

SWORD & SORCERY

CREATURE COLLECTION

A COMPENDIUM OF 4TH EDITION MONSTROUS FOES



FIERY  DRAGON



CREATURE COLLECTION



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THE ASAATTHI ARE AN ANCIENT RACE OF SERPENTINE, humanoid arcane warriors. It is said that their empire once extended across virtually the entire continent of Ghelspad. Now their settlements are found primarily in the region stretching from the swamps of Kan Thet to the vast Ukrudan Desert. Scattered ruins elsewhere hint at the extent of their ancient domains, but only isolated clans remain of the asaatthi themselves.

Clans and heritage are all-important to the asaatthi, with famous ancestral warriors and wizards revered as saints. Asaatthi are experts in warfare both magical and mundane. They generally prefer guerilla-style tactics due to their small numbers, but they are comfortable coordinating large-scale assaults as well (often directing their slaves against other humanoids). Given the choice, asaatthi will lay traps and ambush opponents, but they are not likely to back down from a direct confrontation; even so, they are far from stupid and all too aware of their own mortality. They will retreat and live to fight again if the battle turns against them and the opportunity presents itself.

Despite their delicate appearance, asaatthi are strong, fast, and resilient. They prefer loose robes and sashes and their unique light armor, known as “serpentmail,” so that they may have free range of movement, especially for their long, serrated tails. Asaatthi also tend to wear a great deal of jewelry. Like the snakes from which they were formed, they are able to sense nearby creatures by scent, using their forked tongues, rather than by sight.

ASAATTHI LORE

The following information about asaatthi can be obtained with a successful Nature check.

DC 15: The asaatthi’s slow decline resulted in two main cultures: swamp-dwelling and desert-dwelling asaatthi. The former live in their ancestors’ decaying cities and venture forth occasionally to strike at nearby humanoid settlements; the latter are semi-nomadic, visiting hereditary ruins and other secret locations while they hunt down racial enemies.

All asaatthi retain slaves, though not on the massive scale of ancient times. Other reptilian races such as lizardfolk and troglodytes serve as the primary labor force.

DC 20: A combination of factors led to the eventual fragmentation of Asaii Tthul, the ancient asaatth empire. The serpentfolk were masters at crafting magical items that they used to dominate other races and to further the agenda of their maker, Mormo the Serpentmother; individually, though, the asaatthi focused almost exclusively on studying and practicing their arcane magics, leaving the administration of their empire to subjugated races. As well, other titanspawn came to see the asaatthi as anathema due to their willingness to delve into dangerous wizardry; the asaatthi eventually indulged in internecine conflicts with these other titan races, weakening their power further.

DC 25: Asaatthi are tireless in their search for any item, knowledge, or stratagem that might restore them to dominance. Individual researchers and war bands can be glimpsed in the furthest reaches of Ghelspad and even, some have reported, on other continents.

DC 30: Asaatthi runners are reputed to have ventured into the Hornsaw Forest to deliver new discoveries to a hidden conclave of asaatthi wizards, who are said to be hard at work trying to raise the Mother of Serpents.



(Top to bottom) asaatthi stalker, asaathi baneguard

Asaatthi Blade		Level 4 Minion	
Medium natural humanoid (reptile)		XP 44	
Initiative +4 Senses Perception +2; blindsight 1, low-light vision			
HP 1; a missed attack never damages a minion			
AC 16; Fortitude 15, Reflex 17, Will 15			
Speed 7			
⊕ Short Sword (standard; at-will) • Poison, Weapon			
+7 vs. AC; 4 damage, and the asaathli blade tries to bite the same target, making a secondary attack. <i>Secondary Attack</i> : +5 vs. Fortitude; ongoing 2 poison damage (save ends).			
⊗ Javelin (standard; at-will) • Weapon			
Ranged 10/20; +7 vs. AC; 4 damage.			
Asaatthi Evasion			
Asaatthi cannot be slowed. An immobilized asaathli is instead treated as if it had been slowed.			
Alignment Evil		Languages Common, Draconic	
Str 14 (+3)	Dex 16 (+4)	Wis 13 (+2)	
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)	
Equipment leather armor, short sword, 3 javelins			

Asaatthi Blade Tactics

Asaatthi blades always act on the commands of more powerful asaathli. While capable of independent thought, they have long been conditioned to heed their masters well.

