a monster can spend more than one action point in a single encounter, but like PCs, they can't spend one in a surprise round.



## ATTACK POWERS

Attack powers are presented so that basic attacks appear first, followed by the monster's other powers.

### TYPE

Each attack power has an icon that indicates what type of attack it is: **melee** (♠), **ranged** (🏹), **close** (⚔), or **area** (☄).

**Basic Attack:** The first attack presented is always the monster's basic attack (usually a melee attack). Some monsters have several basic attacks. A basic attack has a circle around its icon: **melee basic attack** (♠) or **ranged basic attack** (🏹).

Monsters use their basic attacks when making opportunity attacks or when using powers that allow a basic attack.

### ACTION

This states the kind of action required to use the power: **standard**, **move**, **minor**, **immediate interrupt**, **immediate reaction**, or **free**. Most immediate actions trigger on a specific event, which is described following the action type.

Some powers, especially secondary effects that trigger when the main power hits, do not have an action type. They take place as part of the action required for the main attack, or they simply occur in response to a trigger.

**Sustain:** The monster can sustain the power's effect until the start of its next turn, usually as a standard or minor action. If the power requires an attack roll, the attack must succeed before the monster can sustain the power.

### RECHARGE

Some powers can be used only once in a given encounter. Others recharge during the encounter, allowing the monster to use them again.

**At-will:** The monster can use an at-will power as often as it wants.

**Encounter:** The power can be used once per encounter and recharges after a short rest.

**Daily:** The power can be used only once per day and recharges after an extended rest.

**Recharge** [1d6][1d6][1d6][1d6][1d6][1d6]: The power has a random chance of recharging during each round of combat. At the start of the monster's turn, roll 1d6. If the roll is one of the die results shown, the power is recharged and the monster can use it again that turn. The power also recharges after a short rest.

**Recharges when . . .**: The power recharges under a specific circumstance, such as when the monster is first bloodied, when it bloodies a foe, and so forth. The power also recharges after a short rest.

### KEYWORD(S)

Certain powers have one or more keywords. Monsters and characters might have a special immunity, resistance, or vulnerability to attacks with a particular keyword, such as fire or poison. Attack power keywords are described in the glossary.

### REACH

If the monster has an unusual reach, its melee attack entries include a reach number.

### RANGE, AREA, OR TARGETS

Ranged, close, and area attacks specify a range and area of effect in squares. Any kind of attack power might specify targets.

### ATTACK BONUS

This is the modifier to the d20 die roll when the monster attacks. Some powers are automatic hits.

## TARGET DEFENSE

An attack targets AC, Fortitude, Reflex, or Will. Powers that grant a benefit to allies do not attack a defense.

### EFFECT

This section describes what happens if the attack hits.

The most common result of a hit is damage, which occurs instantaneously. Many powers also produce conditions or ongoing damage. These effects might end when the affected creature makes a successful saving throw ("save ends") or have a stated duration. Typical durations are until the end of the attacking creature's next turn or until the end of the encounter.

Some powers deal damage that combines two or more damage types. Resistance doesn't reduce damage unless the target has resistance to each type of damage from the attack, and then only the weakest of the resistances applies.

### MISS

Sometimes a power has a reduced effect on a miss; this is stated after the main effect.

### SECONDARY ATTACK/AFTEREFFECT

Sometimes when a power hits, it triggers a secondary attack. A few powers have effects that grow worse each time a saving throw is failed, or that have lingering aftereffects even after a successful saving throw. Such effects work the same way as those produced by PCs' powers; see the *Player's Handbook* for more information.

## ALIGNMENT

A monster's alignment is not rigid, and exceptions can exist to the general rule. Chapter 2 of the *Player's Handbook* contains detailed information on the various alignments.

## SKILLS

This line shows only trained skills or skills in which the monster has a racial bonus. A monster's Perception score appears elsewhere in its statistics and isn't repeated here.

