**Random Monster Grab Bag I**   
Posted By: **Keithric**, 10/15/2007 9:10:02 PM

I've got a ton of D&D Minis (brand named and otherwise). I often want to use them for something other than the monster they represent - for power level reasons, lack of having a particular book, or any number of reasons.

I assume some other people are in the same boat, so I'm going to be picking minis at semi-random from Wizards' galleries and throwing up some creature ideas at some steady rate. These will be 4E style stats, so they won't be as usable right away (and they'll require some fixing as we get more 4e information).

Disclaimer: Operating with extremely limited amounts of information, so while I may edit this later to correctness, for now take it with a huge heaping bit of salt.  
  
  
  
Figure: A "Common" mini, these should be able to be used in decent numbers (Minion). It's an evil looking "Fey" type mob, so it should be scarier than a level 1 goblin (so how about level 6 - like the only other monster statblock I have to compare against). It's a sneaky little guy with a knife, so Skirmisher.  
  
Brainstorm: As a minion, this needs to be very easy to run, but it needs something special about it. Sneaky powers. Movement powers. Something to do with its attack. And no real effort to keep track of for the DM. Okay, so how about a pre-battle buff, an in battle movement power, and a vaguely threatening attack (sneak attack + poison).  
  
Flavor: This really looks like the 'boogieman' type creatures that haunt little kids, peering out from the forest or sneaking into their rooms. Let's say that when they're not murdering people who intrude on their defended lands, they enjoy sneaking off and poisoning children to make them sick, scaring them in their rooms at night, etc. And a name. Hmm, don't want to intrude on anything else, so... something you can use for lots of creatures, associated with unknown sicknesses and children...   
  
**Poxling**  
Small Immortal Humanoid (Fey)  
Level 6 Skirmisher (Minion)  
  
**Init** +12 **Speed** 4  
  
**Senses** Perception +3  
  
**AC** 20 **Fort** 15 **Ref** 18 **Will** 15  
  
**HP/Bloodied** 17/8  
  
**ATTACKS**  
**Melee** Dagger +7 vs AC; 1d4+1 AND Sneak Attack 4 AND Poison 2  
  
**POWERS**  
**Feystep** (1/encounter) Swift, Teleport 6  
**Darkcloak** After staying still 1 minute in darkness, turn invisible.  
  
**SKILLS**  
Sneak +12  
  
**Str** +3(10) **Dex** +7(19) **Con** +3(10) **Int** +3(11) **Wis** +3(11) **Cha** +4(12)  
  
Discussion: I actually suspect minions don't get bloodied, they just get removed, but I'm leaving it in for now. It's possible that minions are distinguished in more ways than simply reduced saves, attacks, and hp. I'd imagine there's shorthand for 1/encounter, at will, 1/day. Months from now, when I get the rules, I can come back on this and see how badly off I was.Oh, and I have no idea how sneak attack works, but I'm assuming it's no longer (roll lots of extra dice). If it's still 'roll an extra die' at least, make it a d6. Poof. I don't expect sneak attack to be anything like it is in 3e (no +10d6 SA, etc), but I do expect at least some form of 'Ambush' ability to exist.

**Random Monster Grab Bag II**   
Posted By: **Keithric**, 10/16/2007 10:30:51 AM

Okay, now let's try something slightly more interesting.   
  
  
  
Figure: Dolgaunts are (currently) an Eberron specific monster, but their Far Realm/illithid heritage is pretty strong (suggesting a Mastermind). This particular does at least have some implied toughness so we'll give it at least a little melee options, especially with those two big tentacles.  
  
Brainstorm: Some cool mental abilities are in order, and at least one should tie in with its melee. How about its melee attacks sap intellect and eventually let it take control of someone. Once it has control over creatures, they gain a sort of hivemind advantage. Controlling mob with... strings... like a puppeteer. So, slap an appropriate adjective to the front and move on. Hopefully if anyone uses any of these, they can figure out a nice campaign specific name for it based on the area they're found in, but for now I want something similar to purpose.  
  
**Horrid Puppeteer**  
Medium Immortal Humanoid  
Level 10 Mastermind  
  
**Init** +2 **Speed** 5  
  
**Senses** Perception +9  
  
**AC** 22 **Fort** 20 **Ref** 20 **Will** 24  
  
**HP/Blooded** 95/47  
  
**ATTACKS**  
**Melee** Fist +13 vs AC; 1d6+8  
**Melee** 2 Tentacles +12 each vs Reflex; Control Touch  
  
**POWERS**  
**Control Touch** 1 Int drain, +15 vs. Will Dominate 1 round. Heals 5 for each point of Int drained.  If target's Int drained to 0, becomes Puppet.   
**Puppet** Perfect control of mindless puppets out to range 30. Gives puppets +4 attack and saves, as well as damage if flanking with another puppet.   
**Domination Wave** Immediate, if Blooded +15 vs Will 6 radius dominate that lasts 1 minute.   
  
**SKILLS**  
**Str** +8(17) **Dex** +7(14) **Con** +7(15) **Int** +8(16) **Wis** +9(19) **Cha** +9(18)  
  
Discussion: Trying to use short hand in places instead of the huge paragraphs I'm used to for monsters, but it feels odd so eh. Okay, so attack vs reflex for touch attack I'm assuming... then also making a will attack vs the dominate effect. That might not be kosher, but it's definitely how that kind of thing works now. I actually wonder if we'll still have ability damage/drain in anywhere near the same format, but it works for now. Nice thing is that the people who will likely go to try and melee it are probably more susceptible to its attacks, which should give players at least some qualms about fighting it. It does need its puppets and allies to give it time for its control touch to really be effective, so it has a scary emergency maneuver. I'm really surprised at how low the damage on the Spine Devil is, in hindsight. I'm a little worried its stats might be too low for its level, but I wanted it slightly squishy. Time will, once again, tell.

**Random Monster Grab Bag 10/17**   
Posted By: **Keithric**, 10/17/2007 10:47:13 PM

One of the biggest obstacles to using a particular miniature is when it is for an entirely different level range. If you want higher level, the usual reaction is to throw on some class levels, templates, more hit dice, etc. Of course, sometimes you want to downgrade something... but for this figure I want to see what a really high powered minion might look like.  
  
  
  
Figure: Another common (still implies minion), but it looks like the Grim Reaper. How often do you need a half dozen or a dozen Grim Reapers? Maybe at high level it could be fun. Let's try 25th. Of course, it could just be a skeleton with a cool outfit (and, hey, do that too if you haven't).  
  
Brainstorm: Need mobility at high level, so flight (flowing robe as it moves, scythe held wide, it's good imagery). A ranged attack is also pretty necessary - how about it marks someone for death, which causes damage until some condition met. Finally, high level AoE will be slaughtering these guys so how about some self-replication and replacement. Flavor-wise, squads of them are bound to kill certain targets, or sent out by powers of death.   
  
**Death's Blade**   
Medium Undead  
Level 25 Skirmisher (Minion)  
  
**Init** +16 **Speed** 5 **Flight** 10  
  
**Senses** Perception +13  
  
**AC** 38 **Fort** 32 **Ref** 36 Will 36  
  
**HP** 58  
  
**ATTACKS**  
**Melee** Scythe +26 vs AC; 2d6+20  
**Pronounce Death** Standard, Ranged 12; +28 Cha vs. Will, 20 Damage Per Round (until Death's Blade defeated).   
  
**POWERS**  
**Call of the Grave** Swift, Ranged 6; Restore a defeated (but not destroyed) Death's Blade to full HP  
**Transfer Death** Immediate, Ranged 6; When defeated, create a new Death's Blade from a slain humanoid with a skeleton.  
  
**SKILLS**  
**Str** +18(22) **Dex** +16(19) **Con** +12(-) Int +12(-) **Wis** +13(12) **Cha** +15(17)  
  
Discussion: Might not work out in play, but it feels fun in my head. Ah well. I want to put some kind of 'not stacking' verbiage in for the pronounce death bit so it doesn't get silly.   Not as silly as how many times I worked the word "Death" into there, but what can you do?

**Random Monster Grab Bag 10/18**   
Posted By: **Keithric**, 10/18/2007 9:47:58 PM

Okay, let's try a solo monster and do a downward level shift while I'm at it and mix in a 'How are they handling creatures with tons of attacks?'

  
  
  
Figure: Well, it's a Marilith. For our purposes, though, let's go with some kind of badass Naga. 6-armed with many weapons does evoke Hextor, but wrong weapons. :( So, this naga undergoes a dark ritual giving up its magical abilities to turn into a dreadful combat beast.   
  
Brainstorm: Players are going to be taking 4 or 5 actions for every one of this one's, so it needs some "catch up" options. Some area attacks as standards. Some free attacks as swifts/immediates. A killer charge attack. A ranged poison spit option so that it's not completely able to just be out ranged I guess, though I wish I didn't have to. How low can I throw this? How about level 6? Eh, let's see how it turns out. Flavor-wise, gonna say it drinks the blood of some dread being as part of the ritual, which gives me a name.  
  
**Bloodsoul Naga**  
Large Monstrous Humanoid   
Level 6 Solo  
  
**Init** +4 **Speed** 7  
  
**Senses** Perception +3  
  
**AC** 24 **Fort** 22 **Ref** 20 **Will** 18  
  
**HP/Bloodied** 187/93  
  
**ATTACKS**   
**Melee** 2 Weapons +11 vs AC each; 2d6+9  
**Whirlwind of Steel** Standard, Radius 2; +11 vs AC; 2d6+13  
**Poison Spit** Standard, Ranged 6; +10 Dex vs. Ref; Poison 10   
  
**POWERS**  
**Berserk Counterattack** Immediate, if injured in melee, strike opponent back with +4 damage bonus   
**Bloodrage** +4 attack and damage when Bloodied  
**Path of Slaughter** Charge attacks may hit all enemies within reach of any point of the charge  
  
**SKILLS**  
**Str** +9(22) **Dex** +4(13) **Con** +7(19) **Int** +3(11) **Wis** +3(10) **Cha** +3(10)  
  
Discussion: Okay, the stats on this look pretty rude, mostly in the damage department. On the other hand, it's still one of these instead of 4-5 other creatures against a party. In terms of damage, it should be outputting over 30 damage a round, which gives you about 3 rounds before someone is dead. A healer can replenish 17 or so of that back per round, buying at least a round. A maneuver and some smart play another round. Second Wind or some consumable another round. So can a party kill it in 6  or so rounds? If they can't, they can hopefully at least buy enough time to do it in the 7th or 8th. Seems fair.

**Monster: Pyreskull**   
Posted By: **Keithric**, 3/12/2008 9:15:13 PM

This is an update to my older [Pyreskull](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=11430&pagemode=2&blogid=6580).  
http://www.wizards.com/dnd/images/war_drums_gallery/Flameskull.jpg  
  
**Pyreskull**  
  
  Skulls are an item commonly displayed in a wizard's shop or home. They aid in sales and help protect against theft. This is a wizard who is powerful enough to kill someone: clearly his services are worth money, and he is not someone to trifle with. Sometimes the skull is more than just decoration and serves as a guardian and watcher, as well. Few discover this before the pyreskull flies into the air and fire flares around it.  
  
**Pyreskull Lore**  
A character knows the following information with a successful Arcane check.  
  
  **DC 15:** Pyreskulls are created by a ritual perfected by a tiefling wizard that requires the skull of someone who was burned at the stake. There is often a small amount of ash by them even when dormant. They bite and spit fire in combat.  
  **DC 20:** The ritual imbues the skull with the fires of hell and due to a loophole in the ritual, pyreskulls are unable to fight against devils at all and will avoid tiefling targets if at all possible. Occasionally, a pyreskull will breathe forth a gout of flame, but only when doing so will not harm the area or person it is protecting.  
  
**Pyreskull Tactics**  
Pyreskulls typically attempt to maintain range with flight and avoid causing collateral damage to their surroundings. A pyreskull fights until destroyed unless it has been ordered otherwise.  
  