Asaatthi Stalker		Level 4 Skirmisher	
Medium natural humanoid (reptile)		XP 175	
Initiative +7 Senses Perception +9; blindsight 1, low-light vision			
HP 53; Bloodied 26			
AC 18; Fortitude 15, Reflex 17, Will 16			
Resist 10 poison			
Speed 8			
⊕ Scimitar (standard; at-will) • Poison, Weapon			
+9 vs. AC; 1d8+1 damage (crit 1d8+9), and the asaathli stalker tries to bite the same target, making a secondary attack. <i>Secondary Attack</i> : +7 vs. Fortitude; 1d6+1 damage and ongoing 3 poison damage (save ends).			
⊗ Shortbow (standard; at-will) • Weapon			
Ranged 15/30; +9 vs. AC; 1d8+3 damage.			
Asaatthi Evasion			
Asaatthi cannot be slowed. An immobilized asaathli is instead treated as if it had been slowed.			
Chameleon			
The asaathli stalker gains concealment against any creature more than 6 squares away.			
Combat Advantage			
The asaathli stalker deals an extra 1d6 damage to any target it has combat advantage against.			
Mystic Leap (move; recharge ☐ ☐ ☐) • Arcane			
The asaathli stalker may fly up to 6 squares.			
Alignment Evil		Languages Common, Draconic	
Skills Acrobatics +10, Athletics +8, History +7, Stealth +10			
Str 12 (+3)	Dex 17 (+5)	Wis 14 (+4)	
Con 13 (+3)	Int 11 (+2)	Cha 13 (+3)	
Equipment hide armor, scimitar, shortbow, quiver with 20 arrows			

Asaatthi Stalker Tactics

Asaatthi stalkers tend to move in and out of combat a great deal, using their mystic leap ability whenever possible to keep away from tough melee opponents, while peppering enemies with arrows from concealment. Once they have weakened a foe with arrows from hiding, they close for the kill, using flanking tactics whenever possible.



Asaatthi blade

Asaatthi Baneguard	Level 6 Soldier
Medium natural humanoid (reptile)	XP 250
Initiative +8 Senses Perception +9; blindsight 1, low-light vision	
HP 71; Bloodied 35	
AC 21; Fortitude 19, Reflex 18, Will 17	
Resist 10 poison	
Speed 7	
⊕ Scimitar (standard; at-will) • Weapon	
+13 vs. AC; 1d8+3 damage (crit 1d8+11), plus the target is marked until the end of the asaathli baneguard's next turn.	
⊕ Bite (standard; at-will) • Poison	
+11 vs. Fortitude; 2d6+3 damage, and ongoing 5 poison damage (save ends).	
↓ Double Attack (standard; encounter) • Poison, Weapon	
The asaathli baneguard makes a scimitar attack and a bite attack.	
Asaatthi Evasion	
Asaatthi cannot be slowed. An immobilized asaathli is instead treated as if it had been slowed.	
Poison Spittle (immediate interrupt, when an adjacent marked enemy moves or shifts; at-will) • Poison	
+11 vs. Reflex; 1d6+3 poison damage, and the target is blinded and takes ongoing 5 poison damage (save ends both).	
Willing Target (when an adjacent ally is marked; encounter)	
The asaathli baneguard transfers the ally's marked condition to itself.	
Alignment Evil Languages Common, Draconic	
Skills Athletics +11, History +8, Intimidate +10	
Str 16 (+6) Dex 16 (+6) Wis 12 (+4)	
Con 15 (+5) Int 10 (+3) Cha 14 (+5)	
Equipment scale armor, light shield, scimitar, 3 javelins	