## ABILITY SCORES

This section shows the monster's six ability scores, presented so that each vertical pair contributes to one of the three defenses (Fortitude, Reflex, and Will). Following each score in parentheses is the adjusted ability score modifier including one-half the monster's level, which is useful whenever the monster needs to make an untrained skill check or an ability check.

## HEALING SURGES

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

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

# ABOLETH

ABOLETHS ARE HULKING AMPHIBIOUS CREATURES that hail from the Far Realm, a distant and unfathomable plane. They live in the Underdark, swimming through drowned crannies or creeping through lightless tunnels and leaving trails of slimy mucus in their wake. Malevolent and vile, aboleths bend humanoid creatures to their will, and more powerful aboleths can transform their minions into slimy horrors.

Aboleth Lasher		Level 17 Brute
Large aberrant magical beast (aquatic)		XP 1,600
Initiative +11	Senses Perception +14; darkvision	
Mucus Haze aura 5; enemies treat the area within the aura as difficult terrain.		
HP 200; Bloodied 100		
AC 29; Fortitude 27, Reflex 25, Will 25		
Speed 5, swim 10		
⬇ Tentacle (standard; at-will)		
Reach 2; +20 vs. AC; 2d8 + 8 damage (4d8 + 8 damage against a dazed target), and the target is dazed (save ends).		
Combat Advantage		
An aboleth lasher makes an extra tentacle attack against any enemy it has combat advantage against.		
Alignment Evil	Languages Deep Speech, telepathy 20	
Skills Arcana +19, Dungeoneering +19, Insight +19		
Str 26 (+16)	Dex 16 (+11)	Wis 22 (+14)
Con 20 (+13)	Int 23 (+14)	Cha 17 (+11)

## ABOLETH LASHER TACTICS

The aboleth lasher relies on its *mucus haze* to hinder its opponents' movement while simultaneously using it to gain combat advantage with its allies. Once it covers an enemy with *slime*, it uses its tentacles to flay the hapless creature to death.

Aboleth Slime Mage		Level 17 Artillery (Leader)
Large aberrant magical beast (aquatic)		XP 1,600
Initiative +11		Senses Perception +15; darkvision
Mucus Haze aura 5; enemies treat the area within the aura as difficult terrain.		
HP 128; Bloodied 64		
AC 31; Fortitude 28, Reflex 28, Will 29		
Speed 5, swim 10		
⬇ Tentacle (standard; at-will)		
Reach 2; +19 vs. AC; 1d8 + 6 damage (3d8 + 6 damage against a dazed target), and the target is dazed (save ends).		
↘ Slime Orb (standard; at-will) ♦ Psychic		
Ranged 10; +22 vs. Reflex; 2d8 + 7 psychic damage, and the target is slowed (save ends).		
↘ Dominate (standard; at-will) ♦ Charm		
Ranged 10; targets a dazed humanoid; +20 vs. Will; the target is dominated (save ends). An aboleth slime mage can dominate only one creature at a time.		
✱ Slime Burst (standard; encounter) ♦ Psychic		
Area burst 4 within 10; targets enemies; +17 vs. Reflex; 2d8 + 7 psychic damage, and the target is immobilized (save ends). Aftereffect: The target is slowed (save ends).		
Alignment Evil		Languages Deep Speech, telepathy 20
Skills Arcana +19, Dungeoneering +20, Insight +20		
Str 23 (+14)	Dex 16 (+11)	Wis 25 (+15)
Con 20 (+13)	Int 23 (+14)	Cha 20 (+13)

## ABOLETH SLIME MAGE TACTICS

An aboleth slime mage prefers to have its underlings fight for it. When pressed into combat, it relies on its *mucus haze* to keep opponents away while it blasts them with ranged attacks. It uses *slime orb* and *slime burst* to slow its enemies' approach and tries to dominate one of them as soon as possible.