**Pyreskull  
Level 2 Artillery**  
XP 125  
Tiny natural animate (construct)  
  
**Initiative** +3  
**Senses** Perception +7  
  
**HP** 28; **Bloodied** 14  
**AC** 17; **Fortitude** 12, **Reflex** 14, **Will** 13  
  
**Speed** 1 (Clumsy), Flight 5 (Hover)  
  
m **Flaming Bite** (standard; at-will) \* Fire  
  +5 vs. AC; 1d4+1d6 fire  
R **Fire Spit** (standard; at-will) \* Fire  
  Range 10; +5 vs. Reflex; 1d8+3 fire  
C **Fire Breath** (standard; recharge 6) \* Fire  
  Close blast 5; +5 vs. Reflex; 1d8+3 fire  
  
**Alignment** Unaligned  
**Languages** -  
**Str** -1 (4)        **Dex** +3 (15)        **Wis** +2 (12)  
**Con** +1 (10)    **Int** +1 (11)          **Cha** +0 (9)  
  
Discussion: Just continuing with updating old monsters - I'm concentrating on the lower level options, since they can be used by people who are using the 4E pregen characters from D&D Experience.   
  
If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

**Random Monster Grab Bag 10/19**   
Posted By: **Keithric**, 10/19/2007 8:46:44 PM

Time for something quite low level, cause honestly I suspect a lot more people will be starting 4e anew than converting over.  
  
Flameskull  
Figure: A skull. On fire. I think that covers everything.  
  
Brainstorm: I’m aiming for like level 2. At that level, a skull on fire is interesting enough that I don’t think it needs to be a minion. A basic ranged fire attack and flaming bite is probably more than enough to cover this. For flavor, how about it’s a magic construct created using the skull of someone burned at the stake. It often sits decorating a wizard’s study or staff until commanded to burst into flame and attack. Alternatively, just make it undead.   
  
**Pyreskull**  
Tiny Construct  
Level 2 Artillery  
  
**Init** +3 **Flight** 5  
  
**AC** 17 **Fort** 12 **Ref** 14 **Will** 13  
  
**ATTACKS**  
**Melee** Bite +2 vs AC; 1d6-3+2d6 fire  
**Fire Spit** +4 Dex vs. Ref; 2d6 fire  
  
**POWERS**  
**Fire Breath** (1/encounter) Standard, +4 Dex vs. Ref, line 12; 2d6 fire  
  
**SKILLS**  
Spot +7  
  
**Str** -1 (4) **Dex** +3 (15) **Con** +1 (-) **Int** +1 (-) **Wis** +2 (12) **Cha** -4 (1)  
  
Discussion: I really wish I was –sure- that Str/Dex/Con line was for skills, and they didn’t just make all ability mods 3 higher for some reason (ie, so that a 10 is +3 and 14 is +5). See the preview Spined Devil stats to see what I mean. I should also potentially research Saga rules a bit better. I checked and didn’t see a mechanic for ability damage/drain in Saga, but I get the impression we’re not using a condition track for 4e. Clearly, I need to be in the playtest so that I can find all this stuff out.

**Monster: Lavakin**   
Posted By: **Keithric**, 3/12/2008 11:58:49 PM

And revising the [lavamite](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=12228&pagemode=2&blogid=6580) as well   
  
  
  
**Lavakin**  
**Level 6 Brute**  
XP 250  
Small elemental humanoid  
  
**Aura of Fire** Aura 2; Any creature entering or starting its turn in the aura takes 5 fire damage.  
  
**Initiative** +3  
**Senses** Perception +2  
  
**HP** 81; **Bloodied** 40, see also lava burst  
**AC** 19; **Fortitude** 16, **Reflex** 16, **Will** 15  
  
**Resist** 10 fire  
**Speed** 5  
  
m **Lava Slam** (standard; at-will) \* Fire  
  +8 vs. AC; 1d4 + 2d6 fire and ongoing 5 fire damage (save ends).  
  
**Lava Burst** (immediate reaction, when first bloodied and again when the lavakin is reduced to 0 hit points) \* Fire  
  Close burst 2; +10 vs. Reflex; 1d4 + 2d6 fire and ongoing 5 fire damage (save ends).  
  
**Str** 11 (+3)     **Dex** 10 (+3)     **Wis** 9 (+2)  
**Con** 11 (+3)    **Int** 8 (+2)        **Cha** 8 (+2)  
  
Discussion: Not doing the full fluff on each necessarily - still got... weeks and weeks (!)... til 4E is out and I need to have the monster manual ready   
  
If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=17458&pagemode=2&blogid=6580).

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Figure: Little lava guy. Pretty straightforward.  
  
Brainstorm: Fairly low level. Some kind of fire aura-ish ability. Fire melee attacks. How about a lava burst when it dies. Skip the ranged attacks, and make it a brute.  
  
**Lavamite**  
Small Elemental   
Level 6 Brute  
  
Resist Fire 50, DR 5/-  
  
**Init** +3 **Speed** 4  
  
**Senses** Perception +2  
  
**AC** 21 **Fort** 17 **Ref** 17 **Will** 15  
  
**HP/Bloodied** 37/18  
  
**ATTACKS  
Melee** Slam +9 vs AC; 1d6+3+2d6 fire  
  
**POWERS  
Fiery Aura** Swift, +7 Dex vs. Ref; Radius 2; 2d6 fire  
**Lava Splash** Immediate, when bloodied, +9 Dex vs. Ref; Radius 3; 1d6+2d6 fire  
**Lava Burst** Explodes on death, +11 Dex vs. Ref; Radius 4; 2d6+2d6 fire  
  
**SKILLS  
Str** +3(11) **Dex** +3(10) **Con** +3(11) **Int** +2(8) **Wis** +2(9) **Cha** +2(8)  
  
Discussion: So how does it compare against the Spined Devil? It's slower and less maneuverable. Slightly lower saves, slightly higher AC. HP lower by a chunk, but the DR probably helps there a lot. This probably has greater damage potential, if a party isn't careful, but a lot less if they are. I'm guessing there should be something to stop lava splash and lava burst triggering on the same attack... perhaps they both count as immediates.  
  
  
Figure: The figure is 'about' Gargantuan sized in terms of base, dimensions, etc, though it's not nearly as "thick" as the D&D Minis. The ice on it might have formed naturally, but that's way too boring I think.  
  
Brainstorm: A high level "Solo", since it's a gargantuan dragon.  It's no colossal red, though, so let's call it 20th level. The example dragon [fight](http://www.wizards.com/default.asp?x=dnd/drdd/20070822a&authentic=true) should be the seed here, so it should get a number of free actions, swift and immediates, etc. Its special power should relate to "freezing" things, which I think I'll interpret as "slows" and "reduces speed to 0" effects. It should do shards of ice in addition to plain old cold.   
   
**Ancient Ice Dragon**  
Gargantuan Dragon   
Level 20 Solo  
  
**Init** +10 **Speed** 10 **Flight** 20  
  
**Senses** Dragonsenses, Perception +16  
  
Cold Resistance 50, DR 10/-  
  
**AC** 42 **Fort** 40 **Ref** 36 **Will** 38  
   
**HP/Bloodied** 720/360  
  
**ATTACKS**  
**Melee** 2 Claws +30 vs AC each; 2d6+32 & 2d6 cold  
**Melee** Bite +30 vs. AC; 2d6+32 & 2d6+20 cold  
**Tail Slash** Standard, Cone 6; +30 Con vs. Ref; 2d6+48 & 2d6 cold  
**Ice Breath** Standard, Line 24; +30 Con vs. Ref; 2d6+32 & 2d6+32 cold  
  
**POWERS**  
**Freezing Critical** Free, on critical hit that deals cold damage; +30 Con vs Fort; Slow and reduce speed to 0 for 1 round  
**Chill Blood** Swift, Radius 4; +30 Con vs. Fort; 10 cold per round for 5 rounds  
**Hypothermia** Swift, when successfully dealing cold damage to opponent; +30 Con vs. Fort; Slow 3 rounds  
**Icy Prison** (1/enc) Swift, Range 24; +30 Con vs. Ref; 2d6+32 cold AND surround in ice cage (150 hp / Break or Escape DC 30)    
**Frostbite** (1/enc) Free, when biting successfully; +30 Con vs. Ref; 2d6+20 cold AND Slow and Reduce Speed to 0 for 1 round   
**Frost's Grasp** (1/enc) Immediate, when injured; +30 Con vs. Ref; Disarm weapon (freezes to skin)  
**Rain of Ice** (1/enc) Immediate, when bloodied, Radius 6; +30 Con vs. Ref; 2d6+20 & 2d6+20 cold  
  
**SKILLS**  
Balance +15 (+23 on Ice)  
Bluff +20  
  
**Str** +22 (35) **Dex** +10 (11) **Con** +18 (26) **Int** +15 (21) **Wis** +16 (22) **Cha** +15 (20)  
  
Discussion: There's a fair number of things there, so this certainly looks a lot more complicated than the previous monsters. That said, it seems a lot easier than an average spelled up 3.x fight. Of course, I imagine a lot of people crave that level of complexity, so I wonder if 4e has a solution for them as well. Oh, as far as the DR goes: I like the idea of dragons with some actual DR. Maybe it has DR/magic, maybe they're completely changing DR, not going to worry about it. DR/magic won't affect anyone at this level so not even worth typing it in, but I'm assuming DR/epic won't still exist. (and you know what they say about assuming)

**Monsters: Myrdoc Watcher and Oracle**   
Posted By: **Keithric**, 3/5/2008 10:44:02 PM

Two monsters here, in very close to the 4e monster manual format - one a revisit to a very old one I did ([Doom Watcher](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=13852&pagemode=2&blogid=6580)), the other a highly advanced version thereof.  
  
  
**Myrdoc**  
  
    Myrdoc are lanky green humanoids with a single huge red eye. They are sometimes the twisted result of people caught in the area of Far Realms touching too closely upon reality. Myrdoc almost always seek other aberrant allies and appear to work intelligently for some unknown purpose.  
  
Myrdoc Lore  
A character knows the following information with a successful Dungeoneering check.  
    **DC 20**: Myrdoc are agile and quick foes who avoid melee and focus powerful destructive magic through their eye. They have supernatural vision that lets them see through darkness and illusions.  
    **DC 25**: They are particularly good at jumping and leap away from foes who close into melee. It is almost impossible to surprise a Myrdoc.  
    **DC 30**: Myrdocs provide vision into the world for an Elder Evil dwelling within the Far Realm and work to further its plans.  
  
**Myrdoc Watcher  
Level 9 Elite Artillery**  
XP 800   
Medium aberrant humanoid  
  
**Initiative** +18   
**Senses** Perception +16; darkvision, blindsight 12  
**HP** 154; **Bloodied** 77  
**AC** 23; **Fortitude** 21, **Reflex** 22, **Will** 20  
**Saving Throws** +2  
**Speed** 8, Jump 5  
**Action Points** 1  
  
m **Slam** (standard; at-will)   
  +11 vs. AC; 1d8+3 damage  
R **Eyebeam** (standard; at-will) \* **Force**  
  Range 10; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 1 square.  
C **Blastbeam** (standard; recharge 4 5 6) \* **Force**  
  Close blast 5; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 1 square.  
C **Forceblast** (standard; recharge 6) \* **Force**  
  Close blast 5; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 4 squares and knocked prone.  
  
**Sudden Leap** (reaction, when an enemy moves adjacent; at-will)   
  Jump 2 squares. This movement does not provoke opportunity attacks.  
**First Reaction**  
  A myrdoc watcher may act in a surprise round if it spends an action point.  
  
**Alignment** Evil  
**Languages** Deep Speech  
**Skills** Athletics +12  
**Str** +7 (16)  **Dex** +8 (19)  **Wis** +6 (15)   
**Con** +7 (17)**Int** +4 (10)      **Cha** +5 (12)  
  
Myrdoc Watcher Tactics  
A myrdoc watcher tends to move rapidly around a battlefield, using its speed and range to best advantage. It is a cunning and ruthless opponent and will leave itself seemingly vulnerable by a pit or similar hazard so that it can leap away, then blast the opponent into the pit.  
  