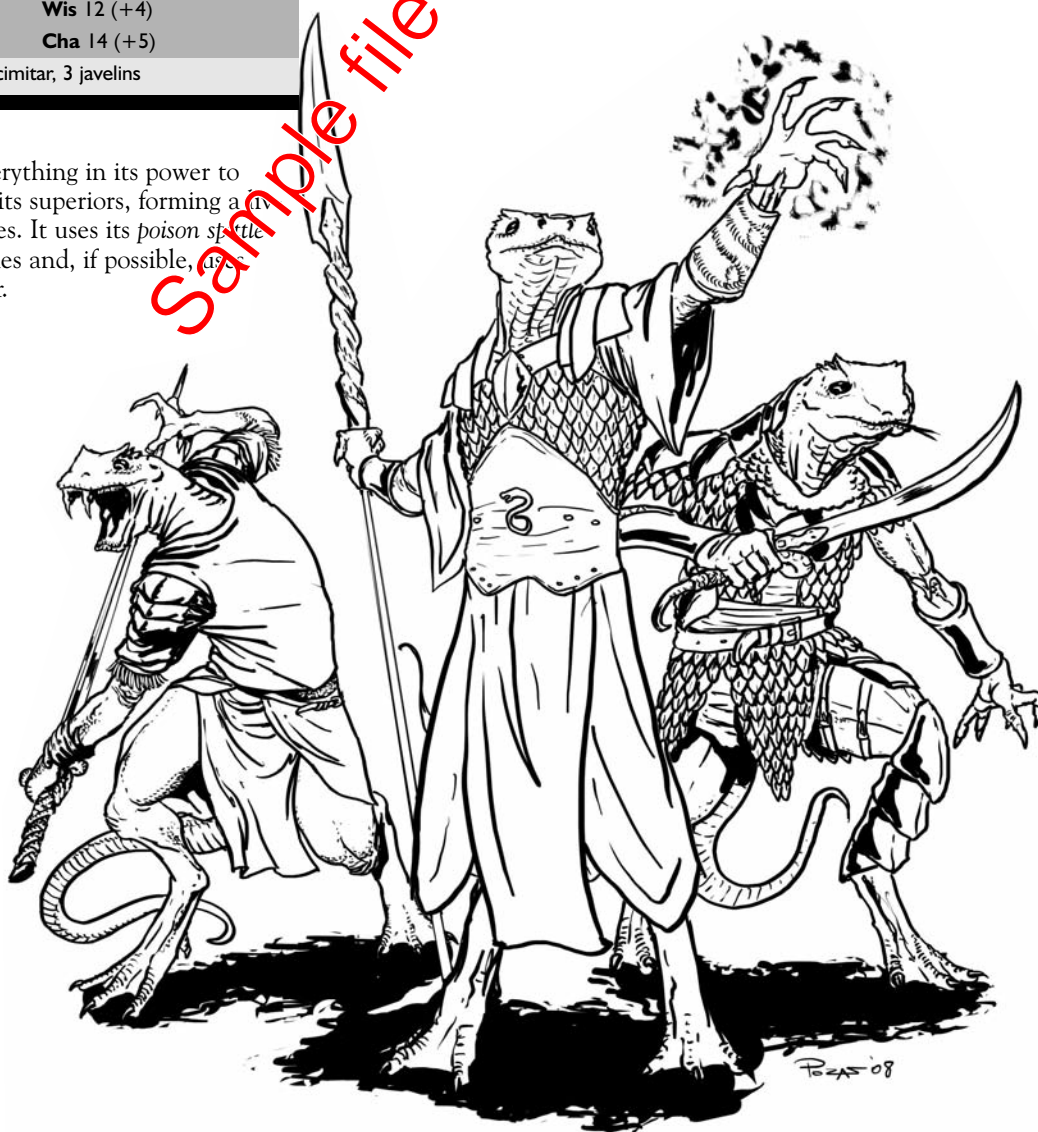
Asaatthi Baneguard Tactics

An asaathli baneguard does everything in its power to keep its enemies from reaching its superiors, forming a living shield against mobile enemies. It uses its *poison spittle* ability to hamper marked enemies and, if possible, uses *willing target* to protect its leader.

Asaatthi Fang	Level 8 Minion
Medium natural humanoid (reptile)	XP 88
Initiative +7 Senses Perception +4; blindsight 1, low-light vision	
HP 1; a missed attack never damages a minion	
AC 20; Fortitude 20, Reflex 22, Will 19	
Speed 7	
⊕ Short Sword (standard; at-will) • Poison, Weapon	
+11 vs. AC; 5 damage, and the asaathli fang tries to bite the same target, making a secondary attack. <i>Secondary Attack</i> : +9 vs. Fortitude; ongoing 3 poison damage (save ends).	
⊙ Javelin (standard; at-will) • Weapon	
Ranged 10/20; +11 vs. AC; 5 damage.	
Asaatthi Evasion	
Asaatthi cannot be slowed. An immobilized asaathli is instead treated as if it had been slowed.	
Alignment Evil Languages Common, Draconic	
Str 16 (+6) Dex 18 (+7) Wis 13 (+4)	
Con 13 (+4) Int 10 (+3) Cha 12 (+4)	
Equipment leather armor, short sword, 3 javelins	

Asaatthi Fang Tactics

Asaatthi fangs are capable warriors, though they always defer to their betters. They tend to use javelins as they close with enemies, and then swarm about foes with sword and fang.