Aboleth Overseer		Level 18 Elite Controller (Leader)	
Large aberrant magical beast (aquatic)		XP 4,000	
Initiative +12		Senses Perception +16; darkvision	
Mucus Haze aura 5; enemies treat the area within the aura as difficult terrain.			
HP 348; Bloodied 174			
AC 35; Fortitude 33, Reflex 31, Will 33			
Saving Throws +2			
Speed 5, swim 10			
Action Points 1			
⊕ Tentacle (standard; at-will)			
Reach 2; +22 vs. AC; 1d8 + 8 damage (3d8 + 8 damage against a dazed target), and the target is dazed (save ends).			
↖ Psychic Slime (standard; recharges when first bloodied) ♦ Psychic			
Close burst 10; targets enemies; +20 vs. Will; 2d8 + 8 psychic damage, and the target is dazed (save ends).			
↗ Dominate (standard; at-will) ♦ Charm			
Ranged 10; targets a dazed humanoid; +20 vs. Will; the target is dominated (save ends). An aboleth overseer can dominate only one creature at a time.			
↗ Enslave (standard; at-will) ♦ Charm, Psychic			
Ranged 5; targets a dominated creature; +20 vs. Will; 6d8 + 8 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the overseer can end this domination. Once a creature is enslaved, an aboleth overseer is free to dominate other creatures.			
Invisibility (minor; encounter) ♦ Illusion			
The aboleth overseer and one ally within 10 squares of it turn invisible until the end of the aboleth overseer's next turn.			
Alignment Evil		Languages Deep Speech, telepathy 20	
Skills Arcana +20, Dungeoneering +21, Insight +21			
Str 26 (+17)		Dex 16 (+12)	Wis 25 (+16)
Con 22 (+15)		Int 23 (+15)	Cha 22 (+15)

## ABOLETH OVERSEER TACTICS

An aboleth overseer uses *psychic slime* to hinder its enemies and then selects a target to dominate, preferably one that is greatly injured so that it can use its *enslave* ability on the creature. The overseer then forces the enslaved creature to fight its former allies while it attempts to dominate others.

## ABOLETH LORE

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

**DC 20:** Aboleths lair in the deepest reaches of the Underdark, having slipped into the world from the Far Realm. However, lone aboleths can be found closer to the world's surface, haunting ruins, deep lakes, and old temples without hope or want of companionship. In many of these places, kuo-toas serve them.

**DC 25:** Aboleths communicate via telepathy. They can speak and understand Deep Speech.





An aboleth overseer and its aboleth servitors

**DC 30:** Sometimes aboleths live together as a brood, even in a collection of broods. Aboleth overseers also populate their lairs with humanoid creatures that they've enslaved and transformed into slimy minions.

## ABOLETH SERVITOR

A HUMANOID IS TRANSFORMED INTO AN ABOLETH SERVITOR by way of a ritual. When a creature transforms into an aboleth servitor, its skin becomes a clear, slimy membrane that allows it to swim and breathe in water.

Aboleth Servitor		Level 16 Minion
Medium aberrant humanoid (aquatic)		XP 350
Initiative +10	Senses Perception +8; darkvision	
HP 1; a missed attack never damages a minion.		
AC 30; Fortitude 28, Reflex 23, Will 21		
Speed 6, swim 6		
⬇ <b>Slam</b> (standard; at-will)		
+19 vs. AC; 7 damage.		
<b>Aboleth Devotion</b>		
An aboleth servitor gains a +2 bonus to attack rolls against enemies in an aboleth's <i>mucus haze</i> aura. If an aboleth servitor is ever more than 10 squares from its aboleth master, the servitor becomes dazed, weakened, and immobilized until its master moves within 10 squares of it.		
Alignment Unaligned		Languages Common
Str 24 (+15)	Dex 15 (+10)	Wis 10 (+8)
Con 20 (+13)	Int 10 (+8)	Cha 10 (+8)

## ABOLETH SERVITOR TACTICS

The servitor remains within 10 squares of its aboleth master and exists only to protect its master from harm.