  
**Myrdoc Oracle  
Level 23 Elite Artillery (Leader)**  
XP 10,200  
Medium aberrant humanoid  
  
**Initiative** +25   
**Senses** Perception +26; darkvision, blindsight 12  
**Prescience** Aura 5; A Myrdoc Oracle sees slightly into the future and directs its allies appropriately. Allies in the area gain a +2 bonus to all defenses.  
**HP** 322; **Bloodied** 161  
**AC** 34; **Fortitude** 30, **Reflex** 31, **Will** 32  
**Saving Throws** +2  
**Speed** 9, Jump 6  
**Action Points** 1  
  
m **Doom's Touch** (standard; at-will) \* **Psychic**   
  +28 vs. Will; 2d10+5 psychic damage and 5 ongoing psychic damage and target is dazed (save ends both).  
R **Eyebeam** (standard; at-will) \* **Force**  
  Range 10; +28 vs. Reflex; 3d10 + 4 force damage and the target is pushed 1 square and dazed until the end of the target's turn.   
R **Focus Gaze** (minor 1/round; at-will)  
  Range 10; +30 vs. Will; Oracle and all of its allies gain a +2 bonus to attack target until end of its next turn.  
C **Blastbeam** (standard; recharge 4 5 6) \* **Force**  
  Close blast 5; +28 vs. Reflex; 3d10 + 4 force damage and the target is pushed 1 square and dazed until the end of the target's turn.  
C **Forceblast** (standard; recharge 6) \* **Force**  
  Close blast 5; +28 vs. Reflex; 3d10 + 4 force damage and the target is pushed 4 squares and knocked prone.  
  
**Sudden Leap** (reaction, when an enemy moves adjacent; at-will)   
  Jump 3 squares. This movement does not provoke opportunity attacks.  
**Foresight**  
  A myrdoc oracle may always act in the surprise round.  
  
**Alignment** Evil  
**Languages** Deep Speech  
**Skills** Athletics +19  
**Str** +14 (16) **Dex** +15 (19)     **Wis** +16 (21)   
**Con** +14 (17)     **Int** +15 (18)     **Cha** +16 (20)  
  
Myrdoc Oracle Tactics  
A myrdoc oracle focuses on setting up enemies to be destroyed by its allies first, with a seeming fanatical disregard for its own safety. It prefers to use its action point when enemies gang up on it, to do a combined blastbeam and forceblast. If a myrdoc oracle believes it has already won, it delights in touching enemies to show them a vision of the impending doom of the world and all they hold dear.  
  
Encounter Groups   
Myrdocs prefer less intelligent aberrant creatures to command such as gricks and chuul, but will work with any aberrant creature without rancor.  
  
**Level 10 Encounter (XP 2,500)**  
1 Myrdoc Watcher (level 9 elite artillery)  
1 Grell (level 7 elite soldier)  
2 Grick (level 7 brute)  
1 Chuul (level 10 soldier)  
  
**Level 23 Encounter (XP 25,500)**  
1 Myrdoc Oracle (level 23 elite artillery)  
1 Chuul Juggernaut (level 23 elite soldier)  
1 Blood Fiend (level 23 soldier)  
  
Discussion: That blood fiend can probably be swapped for something better later, but for the moment I don't have a lot of known options. This update is intended to make up for the one I missed the other day while unconscious due to sickness, but I do hope to be able to do a lot more of these as time permits so that I have things in readiness for June. Some tweaks and changes to the original Doom Watcher, and I'd be happy to discuss... well... anything, as usual. Wish I could playtest anything. Any objections to the name change, please get them in early.

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

I'd never seen this creature before anywhere. After I sketched out my own ideas, I googled it and found out it's from the Miniature's Handbook and found the stats, just to make sure I wasn't duplicating too badly.  
  
  
  
Figure: It's a fairly spindly creature dominated by a huge red eye, so that's what I'm going to focus on. For a medium creature, it is probably a bit larger than a person and it looks like it could probably really jump.   
  
Brainstorm: Good movement, including some kind of jump speed. Powerful ranged attack and some area options. Artillery. What energy/type, however? Some super vision options - like true seeing or blindsight in 3e terms. Let's call it level 8 - I want it high enough I feel like I can give it an AoE to use every round and a lot of mobility. Actually, let's make it Elite too, haven't done that yet. A name. Purpose. I'm visualizing them perched along a cliff face or outside a building, watching against some (magical?) incursion. Hmm.   
  
**Doom Watcher**  
Medium Humanoid   
Level 8 Artillery (Elite)  
  
**Init** +13 **Speed** 8 **Jump** 6  
  
**Senses** Supersight, Perception +6  
  
**AC** 25 **Fort** 21 **Ref** 22 **Will** 20  
   
**HP/Bloodied** 94/47  
  
**ATTACKS**  
**Melee** 2 Slams +11 vs AC; 1d6+7  
**Eyebeam** Line 8, +13 Dex vs. Ref; 2d6+16 force  
  
**POWERS**  
**Blastbeam** (1/enc) Swift, Change next Eyebeam attack to a cone.  
**Forcebeam** (1/enc) Swift, Add 'AND Knockback 4 and Trips' to your next Eyebeam attack.  
**Sudden Jump** (1/enc) Immediate, Jump 3.  
  
**SKILLS**  
Spot +16  
Jump +17   
  
**Str** +7 (16) **Dex** +8 (19) **Con** +7 (17) **Int** +4 (10) **Wis** +6 (15) **Cha** +5 (12)  
  
Discussion: Doesn't feel right, but I'm not sure why. The powers are tradeoffs, but easy enough to use and track. I'll have plenty of time to tweak it later I suppose. I probably need to concede to just using random names soon (so this could be a Svartod or Myrdoc or what not)

**Random Monster Grab Bag 10/23**   
Posted By: **Keithric**, 10/23/2007 9:46:19 PM

Another monster I'd never seen before I got multiple of the mini.   
  
  
  
Figure: Screaming tortured souls, welling forth from the ground. Actually, I don't really get mobile at all out of the figure. So let's try something a little different and make it more of a environmental effect that helps out other monsters (perhaps is even called by another monster) but moves only rarely.  
  
Brainstorm: Nonmobile. Screaming... so fear with some form of damage or debilitating effect (pain or life draining). It bolsters undead around it. It's the souls of the victims of some creature/ritual/spe ll, so it can potentially be called in by a spell effect, or at a particular temple, or at the site of anything a particular monster kills as all of its victims welcome a new soul. Since I want it to be very easy to add one or more to a combat, that probably makes it a minion (though it may actually turn into a trap or spell effect later)  
  
**Fell Screamer**  
Large Undead  
Level 12 Minion  
  
**Init** +6 **Speed** 0  
  
**Senses** Perception +10  
  
Incorporeal  
  
**AC** 26  **Fort** 24 **Ref** 22 **Will** 26  
   
**HP** 43  
  
**ATTACKS**  
**Scream of Horror** Standard, Radius 6, +14 vs Will; Frighten 1 round; instead Undead gain +2 attack and saves for 1 round   
**Scream of Death** Standard, Radius 6, +14 vs. Fort; 4d6 negative; instead Undead are healed   
  
**POWERS**  
**Call of the Dead** Standard, Disappear into Shadowfell. At start of next action, may appear out of corpse or negative energy source within range 24.   
  
**SKILLS**  
Intimidate +16  
  
**Str** +6 (-) **Dex** +6 (11) **Con** +6 (-) **Int** +8 (14) **Wis** +8 (15) **Cha** +8 (14)  
  
Discussion: If anyone wants me to do any particular minis, feel free to speak up.  I think I'll be avoiding minions for a bit, though. I also think I'm overdue to make an index of these, figure out level ranges I need to work in, etc.

**Random Monster Grab Bag 10/24**   
Posted By: **Keithric**, 10/24/2007 11:26:02 PM

Okay, a quick one today, low for time.  
  
  
  
Figure: An eye with a whole bunch of pointy legs. Let's tie it in with the Doom Watcher from the other day.  
  
Brainstorm: Good sight, like the [Doom Watcher](http://www.gleemax.com/Comms/Comms/Pages/Communities/BlogPost.aspx?blogpostid=13852&pagemode=2&blogid=6580). Skirmisher. Some very minor ranged eye attack to match the theme, but all about melee. Very fast movement, leaping attacks, and climbing. If it gets someone prone, it really shreds them (giving it an added synergy with Doom Watcher). And... a name. Not long to think about it, so...  
  
**Shredding Watcher**  
Medium Monstrous Beast  
Level 8 Skirmisher  
  
**Init** +8 **Speed** 9 **Climb** 5 **Jump** 5  
  
**Senses** Supersight, Perception +6  
  
**AC** 27 **Fort** 20 **Ref** 23 **Will** 20  
   
**HP/Bloodied** 47/23  
  
**ATTACKS**  
**Melee** 2 Claws +13 vs. AC; 1d8+8  
**Leaping Strike** Charge, +13 vs AC; 1d8+16 AND Trip  
**Eye Ray** +13 vs AC; 1d6+8 force  
  
**POWERS**  
**Shred** +5 damage against prone opponents  
**Bleeding Wound** (1/enc) Swift, Your attack causes a bleeding wound that causes 2 hp per round until healed.  
**Gorge** (1/enc) Swift, when bloodied, heal half damage you deal for 1 round.  
  
**SKILLS**  
Climb +11  
Spot +11

**Str** +6 (15) **Dex** +8 (18) **Con** +6 (14) **Int** +3 (8) **Wis** +6 (15) **Cha** +4 (11)  
  
Discussion: I'm totally going to find out that "Bloodied" is a rare thing for monsters to have, aren't I? I just got the Monster Manual V, which should give me a lot more to work with. But, another post. Update: Eh... Gorge was totally subconsciously based on the flavor text from the original creature which is a bit of a no-no. Also why I didn't use Slasher in the name.

**Random Monster Grab Bag 10/25**   
Posted By: **Keithric**, 10/26/2007 12:39:58 AM

I guess it's close to Halloween, so maybe some more 'horrific' monsters. I apologize that it's another quick one - lots of work and WoW instance runs. It's a tough life.  
  
  
  
Figure: And I thought the Skeletal Reaper evoked Grim Reaper. Well, apparently I need a mini to work with those minions I made earlier [www.gleemax.com/Com ms/Pages/Communitie s/BlogPost.aspx](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=9738&pagemode=2&blogid=6580)  
  
Brainstorm: Level 25 Elite Mastermind to go with the Level 25 Minions. Some powers that will actually make people afraid. Ability to summon some of those death's blades.  
  
**Avatar of Death**  
Large Immortal Humanoid   
Level 25 Mastermind (Elite)  
  
**Init** +19 **Speed** 5 **Flight** 7  
  
**Senses** Perception +18  
  
**AC** 47  **Fort** 43  **Ref** 43  **Will** 45  
   
**HP/Bloodied** 310/155  
  
**ATTACKS  
Melee** Scythe +33 vs. AC; 2d6+25 & Unhealing Wounds & Death Sentence  
  
**POWERS  
Unhealing Wounds** Any creature damaged by the Avatar's Scythe may not be healed so long as it is within range 24.  
**Death Sentence** Standard, Range 24, +31 vs Will; Teleport target to a Prison of Death on the Astral Sea. 4 Death's Blade Minions in the prison attack the target who returns after defeating the blades, or 2 rounds, whichever comes first. In place of the target, an identical corpse appears. Any Death's Blade minions destroyed in the Prison are recreated after 24 hours.  
**Summon Blade** Standard, Summon 1 Death's Blade Minion for 1 minute. May have up to 4 present at any time. Only works until Bloodied.  
**Reclaim Blade** Swift, If bloodied, Destroy a Death's Blade minion within range 24 to heal 50 HP.  
**Refusal to Die** Immediate, If any attack would destroy the Avatar, it may instead destroy a death's blade minion within range 24 and negate the attack.  
**Deathscythe** (1/enc) Immediate, Turn a successful hit into a critical hit.  
  
**SKILLS  
Str** +16 (19) **Dex** +14 (14) **Con** +14 (15) **Int** +18 (22) **Wis** +18 (22) **Cha** +18 (23)  
  
Discussion: Screwed up posting this, so it'll claim it's for the 26th, but it's still the 25th somewhere so I'm sticking with it.

**Random Monster Grab Bag 10/26**   
Posted By: **Keithric**, 10/26/2007 11:47:31 PM

Halloween Week continues  
  
  
  
Figure: Frankenstein monster. One thing I definitely like here is that you can really see some emotion on it.   
  
Brainstorm: Soldier, solid level, elite. It can take a ton of punishment. An extra bit Frankenstein-ish, so let's give it an affinity for electricity. I think it'll heal from it, but also it'll be able to "charge up" and unleash attacks, and maybe a sorta self-rez.  I'd picked "Patchwork Giant" as a name for it, so it occurs to me I should check the WoW Patchwerk monster (which I never actually fought) to make sure I'm not too close. Okay, nothing alike. Good. Flavor-wise, it's a thinking creature (no matter how abnormal the brain) with a lightning elemental powering its movements, which also puts it in constant pain. Both the intelligence and the elemental are bound to serve.   
  