Asaatthi Witchblade		Level 7 Controller
Medium natural humanoid (reptile)		XP 300
Initiative +6 Senses Perception +9; blindsight 1, low-light vision		
HP 78; Bloodied 39		
AC 21; Fortitude 18, Reflex 19, Will 20		
Resist 10 poison		
Speed 7		
⬇ Serpentblade (standard; at-will) • Arcane, Poison, Weapon +12 vs. AC; 1d8+4 poison damage (crit 1d8+12), and ongoing 5 poison damage (save ends).		
⤴ Noxious Bolt (standard; at-will) • Arcane, Poison Ranged 5; +11 vs. Reflex; 1d10+4 poison damage, and the target is slowed (save ends).		
✱ Viper Nest (standard; recharge ☞☞☞) • Arcane, Conjunction, Zone Area burst 1 within 5 squares. The burst conjures a swarm of vipers that bite any creature in the area until the end of the encounter. Creatures that enter the zone or start their turns there take 1d6+4 poison damage and ongoing 5 poison damage (save ends) and are slowed until the end of their next turn.		
Asaatthi Evasion Asaatthi cannot be slowed. An immobilized asaaththi is instead treated as if it had been slowed.		
Alignment Evil	Languages Common, Draconic	
Skills Arcana +12, Athletics +10, History +12, Intimidate +11		
Str 14 (+5)	Dex 16 (+6)	Wis 12 (+4)
Con 14 (+5)	Int 18 (+7)	Cha 17 (+6)
Equipment scale armor, scimitar		

Asaatthi Witchblade Tactics

Asaatthi witchblades are equally at home in melee combat or at short range. They try to position themselves so that they may target any of their enemies, and they then support their allies by using *viper nest* and *noxious bolt* to hamper opponents' ability to move about the battlefield.

ENCOUNTER GROUPS

Asaatthi typically use lizardfolk and other reptilian races as slave troops. They sometimes keep drakes, mock dragons, or other reptilian beasts as pets and steeds.

Level 4 Encounter (XP 875)

- 3 asaaththi stalkers (level 4 skirmisher)
- 2 greenscale hunters (level 4 skirmisher)

Level 6 Encounter (XP 1,220)

- 5 asaaththi blades (level 4 minion)
- 4 asaaththi stalkers (level 4 skirmisher)
- 1 asaaththi witchblade (level 7 controller)

Level 7 Encounter (XP 1,600)

- 2 asaaththi baneguards (level 6 soldier)
- 2 troglodyte maulers (level 6 soldier)
- 2 asaaththi witchblades (level 7 controller)

Level 10 Encounter (XP 2,440)

- 2 asaaththi witchblades (level 7 controller)
- 5 asaaththi fangs (level 8 minion)
- 1 mock dragon (level 9 brute)
- 1 asaaththi maleficent (level 10 elite artillery)