## ENCOUNTER GROUPS

Kuo-toas serve aboleths willingly, but powerful aboleths also fashion servitors from dominated and defeated foes.

### Level 17 Encounter (XP 7,950)

- ◆ 1 aboleth slime mage (level 17 artillery)
- ◆ 2 aboleth lashers (level 17 brute)
- ◆ 9 kuo-toa guards (level 16 minion)

### Level 18 Encounter (XP 10,200)

- ◆ 1 aboleth overseer (level 18 controller)
- ◆ 1 nabassu gargoyle (level 18 lurker)
- ◆ 1 savage minotaur (level 16 brute)
- ◆ 8 aboleth servitors (level 16 minion)



# ABOMINATION

ABOMINATIONS ARE LIVING WEAPONS that were created during the ancient cosmic war between the gods and the primordials. Some of these creations were enormous, others small. Some were singular beings of terrific power, while others were legion. A few abominations stand apart as failed or incomplete divine experiments that have either been locked away or forgotten.

## ASTRAL STALKER

DEVIOUS AND BATTLE-HUNGRY HUNTERS, astral stalkers savor challenge and renown. Many of them serve as assassins and bounty hunters, and an astral stalker might pursue its quarry simply to test its mettle against a worthy foe.

Astral Stalker		Level 22 Elite Lurker
Medium immortal humanoid		XP 8,300
Initiative +23	Senses Perception +18; blindsight 10	
HP 314; Bloodied 157		
AC 38; Fortitude 32, Reflex 38, Will 32		
Saving Throws +2		
Speed 10, climb 6		
Action Points 1		
⚔ Claw (standard; at-will)		
+27 vs. AC; 2d6 + 8 damage, and the astral stalker can choose to designate the target as its quarry (see <i>stalker's quarry</i> ).		
🎯 Throat Dart (standard; at-will) ♦ Poison		
Ranged 5/10; +29 vs. AC; 1d10 + 8 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>First Failed Saving Throw:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Saving Throw:</i> The target is stunned instead of immobilized (save ends).		
⚡ Quick Claws (standard; at-will)		
Against a slowed or an immobilized target, the astral stalker makes two claw attacks.		
Combat Advantage		
The astral stalker's melee attacks deal an extra 2d6 damage against any target it has combat advantage against.		
👁 Invisibility (standard; at-will) ♦ Illusion		
The astral stalker turns invisible until it attacks.		
Stalker's Quarry (minor; at-will)		
The astral stalker knows the exact location of a creature it has designated as its quarry. The astral stalker can have only one quarry at a time, but the power works across any distance and even crosses planar boundaries.		
Alignment Evil		Languages Supernal
Skills Stealth +24		
Str 22 (+17)	Dex 26 (+19)	Wis 15 (+13)
Con 19 (+15)	Int 8 (+10)	Cha 10 (+11)

## ASTRAL STALKER TACTICS

An astral stalker relies on its *invisibility* and stealth to catch prey by surprise. It has poisonous bone darts in its throat that it can eject with deadly accuracy. It uses these darts to disorient and incapacitate enemies. Once one or more foes are slowed or immobilized, the stalker lunges into melee and uses its *quick claws* ability against its chosen quarry. If its quarry shakes off the darts' debilitating effects, the stalker retreats and turns invisible again, returning to ranged attacks and repeating the same strategy.



## ASTRAL STALKER LORE

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

DC 25: Although created as instruments of the gods in their war against the primordials, astral stalkers survive still. They're now a race unto themselves, inhabiting the Astral Sea. Astral stalkers gather in small tribes, and leadership of a tribe falls to the astral stalker with the best hunting trophies.

## ENCOUNTER GROUPS

Astral stalkers often hunt in pairs or small groups if they seek particularly elusive game. They have also been known to sell their services to other beings.