**Patchwork Giant**  
Large Humanoid (Construct)  
Level 10 Soldier (Elite)  
  
**Init** +5 **Speed** 4  
 **Senses** Perception +5  
  
**AC** 28 **Fort** 24 **Ref** 22 **Will** 22  
   
**HP/Bloodied** 169/84  
  
**ATTACKS  
Melee** 2 Slams +16 vs AC; 2d6+10  
  
**POWERS  
Electric Charge** Patchwork Giant will gain and lose Electric Charge as it uses its Powers. Its speed increases by 4 while it has an Electric Charge.  
**Charge Up** Swift, Electricity crackles over Patchwork, giving it an Electric Charge.  
**Berserk** If Bloodied, may no longer Charge Up, but gain +5 damage.  
**Electric Healing** Electricity damage heals instead and also gives an Electric Charge.  
**Arc Lightning** Standard, Point Blank Radius 4, +14 vs Ref; 2d6+10 electricity. Expends Electric Charge.  
**Lightning Fist** Swift, Add 2d6 electricity to Slam attacks for 1 round. Expends Electric Charge.  
**Lightning Charge** (1/enc) Charge, dealing +2d6 electricity on melee attack and triggering Arc Lightning afterwards as a free action. Expends Electric Charge.  
**Death Nova** (1/day) Immediate, When brought to 0 HP or less, Radius 8, +14 vs Ref; 4d6+20 electricity. In addition, for 1 round electricity covers corpse dealing same damage to anyone who stays or aproaches within Radius 2.  
**Reanimate** (1/day) Free, 1 round after Death Nova, stand up and are healed to half HP. Lose all Powers for 24 hours.  
  
**SKILLS**  
**Str** +11 (22) **Dex** +5 (11) **Con** +9 (18) **Int** +3 (7) **Wis** +5 (10) **Cha** +4 (9)  
  
Discussion: The reanimate is more of a gotcha than a real threat, but if it's sufficiently surprising it may work out. I'm going to have to see if I can maybe get a little bit ahead of things this weekend, since doing these right before bed isn't the best quality method. If paired with a powerful electricity caster, with this blocking while it throws through... is it too powerful?

**Random Monster Grab Bag 10/27**   
Posted By: **Keithric**, 10/27/2007 10:14:26 PM

  
  
Figure: That is a pretty creepy looking figure. It looks like lots of bones kinda melted together. The scorpion tail bit is still a bit distinctive, but guess we can work with it.  
  
Brainstorm: Pretty much has to have a poisonous tail. Those hands look very... grasping. Some kind of grab ability I think I want it to be all melee, fairly low level. I'm thinking "Bone Lord" and its a kinda super undead created when many bones are interred together (like in a mass grave) and merge. Bone powers - I'm thinking something where you lose control of movements cause your bones are shaking, and something where it shatters your bones. For the rough power set, it should be fairly low level, and it is likely accompanied by other undead so maybe it should have some slight buff it gives them. Hmm.  
  
**Bone Lord**  
Large Humanoid (Undead)  
Level 5 Brute Leader (Elite)  
  
**Init** +2 **Speed** 6  
  
**Senses** Perception +2  
  
**AC** 24 **Fort** 18 **Ref** 18 **Will** 18  
  **HP/Bloodied** 77/38  
  
**ATTACKS  
Melee** Slam +10 vs AC; 1d6+6 and Grab  
**Melee** Tail +10 vs AC; 2d6+6 & Poison 5, Shaking (-4 attack and speed) while poisoned  
  
**POWERS  
Bone Shatter** Swift, on grabbed target with skeleton, +8 vs Fort; 4 Con  
**Throw** Throw a grabbed target (to be filled in, in Saga it's a grapple check)  
**Strengthen Bones** Any skeletons within 24 gain +2 AC and saves  
  
**SKILLS  
Str** +8 (22) **Dex** +2 (11) **Con** +2 (-) **Int** +2 (11) **Wis** +2 (10) **Cha** +2 (11)  
  
Discussion: Bit simpler - no one use abilities, no "phase" change at a certain hp level. Maybe too simple?

**Random Monster Grab Bag 10/28**   
Posted By: **Keithric**, 10/28/2007 11:52:22 PM

Still not Halloween, so the vaguely horror themed monsters continue.  
  
   
  
Figure: Powerful werewolf and a powerful wolf, both Large. Seems like a good match.  
  
Brainstorm: The whole lycanthropy thing doesn't seem to mean anything in D&D anymore. Someone gets hurt, they know what to do, they've got time to do it, it gets done. There's no mystery or horror, it's mostly a bother. People among us who turn into animals, possibly uncontrolled, is still a neat gimmick, but I think I'll go with something more directly combat applicable. How about it starts out as the wolf and switches to the werewolf figure once it's injured enough. Still keeps a 'reveal'. Able to turn other people into wolves too... maybe if it's something that happens briefly, right there in the combat. Maybe even give it a 'Pack' ability to command those changed. And it needs to show up at a level that you'd still be able to face a big wolf. So how's that work for a role? Maybe it doesn't.  Flavor-wise, any number of reasons for a man to be cursed into a wolf works, as would something more odd like a wolf that falls in love with a human, gets a power to change it, finds it can't handle being around humans so changes its loved one into a wolf (or perhaps shreds her in the attempt). Suits the genre well enough. A little unique for D&D, but not like minotaurs, medusa, chimera, etc are terribly unique in D&D, so works for me.  
  
**Wolf King**   
Large Beast  
Level 7 Brute (Elite)  
  
**Init** +5 **Speed** 7  
  
**Senses** Perception +5  
  
**AC** 24 **Fort** 22 **Ref** 22 **Will** 20  
  
**HP/Bloodied** 126/63 **ATTACKS  
Melee** Bite +10 vs AC; 1d8+14 and Call of the Wolf  
  
**POWERS  
Call of the Wolf** Free, on successfully dealing damage, +10 Cha vs Will; Creature polymorphs into a Level 1 Wolf until healed to max hp (however polymorph is handled, this may have to outright change)  
**Chilling Howl** (1/enc) Swift, Radius 24, +10 Cha vs. Will; Shakens all enemies for 1 minute  
**Arise** (1/enc) Free, once bloodied gain upright form and following additional attacks and powers  
  
**ATTACKS  
Melee** 2 Claws +10 vs AC; 1d8+7, if both claws hit then gain free bite which automatically hits   
  
**POWERS  
Reassert Dominance** (1/enc) Swift, targets any creature previously affected by Call of the Wolf within Range 12, +10 Cha vs Will; creatures polymorph into a Level 1 Wolf for 1 round.  
**Pack Rule** (1/enc) Standard, Targets any creature currently affected by Call of the Wolf within Range 12, +10 Cha vs Will; creatures must defend the Wolf King and polymorph does not end until Wolf King is killed.

**SKILLS**  
Listen +10  
  
**Str** +10 (24) **Dex** +5 (15) **Con** +7 (19) **Int** +0 (4) **Wis** +5 (14) **Cha** +6 (17)  
  
Discussion: Pretty wacky encounter. I stumbled enough transitioning idea to mechanic that felt good that I almost moved onto something else. I do like the idea that when you kill it you might free a ton of previously converted victims, and that a 'TPK' for this is likely to be recoverable in weird ways. The 'how polymorph will work' angle (if it works at all) is a big black box, and I suspect it will be for a while. Above I'm assuming your HP stay the same, but most of your stats change, like the "Trollshape" style of spell.

**Monster: Mummy Lord**   
Posted By: **Keithric**, 10/29/2007 10:36:22 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

Just 3 more days of Halloween Theme left - I think a vampire is due for tomorrow, but today, how about a mummy?

[[](http://www.wizards.com/dnd/images/dod_gallery/Guardian_Mummy.jpg)](http://www.wizards.com/dnd/images/dod_gallery/Guardian_Mummy.jpg)

Figure: It definitely has a shambling look to it, but I want something a bit more exciting. I never thought Mummies were all that "cool" until I saw the Mummy (with Brendan Fraser).

Brainstorm: Controller with a specialty in curses. Some form of alternative movement. Hmm, or maybe a way to drag people to it. Going to call it Elite. I've been very Elite happy with the Halloween monsters because I want them to stick out, be notable, and maybe instill a little fear. The star of the encounters with them, I mean. Curse ideas: Scarabs burst from target, turn to sand, inability to heal, inability to move. Control winds and sands to move things around.

**Mummy Lord**

Elite Paragon Controller

Slow Speed  
Low Ref, High Will

**Melee** Slam; Low Damage and Desiccate

**POWERS**

**Desiccate** Free, on melee; vs Fort; Moderate damage each round until Mummy Lord defeated or curse removed

**Scarab Death** Standard, Range 12; vs. Fort; High damage as scarabs burrow out of target, place [Death Scarab Swarm](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=23098&pagemode=2) Minion on target. Swarms persist for 5 rounds and move at the will of the Mummy Lord.

**Forsake Life** Swift, Range 12; vs. Will; Healing spells ineffective on target for 5 rounds. Natural healing ineffective until Mummy Lord defeated or curse removed

**Still Movement** Swift, Range 12; vs. Will; Target is unable to choose to move from its current location for 5 rounds. Its actions are otherwise unimpeded.

**Desert Tempest** (1/enc) Swift, Range 24, Radius 2 selective targets; vs. Ref; Wind and Sand pick up any Large or smaller creatures in the area and push, carry, or hurl them up to 10 squares away in any direction.

Discussion: Looking back on this, the durations of Forsake Life and Still Movement seem a little high. It depends on how easy it is to remove them magically, I suppose. 1 to 3 rounds would likely be more appropriate unless it's easy. I'd also consider some kind of 'on fire' penalty. A 'falling apart' penalty when it hits bloodied would also be appropriate.

P.S. There's another mummy figure from Deathknell, but I just can't get past the shoulder/back thing. For those who want a more regal Mummy Lord, though:



**Random Monster Grab Bag 10/30**   
Posted By: **Keithric**, 10/30/2007 11:31:08 PM

  
  
Figure: An extremely distinctive vampire, of the noble suave type, rather than the "Rar Melee" type.   
  
Brainstorm: I want a multi-phase encounter, where the vampire goes gaseous/disappears, triggering a change, a couple times. One time, let's say it summons swarms, and another time something mental. I also want it to be a tricky finesse encounter. Not some simple beat 'em up, but with lots of movement and positioning, brief turns. Mental abilities. Definitely some "swirling cloak" type ability. And a bite attack, but not something it does all the time - a finishing move. His melee attacks should knockback when he's forced to use them. Could go elite, but I think I'll go with solo monster. You clear through his minions, then face him at the end. For level, I think I want to go with 9.   
  
**Vampire Master**  
Medium Humanoid (Undead)  
Level 9 Solo   
  
**Init** +10 **Speed** 5   
  
**Senses** Perception +7   
  
**AC** 28 **Fort** 24 **Ref** 24 **Will** 26   
  
**HP** 89   
  
**ATTACKS  
Melee** Slam or Weapon +16 vs. AC; 1d6+18 and Knockback Medium or smaller creatures up to 4 squares in any direction  
  
**POWERS  
Many Lives** A Vampire Master has 2 extra lives at the start of any encounter. Drain Life may grant it another. Each time it is defeated, it disappears (in a cloud of mist, swarm of bats, puff of dark smoke, etc) and triggers one of the following powers:  
  **Swarm of Bats** 4 Level 8 Vampire Bat Swarm Minions appear in the vampires place.   
  **Swarm of Rats** 10 Level 4 Rat Swarm Minions boil out from all around, appearing from any viable location within range 20.   
  **Life Draining Mist** Radius 4; +16 vs. Fort; 1d6+18 negative energy.  
  **Choking Darkness** Radius 4; +16 vs. Fort; 1d6+18 nonlethal, nauseates 1 round, sickens 1 minute.  
  Regardless of which power was chosen, the Vampire Master reappears fully healed 1 round later anywhere within range 10.  
  