Asaatthi Maleficent		Level 10 Elite Artillery (Leader)
Medium natural humanoid (reptile)		XP 1,000
Initiative +8 Senses Perception +11; blindsight 1, low-light vision		
Maleficent Aura aura 10; allies in the aura gain resist 20 poison		
HP 160; Bloodied 80; see also <i>arcane interposition</i>		
AC 22; Fortitude 21, Reflex 22, Will 24; see also <i>arcane interposition</i>		
Resist 20 poison		
Saving Throws +2		
Speed 7		
Action Points 1		
⬇ Serpentblade (standard; at-will) • Poison, Weapon +17 vs. AC; 2d6+2 poison damage, and ongoing 10 poison damage (save ends).		
⤴ Caustic Bolt (standard; at-will) • Acid, Arcane Ranged 10; +15 vs. Reflex; 2d6+5 acid damage.		
⤴ Coils of the Great Serpent (standard; encounter) • Arcane, Conjunction Ranged 10; +15 vs. Reflex; 3d6+5 damage, and target is restrained and takes ongoing 10 damage (save ends both). <i>Aftereffect:</i> The target is immobilized (save ends).		
⤴ Malice Field (standard; recharge ☞☞☞) • Arcane, Poison Close burst 2; targets enemies; +13 vs. Fortitude; 3d6+5 poison damage, and the target is blinded (save ends).		
✱ Venom Gout (standard; recharge ☞☞☞) • Arcane, Poison Area burst 2 within 10 squares; +13 vs. Reflex; 1d10+5 poison damage, and ongoing 5 poison damage (save ends). <i>Miss:</i> Half damage and no ongoing damage.		
Asaatthi Evasion Asaatthi cannot be slowed. An immobilized asaaththi is instead treated as if it had been slowed.		
Arcane Interposition (immediate interrupt, usable only when bloodied; recharge ☞☞☞) • Arcane, Teleportation When the asaaththi maleficent would be hit by a melee attack, it may trade spaces with any asaathth ally of its level or lower within 5 squares. The asaathth that now occupies the asaaththi maleficent's former space becomes the target of the melee attack that triggered this ability.		
Alignment Evil	Languages Common, Draconic	
Skills Arcana +15, Athletics +12, History +15, Intimidate +14		
Str 14 (+7)	Dex 17 (+8)	Wis 12 (+6)
Con 14 (+7)	Int 21 (+10)	Cha 19 (+9)
Equipment scale armor, glaive		

Asaatthi Maleficent Tactics

Asaatthi maleficents usually command from the rear, though they can be fearsome melee opponents when pressed - but pressing a maleficent is difficult due to *arcane interposition*. A maleficent always uses *venom gout* when closely pursued, if that ability is charged, and it usually reserves *coils of the great serpent* for a heavily armored foe.

Note that the maleficent's aura allows it to blast enemies with relative impunity using either *malice field* or *venom gout*, even if allies are within the area.

BARROW WORM

A BARROW WORM locates a long, narrow fissure or tunnel into which it can squeeze, coiling itself back into the darkness like a great spring. When a victim passes close by, it strikes, grabs the target in its serrated mandibles, and then recoils back into its hole, making it difficult for the victim to escape and nearly impossible for others to assist him.

Piles of refuse — bits of clothing, armor, and equipment — found in mounds around a particular hole are often a dead giveaway that a barrow worm awaits inside.

BARROW WORM LORE

The following information about barrow worms can be obtained with a successful Nature check.

DC 15: Barrow worms are a common hazard in crypts or subterranean passages, preying upon unwary animals or individuals that pass too near their lairs.

DC 20: The barrow worm is a massive creature with no obvious eyes or other sensory organs; instead, rows of fine bristles along the entire length of its body allow it to "see."

ENCOUNTER GROUPS

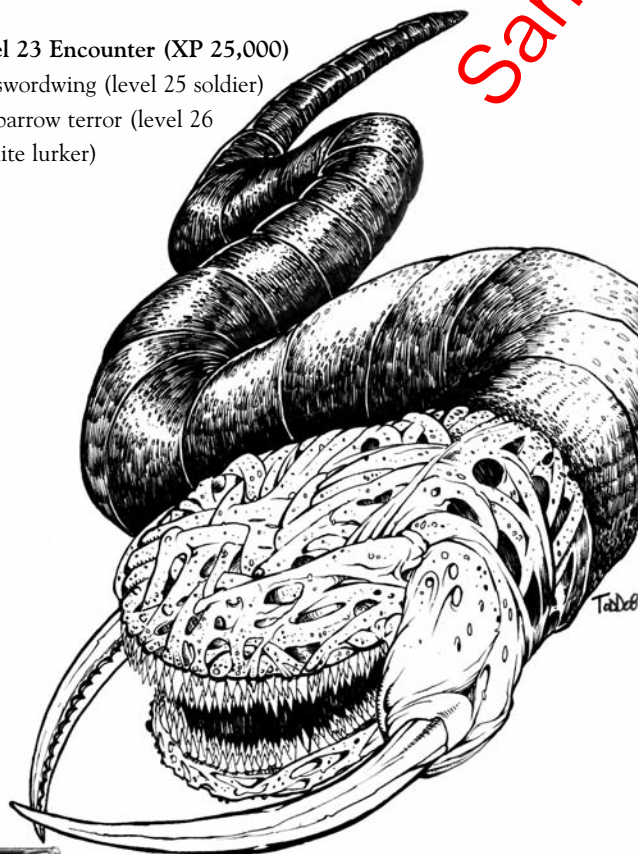
Barrow worms are generally solitary creatures, but intelligent creatures who can avoid the great worm's reach sometime make lairs nearby, forming a symbiotic predator-savenger relationship.