### Level 22 Encounter (XP 21,400)

- ♦ 1 astral stalker (level 22 elite lurker)
- ♦ 2 war devils (level 22 brute)
- ♦ 6 legion devil legionnaires (level 21 minion)

## ATROPAL

ATROPALS ARE CALAMITOUS BEINGS scorned by life. They now exist only to bring destruction and despair to everything around them.

## ATROPAL LORE

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

DC 25: Atropals are unfinished godlings that had enough of a divine spark to rise as undead. A few atropals roam freely across the planes, while others are sealed away in separate realms or buried beneath the ruins of dead civilizations.

## ENCOUNTER GROUPS

An atropal gathers undead to it and might have a squad of abyssal ghouls or vampire spawn at its disposal. Vampire lords, liches, and dracoliches all have reason to value an atropal ally.

## Level 28 Encounter (XP 70,000)

- ◆ 1 atropal (level 28 elite brute)
- ◆ 2 sorrowsworn reapers (level 27 soldier)
- ◆ 2 shadowraven swarms (level 27 brute)

Atropal	Level 28 Elite Brute
Large immortal magical beast (undead)	XP 26,000
Initiative +18	Senses Perception +20; darkvision
<b>Shroud of Death (Necrotic)</b> aura 5; at the beginning of the atropal's turn, undead allies within the aura regain 20 hit points, and living creatures in the aura take 10 necrotic damage. Radiant damage to the atropal ends its <i>shroud of death</i> . The atropal can restore the aura as a minor action.	
HP 634; <b>Bloodied</b> 317	
AC 42; <b>Fortitude</b> 42, <b>Reflex</b> 37, <b>Will</b> 40	
<b>Immune</b> disease, necrotic, poison; <b>Vulnerable</b> 10 radiant	
<b>Saving Throws</b> +2	
<b>Speed</b> fly 9 (hover)	
<b>Action Points</b> 1; see also <i>atropos burst</i>	
⚡ <b>Necrotizing Touch</b> (standard; at-will) ◆ <b>Necrotic</b> Reach 2; +29 vs. Reflex; 2d10 + 10 damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to attack rolls, and the target loses any resistance or immunity to necrotic damage (save ends all).	
⚡ <b>Atropos Burst</b> (standard; recharges when a living creature drops to 0 hit points within the atropal's aura) ◆ <b>Necrotic</b> Close burst 5; +27 vs. Reflex; 4d8 + 5 necrotic damage, and the target loses a healing surge. The atropal gains 1 action point if it hits any creatures with <i>atropos burst</i> .	
<b>Alignment</b> Evil	<b>Languages</b> Supernal
<b>Skills</b> Insight +25, Religion +19	
<b>Str</b> 30 (+24)	<b>Dex</b> 18 (+18)
<b>Con</b> 27 (+22)	<b>Int</b> 10 (+14)
	<b>Wis</b> 22 (+20)
	<b>Cha</b> 20 (+19)

## ATROPAL TACTICS

An atropal floats toward living creatures and tries to envelop as many of them as it can with its *shroud of death* aura. It relies on its hit points and speed to outlast and outmaneuver its opponents. Once surrounded, it uses *atropos burst* and then spends an action point to make a *necrotizing touch* against the most wounded creature. It continues to attack this foe with its *necrotizing touch*, hoping to slay the creature and recharge its *atropos burst*.

## BLOOD FIEND

VICIOUS, BLOODTHIRSTY PREDATORS, blood fiends have a countenance so terrifying that they can stop other creatures in their tracks with a baleful glare. They have keen senses and hunt anything for food or sport.

## BLOOD FIEND LORE

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

**DC 25:** Blood fiends are feral killers that feed on the blood of living creatures. Although they originated in the Elemental Chaos, they can be found just about any place where living prey is plentiful.

## ENCOUNTER GROUPS

Blood fiends travel in packs. They also find common ground with mighty elementals, such as efreeti and demons, and forces of death, such as death giants.