**Stare Down** Immediate, Range 6; +16 vs. Will; Target may not attack the Vampire Master for 1 round  
**Convert** Standard, Range 12; +16 vs. Will; Target must attack a random ally within range of one move to the best of its ability. If no other ally is available, target instead disarms itself and bows prone.   
**Instant Step** (1/3 rounds) Swift, Teleport 10  
**Cloak Grab** (1/enc) Swift, +16 vs. Will; Grab a medium or smaller creature and teleport 10 with it   
**Enslave** (1/enc) Standard, Range 12, target that has been converted successfully previously; +16 vs. Will; Target must defend the Vampire Master to the best of its abilities until the Vampire Master is defeated.  
**Drain Life** (1/enc) Swift, target in melee with 20 hp or less; +16 vs. AC; Vampire bites creature and drains its blood, slaying it. Vampire gains an extra life for purposes of Many Lives.  
  
**SKILLS**  
Diplomacy +14  
Bluff +14  
  
**Str** +9 (21) **Dex** +6 (15) **Con** +4 (-) **Int** +7 (16) **Wis** +6 (15) **Cha** +9 (20)  
  
Discussion: Yeah, a term other than extra lives would be good. I worry if it's too difficult to kill - its hp should very low for the concentrated fire of a group, but it should be able to avoid a fair amount of damage with its abilities. I avoided the whole 'wooden stake through the heart' and 'beheading' and 'burning alive' to kill it bit - those kill most things, and I didn't feel like messing with mechanics for those in dnd at this particular moment.

**Random Monster Grab Bag 10/31**   
Posted By: **Keithric**, 10/31/2007 10:38:46 PM

Happy Halloween. I hope everyone enjoyed the tricks, treats, and many costumes.

And now, the final entry in the Halloween themed monster week: The dread Wicked Witch.

[[](http://www.wizards.com/dnd/images/war_drums_gallery/Night_Hag.jpg)](http://www.wizards.com/dnd/images/war_drums_gallery/Night_Hag.jpg)

Figure: It's not perfect, but it'll certainly do. I didn't find anything really good for a cauldron on a quick google, but ah well.

Brainstorm: This is not a serious monster, though it could be fun for kids or in a silly one shot. It's based on popular media, not any basis in reality or myth. Elite, so it's perfect for a smaller group (like a brother & sister) and can have minions (flying monkeys, for instance) for larger groups, like a young girl, her friends, and a dog. I need a broom, and a cauldron. Cackling laughter and some type of ranged attack. Ability to turn you into a Newt, but you'll get better.

**Wicked Witch**

Medium Immortal Humanoid

Level 1 Controller (Elite)

**Init** +0 **Speed** 5

**Senses** Perception +2

**AC** 15 **Fort** 13 **Ref** 13 **Will** 13

**HP/Bloodied** 42/21

**ATTACKS**

**Melee** Claw +3 vs AC; 1d4+2

**Fireball** Range 6; +3 Dex vs. Ref; 2d6 fire

**POWERS**

**Broomstick** Swift; May not be used once bloodied. Summon and control a magic broomstick which gives Flight 7. While flying, may not use hands, so cannot claw or fireball.

**Cauldron** (1/enc) Swift; Summons an animated cauldron to cook your foes that stays animate for 5 rounds.

**Cackle** Standard; Radius 12; +3 Cha vs. Will; Shakens for 1 minute

**Newt** (1 per 3 rounds) Swift; Range 6; +3 Cha vs. Fort; Turns target into a harmless Newt for 1 round

**Float** Will not sink into any natural body of water

**Vulnerabilities** A Wicked Witch takes 2d6 damage each round she is wet, buried under a house, or being cooked.

**SKILLS**

**Str** +0 (10) **Dex** +0 (11) **Con** +1 (12) **Int** +2 (15) **Wis** +1 (12) **Cha** +1 (13)

**Animated Cauldron**

Medium Construct

Level 1 Brute

**Init** +0 **Speed** 5

**Senses** Perception +0

**AC** 16 **Fort** 11 **Ref** 11 **Will** 11

**DR** 5/-

**HP** 10

**ATTACKS**

**Melee** Grab +4 vs Ref; Medium or smaller Creature scooped up into the cauldron which slams as shut as it's able. DC 13 Str or Escape Artist to escape. Once it has shut, the cauldron will not open until the creature escapes or is cooked. (may replace with grapple)

**POWERS**

**Cook** Any creature grabbed by the cauldron takes 1d6 fire damage per round from the hot soup cooking within it.

**SKILLS**

**Str** +3 (16) **Dex** +0 (11) **Con** +0 (-) **Int** +0 (-) **Wis** +0 (10) **Cha** -5 (1)

Discussion: In a perfect world, there's some maneuver that lets you somehow swap places with the witch during an attack and get the cauldron to cook her. I bet it's too high level though. That's the end of the Halloween week, so we'll be back to more random creatures. Now that my [table of contents](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=17458&pagemode=2&blogid=6580) is up, I'll probably be trying to fill in the more obvious gaps, but I'd love to work on any suggestions.

**Random Monster Grab Bag 11/1**   
Posted By: **Keithric**, 11/1/2007 10:13:19 PM

I've had a lot of more complicated monsters recently, around Halloween. Let's do something pretty simple (but still keep it able to do interesting things in combat).

[[](http://www.wizards.com/dnd/images/ab_gallery/319.jpg)](http://www.wizards.com/dnd/images/ab_gallery/319.jpg)

Figure: Very flexible little figure with bizarre grabby hands. Low level skirmisher.

Brainstorm: I don't want too many powers. It'll be extra dodgy and be about grabbing targets and moving them and itself around. Think Mr. Fantastic for how. Flavor-wise, it's a bit of a pick pocket with a flair for swapping items around to cause mischief.

**Reacher**

Small Humanoid

Level 3 Skirmisher

**Init** +9 **Speed** 7

**Senses** Perception +1

**AC** 20 **Fort** 14 **Ref** 16 **Will** 12

**HP/Bloodied** 23/11

**ATTACKS**

**Melee** Reach 2, 2 Claws +4 vs. AC; 1d4+2 and Pull

**POWERS**

**Pull** Free, on claw hit; +4 Str vs. Ref; Pull Medium or smaller creature 1 square towards Reacher

**Fling** (1/enc) Free, on successful Pull; Move creature anywhere within 3 of Reacher

**Swing** (1/enc) Immediate, on being missed in melee; Move Reacher anywhere within 2 of the creature that missed it

**SKILLS**

Sleight of Hand +9

**Str** +2 (13) **Dex** +4 (16) **Con** +1 (11) **Int** +0 (8) **Wis** +1 (10) **Cha** +1 (11)

Discussion: Pretty straightforward. Dies pretty easy, but hopefully makes the tactical situation a little more interesting first. Looking back over it, it is perhaps still too complex for a generic monster. Part of me thinks I almost need to do creatures with more 'widgets' for this column series. Let me know.

**Random Monster Grab Bag 11/2**   
Posted By: **Keithric**, 11/2/2007 10:41:19 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

[[](http://www.wizards.com/dnd/images/un_gallery/Blood_Golem_of_Hextor.jpg)](http://www.wizards.com/dnd/images/un_gallery/Blood_Golem_of_Hextor.jpg)

Figure: Flails on chains instead of hands and a huge tank on its back. Looks fairly agile for a construct, otherwise.

Brainstorm: Couple of melee AoE attacks with its flails, one of which trips. Also, reach cause the chains let it "shoot" the flails out a bit. It's a construct so guarding or standing in the way sounds like a good job (Soldier). The big tank on its back I want to use. Let's say it's steam powered (perhaps via magical steam, but eh) and if you heat it up, it gets a slight benefit, but if you heat it up too much or puncture the tank, it explodes and it's a bit crippled.

Steam Flailer

Large Construct

Level 11 Soldier

**Init** +5 **Speed** 5

**Senses** Perception +5

Fire Resistance 20, DR 10

**AC** 30 **Fort** 22 **Ref** 26 **Will** 22

**HP/Bloodied** 75/37

**ATTACKS** (Reach 4)

**Melee** 2 Flails +14 vs. AC each; 2d6+6 and Trip

**Flail Sweep** Cone 4; +14 vs. Ref; 2d6+6 and Trip

**POWERS**

**Running Hot** Free, If exposed to a fire attack that does not damage it, it is hasted for 5 rounds.

**Tank Failure** (1/enc) Free, If it takes more than 10 fire damage or suffers a critical hit for at least 20 damage, steam vents out from it. It becomes slowed and loses Running Hot power. If it had been Running Hot at the time, an attack is also triggered: Radius 2; +12 Dex vs Ref; 2d6+18 fire.

**SKILLS**

**Str** +11 (22) **Dex** +7 (14) **Con** +5 (-) **Int** +5 (-) **Wis** +5 (11) **Cha** +0 (1)

Discussion: May need to tweak later - I want there to be a decent chance a level appropriate fire attack could either buff it or trigger the failure.

**Random Monster Grab Bag 11/3**   
Posted By: **Keithric**, 11/3/2007 11:06:07 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

[[](http://www.wizards.com/dnd/images/un_gallery/Blood_Golem_of_Hextor.jpg)](http://www.wizards.com/dnd/images/un_gallery/Blood_Golem_of_Hextor.jpg)

Figure: Creature made of pure energy or solid plastic. Something like that. with Big hits: (hammer hand) and rhino head. Pretty fast looking.

Brainstorm: Pretty much getting "Brute" out of it. A vicious charge attack, and a solid right hook. What's it actually made out of? Guess I'll just avoid thinking about it and stick with it being "Astral".  Anything for being Astral? Maybe add a teleport or phase ability. Okay, level 13 is the next gap and it's a large clearly magical planar creature, so that seems reasonable. Let's see if you can get away with a pure "beat up" creature of this level.

Astral Demolisher

Large Construct

Level 13 Brute

**Init** +7 **Speed** 7

**Senses** Perception +6

DR 10

**AC** 31 **Fort** 26 **Ref** 27 **Will** 27

**HP/Bloodied** 75/37

**ATTACKS**

**Melee** Hammerfist +19 vs. AC each; 3d6+20 and Trip

**Smashing Charge** Charge; +19 vs. AC; 4d6+30 and Knockback

**POWERS**

**Astral Stride** (1/3 rnds) Swift, Teleport 7

**SKILLS**

**Str** +13 (25) **Dex** +7 (12) **Con** +6 (-) **Int** +6 (10) **Wis** +7 (13) **Cha** +6 (11)

Discussion: The teleport should setup the charge decently enough, but still a nice simple creature.

**Random Monster Grab Bag 11/4**   
Posted By: **Keithric**, 11/4/2007 9:54:28 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=17458&pagemode=2&blogid=6580).

[[](http://www.wizards.com/dnd/images/BW_Gallery/21.jpg)](http://www.wizards.com/dnd/images/BW_Gallery/21.jpg)

[[](http://www.wizards.com/dnd/images/BW_Gallery/27.jpg)](http://www.wizards.com/dnd/images/BW_Gallery/27.jpg)

Figure: Two for one deal. Both of these figures are all about fire.

Brainstorm: I want it to transition from the fire bird into the fire ball, in a not quite a Phoenix way. In both forms, it'll be entirely about dealing fire damage, so I think I want it to have an ability to increase fire damage taken in bird form. In small groups that can encourage defenders to have to run off if it stacks up too much. For origin, something related to the actual Phoenix. For now, it spawns from forest fires created by the passing of a Phoenix.

**Phoenix Spawn**

Medium Elemental

Level 5 Skirmisher

**Init** +4 Flight 7

**Senses** Perception +2

Fire Immunity

**AC** 21 **Fort** 17 **Ref** 19 **Will** 17

**HP/Bloodied** 48/24

**ATTACKS**

**Melee** Slam +7 vs. Ref; 1d6+5 fire and Fan the Flames

**POWERS**

**Fly-by Attack**

**Fan the Flames** Free, on successful hit; fire attacks used on the creature deal +2 damage for one minute. This effect is cumulative when hit multiple times by any Phoenix Spawn.

**Rebirth** (once) Free, on bloodied, blast of flame; Radius 2; +9 vs. Ref; 1d6+5 fire AND transform into a ball of flame. It becomes mindless, loses Fan the Flames, and gains two additional powers:

**Flame Wave** Standard; Radius 2; +9 vs. Ref; 1d6+5 fire

**Death Burst** Free, on death, blast of flame; Radius 6; +9 vs. Ref; 1d6+5 fire

**SKILLS**

**Str** +2 (11) **Dex** +5 (15) **Con** +2 (10) **Int** +2 (10) **Wis** +2 (11) **Cha** +2 (10)

Discussion: It might be too vulnerable to opportunity attacks, depending on how they have those working.