Level 14 Encounter (XP 5,200)

- 1 unhallowed thief [ranger template] (level 14 elite lurker)
- 1 barrow worm (level 17 elite lurker)

Level 23 Encounter (XP 25,000)

- 1 swordwing (level 25 soldier)
- 1 barrow terror (level 26 elite lurker)



Barrow Worm		Level 17 Elite Lurker
Huge natural beast (blind)		XP 3,200
Initiative +14	Senses Perception +10; blindsight 10, tremorsense 20	
HP 246; Bloodied 123; see also <i>frantic thrash</i>		
AC 33; Fortitude 32, Reflex 30, Will 29		
Immune gaze, illusion		
Saving Throws +2		
Speed 8; burrow 4 (tunneling)		
Action Points 1		
⊕ Bite (standard; at-will)		
Reach 3; +22 vs. AC; 2d8+7 damage, and the target is grabbed (until escape). The barrow worm cannot make bite attacks while grabbing a creature, but it can use mandible squeeze.		
⊕ Mandible Squeeze (standard; at-will)		
Grabbed target only. +22 vs. Reflex; 2d8+7 damage. Miss: Half damage.		
⊕ Frantic Thrash (immediate reaction, when reduced to 0 hit points; encounter)		
The barrow worm makes a bite attack or, if it has an enemy grabbed, a <i>mandible squeeze</i> .		
Alignment Unaligned		Languages –
Str 24 (+14)	Dex 14 (+10)	Wis 15 (+10)
Con 15 (+10)	Int 1 (+3)	Cha 6 (+6)

Barrow Worm Tactics

The barrow worm remains still in its fissure, far from any sources of light, and detects approaching victims by changes in air pressure and vibration. It is not an intelligent predator, and once it locks its mandibles around a victim, it tries to drag the target inside its hole whether the prey fits or not. Using *mandible squeeze*, it saws continuously at the victim, inflicting deep, jagged wounds until the worm can be persuaded to let go.

Barrow Terror		Level 26 Elite Lurker
Gargantuan natural beast (blind)		XP 18,000
Initiative +19	Senses Perception +16; blindsight 10, tremorsense 20	
HP 376; Bloodied 188; see also <i>frantic thrash</i>		
AC 42; Fortitude 41, Reflex 39, Will 38		
Immune gaze, illusion		
Saving Throws +2		
Speed 10; burrow 5 (tunneling)		
Action Points 1		
⊕ Bite (standard; at-will)		
Reach 4; +30 vs. AC; 3d8+9 damage, and the target is grabbed (until escape). The barrow terror cannot make bite attacks while grabbing a creature, but it can use mandible squeeze.		
⊕ Mandible Squeeze (standard; at-will)		
Grabbed target only. +30 vs. Reflex; 3d8+9 damage. Miss: Half damage.		
⊕ Frantic Thrash (immediate reaction, when reduced to 0 hit points; encounter)		
The barrow terror makes a bite attack or, if it has an enemy grabbed, a <i>mandible squeeze</i> .		
Alignment Unaligned		Languages –
Str 29 (+22)	Dex 14 (+15)	Wis 17 (+16)
Con 26 (+21)	Int 2 (+9)	Cha 13 (+14)

Barrow Terror Tactics

A barrow terror is simply a barrow worm grown terribly large; it uses the same tactics as its smaller brethren.

BAT DEVIL

THE "BAT DEVIL" IS RATHER INACCURATELY NAMED; this sentient race of bat-people suffers from a bad reputation that it hasn't fairly earned. One of the few humanoid races capable of natural flight, bat devils stand around six feet tall when fully upright. Their batlike features and huge, leathery wings tend to frighten other races, which have dubbed the bat-folk "devils" out of superstition. (Their name for themselves is the Piterin, or "the flying people.")