### Level 23 Encounter (XP 25,500)

- ◆ 3 blood fiends (level 23 soldier)
- ◆ 1 efreet cinderlord (level 23 artillery)
- ◆ 1 efreet flamestrider (level 23 skirmisher)

Blood Fiend		Level 23 Soldier
Medium elemental humanoid		XP 5,100
Initiative +21 Senses Perception +23; darkvision		
HP 220; Bloodied 110		
AC 41; Fortitude 36, Reflex 34, Will 32		
Immune fear		
Speed 8, fly 10		
⬇ Claws (standard; at-will)		
+28 vs. AC; 2d8 + 10 damage.		
⬇ Bloodthirsty Bite (standard; at-will) ◆ Healing		
Requires combat advantage; +28 vs. AC; 1d8 + 10 damage, and the target is grabbed and takes ongoing 10 damage (until escape). Also, the blood fiend regains 10 hit points.		
⬅ Terror Gaze (minor; at-will) ◆ Fear		
Close blast 3; +24 vs. Will; the target is immobilized (save ends).		
Combat Advantage		
The blood fiend gains combat advantage against any living, bloodied enemy.		
Alignment Chaotic evil		Languages Primordial
Skills Intimidate +24		
Str 30 (+21)	Dex 26 (+19)	Wis 24 (+18)
Con 28 (+20)	Int 22 (+17)	Cha 27 (+19)

### BLOOD FIEND TACTICS

A blood fiend uses its *terror gaze* at the beginning of each round, attempting to immobilize foes. It then turns its attention to a weak foe, tearing it to pieces with its sharp talons. The creature relentlessly attacks one foe until its prey is dead and it can select a new target.

Blood fiends are fearless adversaries and do not flee under any circumstances.



### PHANE

PHANES CAN MANIPULATE TIME, which they use to sow chaos among mortals. Occasionally they form pacts with powerful beings that share their destructive propensities.

Consisting of coalescent mist, this creature has the lower body of a hunting cat and the torso, arms, and head of a humanoid. The air ripples around the creature, and though it moves with feline grace, it seems as though it can barely hold itself together.

### PHANE TACTICS

A phane uses its great speed to stay out of range of opponents while targeting them with *wizening ray*. If forced into close combat, a phane uses either its *temporal touch* or *wizening tempest* to slow or stun enemies so it can withdraw safely and attack from a distance.

### PHANE LORE

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

DC 25: Phanes are native to the Astral Sea, but they are found throughout the cosmos, walking the space between moments, ever on the hunt for prey.

### ENCOUNTER GROUPS

Phanes aren't choosy about their allies. Legend tells of them working with sorrowsworn, nightwalkers, powerful demons and devils, and mighty fey.

### Level 26 Encounter (XP 46,000)

- ◆ 1 phane (level 26 elite controller)
- ◆ 2 sorrowsworn soulrippers (level 25 skirmisher)
- ◆ 2 dread wraiths (level 25 lurker)



Phane		Level 26 Elite Controller
Large immortal magical beast		XP 18,000
Initiative +23	Senses Perception +25; darkvision	
HP 478; Bloodied 239		
AC 41; Fortitude 38, Reflex 41, Will 38		
Resist insubstantial		
Saving Throws +2		
Speed 10, fly 10		
Action Points 1		
⬇ Temporal Touch (standard; at-will)		
Reach 2; +29 vs. Reflex; 2d8 + 10 damage, and the target is slowed until the end of the phane's next turn. The phane shifts 4 squares before or after making this attack.		
✂ Wizening Ray (standard; at-will)		
Ranged 10; +29 vs. Fortitude; 2d6 + 9 damage, and the target is dazed and weakened (save ends both). <i>Aftereffect:</i> The target is weakened (save ends). The target appears elderly until the effects of the wizening ray end.		
⚡ Wizening Tempest (standard, usable only while bloodied; at-will)		
Close burst 1; phanes are immune; +29 vs. Fortitude; 2d6 + 10 damage, and the target is stunned (save ends). <i>Aftereffect:</i> The target is dazed and weakened (save ends both). The target appears elderly until the effects of the wizening tempest end.		
Temporal Fugue (minor; at-will)		
By moving backward and forward in time, a phane can remove one effect afflicting it.		
Alignment Unaligned		Languages Supernal
Str 24 (+20)	Dex 30 (+23)	Wis 25 (+20)
Con 23 (+19)	Int 28 (+22)	Cha 22 (+19)