**Random Monster Grab Bag 11/5**   
Posted By: **Keithric**, 11/5/2007 10:47:00 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=17458&pagemode=2&blogid=6580).

Cheating a little today, trying a more minimalist approach rather than total shot in the darking (like I have been).

[[](http://www.wizards.com/dnd/images/un_gallery/Air_Mephit.jpg)](http://www.wizards.com/dnd/images/un_gallery/Air_Mephit.jpg)

Wind Sprite

Small Fey or Elemental

Level 1 Controller

Fast Flight

High Ref

Almost no melee damage.

Wind Gust Swift; Range 12; Dex vs. Ref to push medium or smaller creatures 2 squares in any direction

Tornado Standard; Range 12; Place a radius 2 tornado that knocks creatures out of it. Duration 3 rounds.

Discussion: Almost useless on its own, but a powerful combo for other figures.  My biggest worry is that it just won't be different enough from the 4e version, but honestly there's only so much you're doing with this figure.

**Random Monster Grab Bag 11/6**   
Posted By: **Keithric**, 11/6/2007 11:26:56 PM

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Like yesterday, I'm not going to assign specific statistics at this time. Things are enough in flux I think I want to see at least one more sample statistics block before I have to redo all the roles, stats, etc too often. Easier for me now, and probably easier for you to read for the moment.



Figure: A brain with a beak and lots of tentacles. Medium size.

Brainstorm: It looks like it's using some of those tentacles to support itself so a reasonable ground speed rather than flight (floating brains are so cliche, right?). Its beak is mostly for show, only used to eat. Let's make it a solo monster - it's a bit fragile on its own, but it can drain life using its tentacles somehow. Let's say it saps your mind into itself as it fights until it knocks someone unconscious, and once they're unconscious it eats their brain. With that many tentacles, it can get a reactionary attack under some trigger (but what?). It either gets a very powerful single attack or can hit everyone in an area around it. It should be able to move around without being too screwed by AoO, so maybe a side effect of it hitting you stops you from taking AoO.

**Dream Devourer**

Medium Aberration

Level 4 Solo

Low AC, High Will

**Melee** Beak Moderate Damage

**Siphon Mind** Tentacle (Reach) Attack on single target that deals high nonlethal damage and heals Dream Devourer for full amount it deals and Saps Will.

**Devour Minds** Tentacle attack on all creatures within 2 radius for moderate nonlethal damage, heals full amount it deals and Saps Will.

**Saps Will** Free; any creature hit by the Dream Devourer is unable to act until their next initiative (prevents immediate actions and AoOs mostly, like a very brief stun). In addition, creature takes a cumulative penalty to will defense each time it is hit. This penalty wears off after 1 minute.

**Drain Mind** Swift; range 2; on any creature affected by Saps Will at least three times against Will to put to sleep.

Discussion: Its damage shouldn't be too serious - the threat isn't it quickly bursting someone down, but in keeping it from healing too quickly that you can't kill it before it starts putting too many people to sleep. It doesn't have a host of immediate or swift actions, so it may not work as a solo monster without them. If it needed more widgets, it could gain a couple 1/use abilities to, say, stun someone and/or get a free tentacle + heal. My only real concern is if it's possible for people to outrange it and just run around hitting it without being in danger. I mean, a purple worm probably has no ranged ability and is a solo monster, but it can always dive into the ground.

**Random Monster Grab Bag 11/7**   
Posted By: **Keithric**, 11/7/2007 9:34:34 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=17458&pagemode=2&blogid=6580).

I've already done a [low level version](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=12228&pagemode=2&blogid=6580) of this figure, but I want to offer several uses for each figure over different level ranges and styles so now's as good a time as any to try one out.

[[](http://www.wizards.com/dnd/images/af_gallery/56.jpg)](http://www.wizards.com/dnd/images/af_gallery/56.jpg)

Brainstorm: Fire Giants apparently rest in the 13-17 range of levels, so that's about where I want to be. The figure has a kinda 'Trickster' look to it, so it's a violent trickster that homes in volcanoes. Maybe an artillery piece, calling down (and up) fire. Its physical abilities will be mostly meaningless. For a mobility piece, it can travel through the little volcanoes that it makes. If it's making volcanoes, though, it's more of a controller. Let's see how that works out.

**Volcanic Trickster**

Small (Fey/Elemental/Huma noid)

Level 14 Controller

High Fire Resistance or Immunity

**Attacks**

**Hurl Lava** Standard; Range 8; Dex vs. Ref; Moderate fire Damage

**Powers**

**Call Volcano** Swift; Range 24; target spot of ground rumbles and glows, then erupts 1 round later for high fire damage to everything in Radius 1. It continues to erupt for 1 minute before cooling. If the Volcanic Trickster chooses a spot that is already erupting, the eruption grows in radius by 1 and the duration is extended to 1 minute.

**Lava Stride** Move; Step from one volcano to any other volcano within range 24.

Discussion: The volcanoes could get a little annoying to work with - any suggested improvements?. In combat it should be pretty easy to run - none of its abilities overlap in action type and it needs to be pretty close to do its ranged damage, so it'll most likely move around a lot making volcanoes until the players choose to engage it. It probably needs some solid fire-based melee types (like Azers and Fire Giants) to back it up, but it does have one good melee defense - it'll be standing in lava. Probably it's biggest use for a DM is an easy way to set up a battle to have a bunch of fire hazards for when the party shows up or shortly thereafter. I like the idea that it forces people to move around, but it may be too ineffective if the party can just casually sidestep it.

**Random Monster Grab Bag 11/8**   
Posted By: **Keithric**, 11/8/2007 11:20:09 PM

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Figure: Snake haired and bodied figure with a bow of some kind.

Brainstorm: Well, I can't make a medusa with this figure, cause that will have been done already. So what's that leave - a very snaky figure with a bow. Why does it use a bow, rather than its head of snakes or some kind of melee ability? How about it's actually firing snakes from its head, and they continue to bite and envenom a creature until killed. Don't need any other special abilities and the poison can be fairly weak, so let's call it a level 4 artillery.

**Serpentine Shooter**

Medium Humanoid

Level 4 Artillery

**Shoot Snake** Bow Range; High attack vs AC; Moderate Damage and Poison and snake counts as all defenses 10 1 hp creature that automatically bites for 1 damage and repoisons each round until snake or shooter is killed.

Discussion: Well, when I strip out all the stuff that can be left "Average"  (AC, HP, speed, init, etc) this ends up being amazingly short.  In theory I should fill in what its melee attack is - it could have something interesting, like a venomous bite or some kind of strange headbutt with biting snakes. I'd just as soon keep it pretty focused on the bow, however. It can probably pick up some reasonable archer trick - being able to shoot multiple opponents or shoot while moving would both be reasonable. I thought about making a critical hit more serious - like you couldn't get at the snake (or it was a lot more difficult) so would have to kill the shooter instead, but felt too "Rot Grub"-y. That and making it more complex for no good reason isn't helpful.

**Random Monster Grab Bag 11/9**   
Posted By: **Keithric**, 11/9/2007 10:21:11 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=17458&pagemode=2&blogid=6580).  
  
  
Figure: Awesome incorporeal undead figure - not terribly humanoid except for the hands.  
  
Brainstorm: I want it to drain life, and if it finishes off a creature to take control of the host as a zombie or something like that. In order to stop its life draining, I still like either killing it or healing to full but that may be too mean with a creature that can run too easily. Then again, maybe it shouldn't be able to run too easily. Maybe it attaches to you when it starts to drain you, and as you get closer to death moves more into you (so gets tougher when victim is bloodied, for instance). Okay, I think I like that. Level is pretty flexible for this powerset. High enough level they can deal with however incorporeal works now, but that might even be 1st. Just to be safe, let's go with 9th level. It latches on and drains a character so brute or soldier. Hmm, let's add on a sapping effect to its drain and call it a soldier. It's just blocking a bit more subtly.  
  
Lifebane Wraith  
Medium Undead  
Level 9 Soldier  
  
Flight 5  
  
Incorporeal  
  
High Ref and Will, Low Fort.  
  
**Touch** Normal Attack vs. Ref; Moderate negative energy damage and grab.   
  
**Drain Life** Any damage dealt to living creatures heals wraith an equal amount.  
**Lifebane** Swift; Grabbed victim; Attack vs Will; Victim receives only half benefit from healing effects and is slowed. If victim is or becomes bloodied, wraith gains +5 attack and damage against victim. If victim dies, wraith merges with host and controls as a medium zombie. Damage to the zombie does not harm the wraith. May not be physically removed unless destroyed, grabbed target is healed to full health, or wraith chooses to let go.  
  
Discussion: Lifebane too complex? Does it work as a soldier, or not so much? It might be a little too effective 1 on 1 against a character. With anyone to help you it seems fine, but if it can get you alone you'd better have a trick up your sleeve.

**Random Monster Grab Bag 11/10**   
Posted By: **Keithric**, 11/10/2007 10:31:42 PM

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Figure: That's a lot of extraneous spikes and edges, and a double bladed sword in one hand.  
  
Brainstorm: An area melee attack. A brute, probably elite. Some kind of damage shield effect when things attack it. Solid AC and DR, cause it's metal. Hmm, but we're kinda boring. How about it shoots all those spikes out of it into people and drags them towards it. Hey, even helps setup a whirlwind.  
  
Iron Eviscerator  
Medium Construct  
Level 11 Brute (Elite)  
  
**Init** +6 **Speed** 5  
  
**Senses** Perception +6  
  
**DR** 10  
  
**AC** 31 **Fort** 25 **Ref** 25 **Will** 25  
  
**HP/Bloodied** 126/63  
  
**ATTACKS  
Melee** 2 Swords +17 vs. AC each; 1d8+16   
**Whirlwind** Standard; Radius 1; +17 vs. AC; 1d8+16  
  
**POWERS  
Impale** Immediate, when attacked in melee; +17 vs. AC; 1d4+13  
**Spike Storm** (1/enc) Swift; Radius 4; +13 Dex vs. Ref; 1d4+13 and drag next to Eviscerator  
  
**SKILLS  
Str** +10 (21) **Dex** +6 (12) **Con** +5 (-) **Int** +3 (6) **Wis** +6 (13) **Cha** +3 (6)  
  
Discussion: It's very easy to deal with if you can keep it at range, but it's pretty likely it can work with other creatures or exploit terrain to at least get in a decent amount of damage.  
  
So, alternatively this could have been:  
  
Iron Eviscerator  
Medium Construct  
Level 11 Brute (Elite)  
  
DR 10  
High AC  
  
**Whirlwind** Standard; Radius 1; High Attack vs. AC; Moderate Damage  
**Impale** Immediate, when attacked in melee; High Attack vs. AC; Low Damage  
**Spike Storm** (1/enc) Swift; Radius 4; Low Attack vs. Ref; Low Damage and drag next to Eviscerator  
  
Any preferences for which way I post things for now? (Some day, of course, I'll need to actually give real flavor text, suggested tactics, etc and finish up some of these monsters)

**Random Monster Grab Bag 11/11**   
Posted By: **Keithric**, 11/11/2007 10:19:06 PM

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Figure: Two solid legs attached to a huge gaping maw lined with pointy bits. It does have a fairly classic "breath weapon" pose going for it, but it's also stretched massively as if it were stretching to get around an ogre's head and chomp it clean off.  
  
Brainstorm: Pretty basic melee tied around the bite. It could have a breath weapon, but I'll go with a low level version that just bites. Slightly above average speed and some really vicious effect tied to its bite. But what? How about it bites heads off of bloodied creatures, sorta. For a name... something Maw. I'll go with Voracious, for now.  
  
**Voracious Maw**  
Medium Beast  
Level 3 Brute   
  
**Init** +3 **Speed** 7  
 **Senses** Perception +2  
  
**AC** 18 **Fort** 14 **Ref** 16 **Will** 14  
  
**HP/Bloodied** 23/11  
  
**ATTACKS  
Melee** Bite +6 vs. AC; 1d8+6   
  
**POWERS  
Beheading Bite** Deals +6 damage against bloodied creatures. If a bite kills a Large or smaller creature, it beheads the creature.  
  