Unless given no means of escape, bat devils prefer to fly away from combat at the earliest opportunity. When forced to defend their roosts, they wield scavenged weapons with their feet, engaging opponents as they remain airborne.

BAT DEVIL LORE

The following information about bat devils, or piteri, can be obtained with a successful Nature check.

DC 15: Bat devils have a relatively simple society, due to their lack of reliance on material goods. They tend to gather in roosts, led by the wisest female. In dire circumstances, a roost may send heavily robed emissaries into settled lands to conduct business of one sort or another.

DC 20: Bat devils typically eat insects and birds, which they catch on the wing, but they have been known to augment their diet by carrying off young herd animals. As they see little difference between a rancher's herd and wild prey, their occasional predations only add to their reputation among humankind. Worse, due to the actions of a few rogue (and likely insane) individuals, bat devils are rumored to snatch away and eat unattended children, even though the average bat devil is no more likely to steal a child than is the average person.

ENCOUNTER GROUPS

Piterin often train monstrous bats or other flying beasts as guards and hunting companions.

Level 4 Encounter (XP 850)

- 3 piterin scouts (level 3 skirmisher)
- 2 piterin soarers (level 5 artillery)

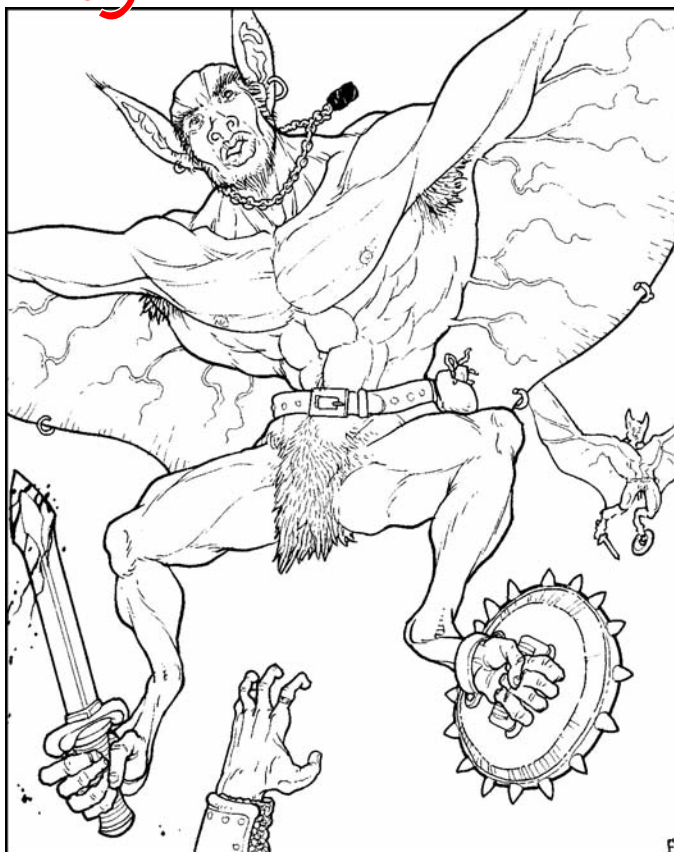
Level 7 Encounter (XP 1,500)

- 2 piterin soarers (level 5 artillery)
- 3 ghoulish hounds (level 5 soldier)
- 1 storm hag (level 10 skirmisher)

Piterin Scout		Level 3 Skirmisher
Medium natural humanoid		XP 150
Initiative +7	Senses Perception +2; darkvision	
HP 44; Bloodied 22; see also <i>frantic flight</i>		
AC 17; Fortitude 14, Reflex 17, Will 14; see also <i>frantic flight</i>		
Speed 4 (clumsy), climb 4, fly 8; see also <i>winged throw</i> and <i>frantic flight</i>		
⊕ Short Sword (standard; at-will) • Weapon		
+8 vs. AC; 1d6+1 damage.		
⊕ Shuriken (standard; at-will) • Weapon		
Ranged 6/12; +8 vs. AC; 1d4+4 damage.		
⊕ Winged Throw (standard; at-will)		
The piterin scout can fly up to 4 squares; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.		
Echolocation		
A piterin scout is unaffected by normal blindness. However, it loses its darkvision if it is deafened.		
Frantic Flight		
When bloodied, a piterin scout gains +2 fly speed and a +2 bonus to AC.		
Skirmish +1d6		
If, on its turn, the piterin scout ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.		
Alignment Unaligned	Languages Common	
Skills Acrobatics +10, Intimidation +6, Stealth +10		
Str 12 (+2)	Dex 18 (+5)	Wis 13 (+2)
Con 12 (+2)	Int 10 (+1)	Cha 11 (+1)
Equipment light shield, short sword, 6 shurikens		