## TARRASQUE

A TERRIFYING EMBODIMENT OF WANTON DESTRUCTION, the tarrasque attacks without motivation or purpose—unless that purpose is to obliterate all life.

## TARRASQUE TACTICS

The tarrasque tramples enemies as it wades into battle. It uses *fury of the tarrasque* as often as it can, alternating between *rend-*

*ing bite* and *tail slap* until bloodied, then using *frenzy*. Not one to conserve its power, the tarrasque spends its action points in the opening rounds of combat to make additional attacks.

## TARRASQUE LORE

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

**DC 25:** The tarrasque is a living engine of destruction created by the primordials to obliterate the works of the gods. It sleeps within the world's core, stirring occasionally. When it wakes, it burrows up to the surface and begins a continent-wide rampage.

**DC 30:** The tarrasque is inexorably bound to the world, such that the most one can hope for is to lay the creature to rest, forcing it to sleep within the world's core for many years before it stirs again. However, ancient texts postulate that the tarrasque could be destroyed permanently were it somehow coaxed or tricked into leaving the world.

Tarrasque		Level 30 Solo Brute
Gargantuan elemental magical beast		XP 95,000
Initiative +23	Senses Perception +19; blindsight 20	
<b>Earthbinding</b> aura 40; any flying creature in the aura has its fly speed reduced to 1 and maximum altitude reduced to 20 feet (putting it within the tarrasque's reach). Any creature above this altitude at the end of its turn falls to an altitude of 20 feet automatically.		
HP 4,420; Bloodied 710		
AC 43; Fortitude 49, Reflex 38, Will 32		
Immune charm, fear; Resist 10 to all damage		
Saving Throws +5		
Speed 8, burrow 8, climb 8		
Action Points 2		
<b>Elder of Annihilation</b>		
The tarrasque's attacks ignore all resistances.		
⬇ <b>Bite</b> (standard; at-will)		
Reach 3; +34 vs. AC; 1d12 + 16 damage, and ongoing 15 damage (save ends).		
⬇ <b>Fury of the Tarrasque</b> (standard, not usable while bloodied; recharge ⏏ ⏏)		
The tarrasque makes a bite attack and one of the following attacks:		
♦ <b>Rending Bite:</b> reach 3; +34 vs. AC; 3d12 + 16 damage, plus the target takes a -5 penalty to AC until the end of the tarrasque's next turn.		
♦ <b>Tail Slap:</b> reach 3; cannot use against the same target it attacked with its bite; +32 vs. Fortitude; 3d12 + 16 damage, plus the target is pushed 4 squares and knocked prone.		
⬇ <b>Trample</b> (standard; at-will)		
The tarrasque can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the tarrasque must end its move in an unoccupied space. When it enters an enemy's space, the tarrasque makes a trample attack: +33 vs. Reflex; 1d12 + 16 damage, and the target is knocked prone.		
⚡ <b>Frenzy</b> (standard, usable only while bloodied; at-will)		
Close burst 3; the tarrasque makes a bite attack against each creature within the burst.		
<b>Eternal Slumber</b>		
When the tarrasque is reduced to 0 hit points, it sinks back into the world's core and slumbers once again.		
Alignment Unaligned		Languages –
Str 42 (+31)	Dex 26 (+23)	Wis 18 (+19)
Con 36 (+28)	Int 3 (+11)	Cha 7 (+13)





# ANGEL

MOST DEITIES HAVE ANGEL SERVANTS. Although their appearances can vary, all angels are vaguely humanoid in form, with masculine or feminine features and lower bodies that trail off into flowing energy.