**SKILLS  
Str** +3 (15) **Dex** +3 (14) **Con** +2 (13) **Int** -3 (2) **Wis** +2 (13) **Cha** +0 (8)  
  
Discussion: I wanted something very straightforward today (feeling a little under the weather so I want to go to sleep earlier) and this one leapt out of the box. As an aside, it has 3 eyes, 1 on each side of its mouth. I almost gave it a spot bonus as a result or some type of Xorn-like digging. But, really, it just means it watches what it eats, I guess.

Adding on the short stat version for this one as well. It seems pretty likely I'll switch to this setup since it's easier for me and I've had 100% feedback (one person) that it's preferable. On that  note, it'd be neat to have a scoring mechanism for these. Maybe I can have folks vote on them once Gleemax has more of a following and if people are still reading them.

**Voracious Maw**  
Medium Beast  
Level 3 Brute   
  
High Speed  
High Ref  
 **Bite** High Attack vs. AC; Normal Damage  
 **Beheading Bite** Deals extra damage against bloodied creatures. If a bite kills a Large or smaller creature, it beheads the creature.

**Random Monster Grab Bag 11/12**   
Posted By: **Keithric**, 11/12/2007 10:24:57 PM

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Figure: If you get a chance to look closely at this creature/mini, it's actually pretty comical. It does have the kinda armory skin, but it otherwise barely has anything offensive looking at all.  
  
Brainstorm: Very low level, nearly harmless on its own, but still to be feared - like a skunk. So, it sprays some kind of nauseating or paralyzing liquid from its little forehead nozzle. It's got a little hook at the tip of its head/nose that can work for its only attack - it drains blood with it.  
  
*A squat harmless-looking creature sniffs intently. It has no claws or mouth and seems to barely balance on its ungainly two legs. It lets out a bit of air from a fleshy tube in its forehead with a bubbling noise and flicks a pebble with its hooked nose.*  
  
**Nurfle**  
Medium Beast  
Level 1 Soldier  
  
Scent  
  
High AC  
  
**Drain Blood** Very Low Attack; Low Damage  
  
**Paralyzing Spray** (1/2 rounds) Swift; Range 6; vs Fort, Sickens and some kind of per round check to act each round. If fail a couple times, become paralyzed.  
  
Nurfles are skittish and typically act to defend themselves from perceived threats. Even when starving, they rarely kill prey. Instead, a nurfle will paralyze a foe, drain their fill of blood, then move on. Of course, other predators and creatures tend to follow or exploit nurfles for this very purpose.

Typical Encounter: A mated pair of nurfles fiercely defends their newborn. The male often ranges a bit further away from their cave to scout for food. Once prey is found, the female is near starving and will quickly rush in to eat. An ankheg has burrowed down nearby and is ready to swoop in and grab any opponent they weaken or disable.

Discussion: Added a little more fluff than usual, since I thought it more necessary for the role I wanted them to serve. I'm switching over to always doing the descriptive version of monster stat blocks and only sometimes doing a 4e version, until we've got something real to work with. Probably better that way anyways, since I'd have had to stop speculating if I got invited to playtest 4e.

**Random Monster Grab Bag 11/13**   
Posted By: **Keithric**, 11/13/2007 11:34:04 PM

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Brainstorm: Prince of Air. Huge movement, swashbuckler style attacks, and wind push back. Call it an Elite Skirmisher... say, Level 18. High enough that real planar travel might be happening. Prince may be too lofty a title for what he ends up with, but I'll use it for now. I'll use Storm instead of Wind, since there's this whole Wind Duke thing already established.  
  
**Storm Prince**   
Medium Immortal Humanoid  
Level 18 Skirmisher (Elite)  
  
High Init, High Flight Speed  
High AC, High Ref, Low Will  
  
Melee Normal Attack; Low Damage and Disarm or Trip  
  
**Flyby Attack  
Cloak of Wind** (1/3 rnds) Immediate, when attacked, wind gust knocks melee opponent back 6 or deflects Large or smaller ranged attack  
**Wind Slash** (1/3 rnds) Swift, Line 12; Moderate damage and knockdown  
**Thunderclap** (1/enc) Standard; Radius 8; Moderate damage and knockback 6  
**Lightning Step** (1/enc) Immediate, fly 6 squares in any direction  
  
Discussion: I'd still love some feedback - anything from constructive criticism of the ideas to what types of monsters, particular minis, what things to skip, what things to definitely include, etc. Anything I can do to improve things.  Edit: Tweaked cloak/step after the fact, if you read it earlier today.  May need  to constrain ranged attacks that cloak can block. Can probably have a bonus to a couple of skills (tumble, balance, bluff, initiative).

**Random Monster Grab Bag 11/14**   
Posted By: **Keithric**, 11/14/2007 11:37:38 PM

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Brainstorm: So, I'm going to go ahead and keep it a demon, but ignoring the abilities it has in 3e and even change its purpose from "corrupt mortals" to "sow chaos and destruction". It has 4 arms so that has to mean something. Its 2 pincers are its physical way of fighting. In theory, it  perhaps logically should lock on and squeeze, but that's not dynamic enough so anything it doesn't chop in half right away it hurls away. Its two normal hands a mental/finesse way it can get in for free. How about it makes things berserk in some fashion. For movement, it can teleport. Time honored tradition. It's looking a little simple for an elite, and it feels really odd to conceive of having several of these as a potential fight so let's add a bite that can setup even more raging.  
  
**Ravage Demon**  
Huge Demon  
Level 16 Brute (Elite)  
  
Fire Resistance  
  
High HP  
  
**Melee** 2 Pincers; Very High Damage and Grab/Throw  
**Melee** Bite; Moderate Damage  
  
**Mindless Rage** Swift; Touch; vs Will to cause creature to enter a mindless fury for 1 round. The creature is treated as having an intelligence of 1 and must attack the closest creature other than the Ravage Demon.   
**Overwhelming Rage** Swift; Radius 10 on all creatures ravage demon has ever bitten; otherwise as Mindless Rage.  
**Teleport** Swift; Range 10

**Random Monster Grab Bag 11/15**   
Posted By: **Keithric**, 11/15/2007 11:16:39 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

Instant monster, just add mini.  
  
  
  
Brainstorm: Orc Wardrummer is what it is in dnd minis, and that's exactly what I'll be using it for. Its drumming can send nearby orcs into a violent rage or give them a burst of speed. (quick checks dnd mini stat card) - Yay, it doesn't already do that. Of course, you could stat it up as some kind of classed creature, but why? Hmm, I don't know the role name for a creature that only buffs other creatures (maybe the party line says it should also do something else). I guess it could dual wield those bones as clubs, which lets it do something else and is amusing. But it's supposed to stay in back all the same until its allies are dead.  
  
**Orc Wardrummer**  
Medium Humanoid  
Level 2 Leader  
  
Low AC  
  
**Melee** 2 Clubs; High Attack; Moderate Damage

**Incite Orcs** Standard; Orc allies with Radius 24; for 1 round give all orc allies within range either +2 attack and damage OR +2 speed and initiative.

Discussion: So this is the kind of creature I expect lots of DMs just make up at the table. Of course, in 3.x terms you'd just make it a bard (\_maybe\_ a marshal). It'll do song of courage - maybe you give it a masterwork drum so it can use those rules from Complete Adventurer. Maybe you ignore most of its spells and skills since you really just want the song and be done. In 4e, maybe you stat it up like a class as well. But, enough talking - 30 seconds of creature design, 15 minutes of typing :)

P.S. Ends up the RPG stats for the mini card have it as a bard 2 / marshal 3.

**Random Monster Grab Bag 11/16**   
Posted By: **Keithric**, 11/16/2007 11:29:31 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

[Previously](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=17524&pagemode=2&blogid=6580) I'd mentioned the idea of some high level Scarab swarm minions.   
  
  
  
Brainstorm: So the basic idea is that at the moment (3e) we have 4 "squares" of malleable swarm all with the same hit points, attack, etc. In 4e terms, why not make each a minion and have them work together somehow. This particular one is quite high level as it's used by a mummy lord (and is supposed to be more like the scarabs from the Mummy movie). So usual swarm stuff, but it burrows into the skin which makes it harder to leave the area and it gets something nastier than nausea.  
 **Death Scarab Swarm**  
Level 15 Minion  
  
**Swarm qualities** Half damage taken from melee, double damage taken from area effect attacks, immune to all single target effects. Gain +1 attack and damage for each adjacent Death Scarab Swarm minion. May transfer any amount of hp to an adjacent Death Scarab Swarm minion as an immediate action.   
  
**Swarm Attack** High Damage and Burrow  vs Ref  
  
**Burrow** May burrow into creature's flesh. Attach to creature until swarm destroyed. Deal cumulative additional damage each round.  
**Disable** Swift; Once burrowing; Attack vs Fort to make prone and stun.

Discussion: This one is a bit more speculation than usual - they're probably not doing swarms as minions, whereas I really figured that might be an easy way to do it. Either way I approve of the new medium-size swarms you can stick figures on. Great idea that. I noticed the Dreamblade gallery earlier and there are some very nice looking figures there you could use for D&D. Quite a few you couldn't, but I may still have to try to get my hands on some. (Apparently, I missed the Dreamblade boat entirely - cancelled already. Looks cool at least)

**Random Monster Grab Bag 11/17**   
Posted By: **Keithric**, 11/17/2007 11:47:33 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

  
  
Brainstorm: A type of dragon that lives in and around rainbows, probably not necessarily in a normal location on the Material/Prime. It has an entire suite of powers built around a rainbow theme, and not the normal "Prismatic" one. It varies them up each round, with like an attack, defense, and special each round. After it's exhausted its colors, it's easy pickings so probably tries to escape.   
  
**Rainbow Drake**  
Large Dragon  
Level 12 Solo  
  
High Init, Flight Speed  
  
High Ref, Low Fort  
  
**Bite** Moderate Attack and Damage  
  
**Ride the Rainbow** Full Round; Requires a clearly visible rainbow; Rainbow Drake glows brightly in many colors, then a round later turns into a rainbow beam itself and travels up to 1 mile instantly to any other point where the rainbow is visible.  
  
**Breath Weapon** Standard; Cone 6; Moderate Attack and Damage  
**Radiant Aura** Swift; Radius 12; Low Attack vs Will; 1 minute duration; Dazzles  
   
**Color Attunement** At the beginning of its action each round a Rainbow Drake may choose to attune to one of five colors (Red, Yellow, Green, Blue, Violet). The Drake's feathers of the appropriate color fade from vibrant to dull, while its radiant aura glows brightly with the chosen color. This gives it a varying set of bonuses for 1 round. Once a color is attuned, the Rainbow Drake may not choose it again until it has spent at least 1 minute resting within the light of a Rainbow.  
    ***Red***     Free; 1 round duration; Make a free bite attack on anyone who melee attacks Drake.  
            **Breath Weapon** gains '… and creatures gain a moderate penalty to attack for 1 minute'  
            **Radiant Aura** gains '… and creatures may not attack Drake and will act to prevent others from attacking Drake for 1 round.'    
        
   ***Yellow***   Free; 1 round duration; Drake gains high bonus to attack and damage.  
            **Breath Weapon** gains '… and shakens creatures for 1 minute.'  
            **Radiant Aura** gains '… and creatures are frightened for 1 round.'  
  
    ***Green***   Free; 1 round duration; Drake is hasted.  
            **Breath Weapon** gains '… and hit point healing is halved on affected creatures for 1 minute.  
            **Radiant Aura** gains '… and the Rainbow Drake heals 1/4 of its hp.'    
  
    ***Blue***    Free; 1 round duration; Drake is immune to all mind effects for 1 round.  
            **Breath Weapon** gains '… and creatures gain a moderate penalty to damage for 1 minute'  
            **Radiant Aura** gains '… and creatures are slowed for 1 round.'    
  
   ***Violet***    Free; Drake attempts to dispel all harmful effects on it.  
            **Breath Weapon** gains '… and creatures are blinded for 1 minute.'  
            **Radiant Aura** gains '… and Rainbow Drake gains moderate bonus to AC and all saves for 1 round.'   
  
Discussion: This may be one of the first I'll add on a tactics section. It's very complex, but hopefully not too bad for a DM. Easy to control its action, just pick a set and run with it. Possibly a bit to pick an appropriate color at the start of the round, but once you do should be simple. You could add on the other two (orange, indigo) colors easily enough, but honestly I think the "classic 5" are enough.

**Random Monster Grab Bag 11/18**   
Posted By: **Keithric**, 11/18/2007 11:48:56 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).  
  