Piterin Scout Tactics

A piterin scout maintains its distance from most foes, using its shurikens to deal damage from a distance; it seeks to eliminate enemy artillery and controllers before settling to other targets. Typically, a bloodied piterin scout withdraws from combat unless its side is clearly winning the battle.



Piterin Soarer		Level 5 Artillery
Medium natural humanoid		XP 200
Initiative +7	Senses Perception +4; darkvision	
HP 49; Bloodied 24		
AC 17; Fortitude 16, Reflex 19, Will 16		
Speed 4 (clumsy), climb 4, fly 8 (hover); see also <i>graceful approach</i>		
⬇ Short Sword (standard; at-will) • Weapon +12 vs. AC; 1d6+2 damage.		
⌘ Shuriken (standard; at-will) • Weapon Ranged 6/12; +12 vs. AC; 1d6+5 damage.		
⌘ Rapid Throw (standard; at-will) • Weapon The piterin soarer makes two shuriken attacks.		
⌘ Graceful Approach (standard; at-will) • Weapon The piterin soarer shifts up to 4 squares and makes one ranged basic attack at any point during that movement.		
Deadly Accuracy A piterin soarer deals an extra 1d6 damage with ranged attacks from within normal range.		
Echolocation A piterin soarer is unaffected by normal blindness. However, it loses its darkvision if it is deafened.		
Alignment Unaligned	Languages Common	
Skills Acrobatics +12, Intimidation +8, Nature +9		
Str 15 (+4)	Dex 20 (+7)	Wis 15 (+4)
Con 13 (+3)	Int 10 (+2)	Cha 12 (+3)
Equipment short sword, 12 shurikens		

Piterin Soarer Tactics

Piterin soarers rely on *graceful approach* to flit into range, attack, and then move away again, making them difficult enemies to dispatch. Against enemies that have limited ranged attack capability, they simply hover at the outer extent of normal range and use *rapid throw* until they run out of ammunition.

Piterin Huntmaster		Level 7 Controller (Leader)
Medium natural humanoid		XP 300
Initiative +9	Senses Perception +11; darkvision	
Aerial Command aura 10; all piterin who start their turns in the aura gain a +1 bonus to AC and Reflex until the end of their next turn		
HP 77; Bloodied 38		
AC 21; Fortitude 17, Reflex 20, Will 18		
Speed 4 (clumsy), climb 4, fly 8 (hover)		
⬇ Short Sword (standard; at-will) • Weapon +14 vs. AC; 1d6+2 damage.		
⌘ Shuriken (standard; at-will) • Weapon Ranged 6/12; +14 vs. AC; 1d6+6 damage.		
⌘ Cunning Throw (standard; at-will) • Weapon The piterin huntmaster makes a shuriken attack. If the attack is successful, the target suffers a -3 penalty to AC (save ends).		
⌘ Disabling Throw (standard; at-will) • Weapon The piterin huntmaster makes a shuriken attack. If the attack is successful, the target is slowed and weakened until the end of the huntmaster's next turn.		
Deadly Accuracy A piterin huntmaster deals an extra 1d6 damage with ranged attacks from within normal range.		
Echolocation A piterin huntmaster is unaffected by normal blindness. However, it loses its darkvision if it is deafened.		
Alignment Unaligned	Languages Common	
Skills Acrobatics +14, Intimidation +11, Nature +11		
Str 16 (+5)	Dex 22 (+9)	Wis 16 (+6)
Con 13 (+4)	Int 13 (+4)	Cha 17 (+6)
Equipment short sword, 20 shurikens		

Piterin Huntmaster Tactics

Piterin huntmasters never approach enemies closely, instead using superior mobility and ranged attacks to overcome prey. Like soarers, they tend to stay at the outer extent of normal range and attack until they run out of shurikens, at which point they normally withdraw to resupply.