Angels exist as expressions of the Astral Sea, sentient energy in humanoid form. They most often serve the gods, so some believe that the gods created them. In reality, angels are powerful astral beings who appeared during the first moments of the creation of the Astral Sea. Different types of angels have different callings; they are literally manifestations of celestial vocations. Perhaps it was the needs of the gods that caused the astral stuff to spew them forth, but it was not a conscious act of creation. During the great war between the gods and the primordials, angels offered themselves as warriors to the gods that best encompassed their callings, and today they continue to act as mercenary forces for anyone willing to meet their price—be it wealth, or power, or a cause worthy of their attention.

Angels are more involved in the world and other planes than deities and exarchs. They act both openly and secretly, often acting as emissaries, generals, and even assassins.

## ANGEL OF BATTLE

ANGELS OF BATTLE COMMAND ANGELS OF VALOR, but they also lead cadres of mortals in combat.

Angel of Battle	Level 15 Skirmisher (Leader)
Large immortal humanoid (angel)	XP 1,200
Initiative +13	Senses Perception +11
Angelic Presence Attacks against the angel of battle take a -2 penalty unless the angel is bloodied.	
HP 148; Bloodied 74	
AC 29; Fortitude 27, Reflex 25, Will 28	
Immune fear; Resist 10 radiant	
Speed 8, fly 12 (hover); see also <i>mobile melee attack</i> and <i>storm of blades</i>	
⚔ <b>Falchion</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +21 vs. AC; 1d10 + 5 damage (crit 2d10 + 16).	
✚ <b>Mobile Melee Attack</b> (standard; at-will)	
An angel of battle can move up to half its speed and make one melee basic attack at any point during that movement. The angel doesn't provoke opportunity attacks when moving away from the target of its attack.	
⚡ <b>Storm of Blades</b> (standard; encounter)	
Razor-sharp blades explode from the angel's wings. Close burst 3; +19 vs. AC; 6d8 + 7 damage. After using this ability, the angel of battle has a fly speed of 2 (hover) until the end of the encounter.	
<b>Chosen Foe</b> (free, after making a falchion attack; at-will)	
Once during its turn, an angel of battle can illuminate an enemy it hits with a falchion attack, bathing the enemy in light as bright as a torch and granting the angel's allies combat advantage against that enemy until the start of the angel's next turn.	
Action <b>Any</b>	Languages <b>Supernal</b>
Skills <b>Intimidate +19</b>	
Str 23 (+13)	Dex 19 (+11)
Con 20 (+12)	Int 15 (+9)
Equipment <b>falchion</b>	Wis 18 (+11)
	Cha 25 (+14)

## ANGEL OF BATTLE TACTICS

An angel of battle employs a combination of airborne and ground-based tactics. Against tough adversaries, the angel uses *chosen foe* and takes to the air, using its reach to stay out of melee attack range. The angel reserves *storm of blades* for the end of battle, when it believes it will no longer need to fly, either because death or victory is imminent.

## ANGEL OF BATTLE LORE

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

**DC 20:** As their name implies, angels of battle lead forces into combat. More powerful than angels of valor, angels of battle fulfill a similar function but are called upon to fight greater threats.

**DC 25:** When a god sends an angel of battle to tend to a situation, it's unlikely the god desires to deliver a message or negotiate. Angels of battle are harbingers for war.

## ENCOUNTER GROUPS

A typical encounter includes one angel of battle supported by two angels of protection and several angel of valor minions. Angels of battle also act as leaders in mixed groups of devout creatures in the service of a god.

### Level 15 Encounter (XP 6,000)

- ♦ 1 angel of battle (level 15 skirmisher)
- ♦ 2 angels of protection (level 14 soldier)
- ♦ 8 angel of valor veterans (level 16 minion)