  
  
Figure: Big evil green humanoid... with bushy eyebrows, and some frog-like qualities. Reaching towards you (but in more of a shake your hand or dance with you than maul you pose, frankly)  
  
Brainstorm: Okay, "Green Man" as in a Fey figure. It has some power to lull a traveler to it and take its hand (so some ability to look like a man or tree, so it can get unwary travelers). Once in combat, it's mostly physical attacks with maybe a hint of some nature assistance. How about it's a soldier, does grapples and snares.  
  
**Green Man**  
Level 7 Soldier Lurker  
  
High Fort, Low Ref  
High HP  
  
2 Claws for Low-Moderate Damage and Grab/Pin  
Bite for Moderate-High Damage  
  
**Seeming** A Green Man may disguise itself as a male humanoid or as a tree.  
**Lure** Swift; Range 12; vs Will; Creature must move at least one square closer to Green Man on its action.  
**Nature's Grasp** Swift; Radius 2; vs Ref; Plants entangle Green Man's opponents.  
  
Discussion: It should probably have some telltale signs (bushy eyebrows, finger-like branches) in its disguise form for flavor, but not an automatic reveal. Hmm, tentatively adding "Lurker" tag since in theory it helps set up an ambush via disguise and/or lure. I'm still looking for feedback, but this time for something else: Format of these posts. I'm considering changing the title to something shorter and including the name of the day's monster, and also I'm extremely open to any sort of format at all for the creatures. I was originally going off a mini stat card in 4e. Now that I'm not including actual statistics it might make sense to spruce things up a bit. Also, if it would be valuable for others I can be a bit better about putting in "Flavor" sections. On that note...  
  
[Knight Broken Cross](http://www.gleemax.com/Comms/Pages/Communities/DisplayProfile.aspx?userid=13258&blogid=4778) has some very cool blog posts to check out, but in particular I need to link [this post](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=23220&pagemode=2&blogid=4778) where he's started to do "Ecology of" type posts for the monsters I'm making. I'll get my index set up to link directly soon-ish.

**Monster: Primordial Ooze**   
Posted By: **Keithric**, 11/19/2007 10:20:21 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

  
  
Brainstorm: Tentacled chaos thing from 'Beyond' is pretty well covered already, so how about it's an ooze of constantly growing and mutating life. Like a primordial soup, but extra bad. Anyhow, it tries to eat anything it can get at and inflicts nasty poisons and a fast-acting disease as things attempt to grow in/on you where it bites you. It has a "Fast Healing" type ability, but based around eating things say.   
  
**Primordial Ooze**  
Large Ooze  
Level 8 Brute  
  
Low AC, Low Ref  
Very High HP  
  
**Slam or Bite** Moderate Damage and Low Damage Poison and Disease   
  
**Disease** Acts immediately and attacks each round such that it can take someone out within 5 to 10 rounds if not fought off or cured.  
**Regrowth** (1/enc) Swift; Heal 1/4 hit points.   
**Consume** Standard; Consume a Large or smaller, dead or dying creature. If the creature is medium or large then Primordial Ooze may use Regrowth an additional time this encounter.  
  
Discussion: Course, it's more likely to be eating its own side than the PCs, but there's nothing wrong with that.

**Monster: Burning Destroyer**   
Posted By: **Keithric**, 11/20/2007 11:00:03 PM

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Brainstorm: Let's take a brief jaunt into (low) epic. Powerful elemental evil / demon creature of fire. Spear and fire powers. A blast wave effect around it. Calls a massive explosion effect on an area that summons a fire minion with it (so I can do another epic fire creature later). Its spear can be hurled in a line and impale someone in place, making its big explosion more threatening. Some kind of movement power seems in order for epic. Hmm, maybe combine with one more attack power. Oh, and Elite, cause I apparently want to give this a whole bunch of abilities.  
  
**Burning Destroyer**  
Large Elemental/Demon  
Level 22 Artillery (Elite)

Fire Immunity  
Low Ref, High HP  
  
**Melee** Spear; Moderate Damage  
  
**Burn** Standard; Range 24; High Attack vs Fort; Moderate Fire Damage each round for 3 rounds  
**Impaling Pitch** Standard; Range 8; High Damage Line (Half Physical / Half Fire) that impales final target to ground for 1 round.  
**Blast Wave** Standard; Radius 8; High fire damage and knockback.  
**Flame Calling** (1/3 rnds) Swift; Range 24; Flames appear at target intersection. 1 round later, Extreme fire damage Radius 2, High fire damage Radius 8 and summon a [Burning Fiend](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=24474&pagemode=2&blogid=6580) that lasts 3 rounds.  
**Blaze** (1/enc) Immediate; turn into ball of flame and hurtle up to 12, moderate fire damage attack to all in line.

Discussion: Its usual tactics are to just set things on fire with burn indiscriminately and flame call on the most dangerous area. Blaze and Blast Wave can be used offensively and defensively, Blaze should maybe be swift, but I worried it wouldn't get a chance to really use it otherwise. If it manages to stick a creature in the 2 radius of Flame Calling, it should be an impressive amount of damage. Hopefully 4e is setup so  everyone isn't walking around immune to fire all the time at high level, or this will need a bit more changes.

**Monster: Avalanche**   
Posted By: **Keithric**, 11/21/2007 11:00:40 PM

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Simple one today - probably tomorrow as well, unless my Turkey Coma inspires me.  
  
  
  
Brainstorm: Elemental that blocks others and pushes them around. Soldier.   
  
**Avalanche**  
Large Elemental  
Level 8 Soldier  
  
DR  
Low Will  
High HP  
  
**Slam** Low Attack; Moderate Damage and Knockback 1  
**Charge** High Damage and Huge knockback  
  
**Implacable** High resistance to any attempt to move it.  
  
Discussion: Open a booster, pour it out, have the monster for the evening. Now I just need a booster for each day. Seems unlikely somehow.

**Monster: Burning Fiend**   
Posted By: **Keithric**, 11/22/2007 11:46:54 PM

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And now a 3rd visit to this [same](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=12228&pagemode=2&blogid=6580)  [mini](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=20798&pagemode=2). Time for an epic version to go with the [Burning Destroyer](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=24076&pagemode=2)  from a couple days ago.  
  
Brainstorm: Very basic aoe fire around it, and it heals from fire damage (making it work well with other fire creatures, and others of its own kind). Done. For flavor, they are called by extreme fiery destruction of all kinds and in some areas may show up when almost any extremely powerful fire spell is cast. Some creatures call them specifically, and they tend to congregate with each other when there are multiple in an area.  
  
**Burning Fiend**  
Level 22 Minion  
  
Fire Immunity  
  
**Flame Aura** Swift; Radius 6; Moderate-High Fire Damage  
**Flame Healing** Heal half fire damage done to it  
  
Discussion: Mmm, turkey coma. I was good about avoiding too many sweets (y'know, just 2 slices of pie and 3 cookies...), but I was having trouble with this honey-brown sugar coated turkey. Yum. Oh well.

**Old Monster: Iron Smasher**   
Posted By: **Keithric**, 11/23/2007 10:49:24 PM

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Brainstorm: Common, medium-sized. The original creature (Hammerer) is fairly low CR, so how about a bit higher up and a minion. It's designed to neutralize someone's movements, and to self destruct. Hammer stuns, pincer grabs. May as well align with the earlier [Iron Eviscerator](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=21540&pagemode=2)  I did.   
  
**Iron Smasher**  
Level 10 Minion  
  
High AC, Low Will  
  
**Smash** High Damage and Stun  
**Grab** Moderate Damage and Grab/Pin  
  
**Destruct** Immediate; If bloodied or destroyed, burn and spark for 1 round then High Ref attack; Radius 2; High Fire and Electricity Damage.

Discussion: Today's unanswered questions: Would it be preferable if I did less monster ideas, but stuck to better and more fully fleshed out ideas? Would it be preferable if I did a weekly post with all of the monsters for the week?

**Monster: Shadowfell Titan**   
Posted By: **Keithric**, 11/24/2007 11:51:07 PM

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Brainstorm: Huge Shadowfell creature. Like walking darkness, so some kind of concealment effect. Blinding attacks. Life draining aura. Elite. Soldier. Shadowfell Titan. Hmm, looking a bit higher level, let's give it some more mobility. Or better yet, reverse mobility. It can suck living creatures to it. Done. And I guess with the whole concealment/blindin g thing it can count as a lurker.  
  
**Shadowfell Titan**  
Level 19  Soldier Lurker (Elite)  
  
Concealment, Low AC  
Very High HP  
  
**Slam** High Damage and Blinds briefly  
  
**Graven Summons** (1/2 rnds) Standard; Radius 12; Attack vs Will to pull all living creatures towards it  
**Soul Siphon** (1/2 rnds) Swift; Radius 6; Attack vs Fort; Moderate damage and heal per creature attacked   
  
Very High Hide Ability  
  
Discussion: I seem to like making brutes elite. Maybe I figure they'll be too boring to you folks otherwise. I'm expecting concealment to make up for the lower AC, and care should be taken to make sure it has enough hp to live for 2-3 rounds and actually use its abilities, but not so much it just gets too annoying. This one is probably a bit too close in power to the Nightwalker, but huge scary undead... hard to be 3rd level. At least this doesn't despoil potions and crush magic items.

**Monster: Grabbic**   
Posted By: **Keithric**, 11/25/2007 11:37:28 PM

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Figure: A twisted and bizarre living hand, with more hands on the fingertips. Medium size.  
  
Brainstorm: Well, I think some grabbing in in store here. And climbing. Pretty low level. Looks like it can do a fair amount of damage with the hands, and also could deal with multiple foes at once. Not terribly tough if you can unload on it from range. On that note, if it's grabbed someone it can use them as a shield vs ranged.  
  
Flavor: (Magically) Crafted race, used as a helping hand. It's not a killer by personality. It uses its multiple arms to do multiple things (multidexterity, if you will)  
  
**Grabbic**  
Level 4 Soldier  
  
Climb Speed  
Low AC, Low Ref  
  
**Two Claws** Low Damage and Grab/Pin  
  
**Deflect** Immediate; With opposed attack roll either slap normal missile away or interpose grabbed target into ranged attack in its place  
**Rend** Swift; High damage attack on someone grabbed by three or more claws  
  
Discussion: The idea is that it still has four claws it can use, but only two new grabs each round to keep things fairly sane. If it manages to get someone for two rounds, that person's in trouble. More likely you want it to grab multiple people, however so it doesn't get squashed. It may need a bonus to grabs for additional hands.

**Monster: Dulin**   
Posted By: **Keithric**, 11/26/2007 11:30:10 PM

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Brainstorm: Low level, sorta acts twice each round. By default two melee attacks and a crossbow shot with reload. Name. Well, it's kinda like two goblins squashed together. Duo Goblin.  
  
**Dulin**  
Small Humanoid  
Level 2 Skirmisher  
  
**2 Weapons** Low Damage  
**Crossbow** Low Damage  
  
**Dual Acting** Roll two initiative rolls for the Dulin. It may take a limited action involving no movement on its second initiative roll.  
  
Discussion: In Star Wars Saga terms, maybe a standard and move on each of its actions (losing the 3rd, swift, action).

**Old Monster: Spore Brute**   
Posted By: **Keithric**, 11/27/2007 11:17:59 PM

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Brainstorm: Walking shroom. Basic damage and a once per encounter AoE poison.   
  
**Spore Brute**  
Level 4 Brute  
  
Low AC, High Fort  
High HP  
  
**Slam** Low Damage and Poison 5, weakened while poisoned  
  
**Spore Burst** (1/enc) When bloodied, Swift; Radius 2; Poison 5, weakened while poisoned.  
  
Discussion: May need to tweak the burst activation - I'd prefer it not be based around it dying or bloodied as a pure reaction (so players have a chance to stop it), and not be something it automatically does in the first round when it runs up, but if it had to be one or the other cause otherwise it doesn't happen I'd choose the latter.

Edit: After post edit - decided to lower its melee damage and add the poison onto its slam.

**Monster: Frost Reaver**   
Posted By: **Keithric**, 11/28/2007 10:33:46 PM

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Brainstorm: First thoughts are something melee-ish. So, not that. Time for an artillery or controller. Freezing. Ice Storm. Some kind of damage shield-ish thing. Shards of Ice maybe.  
 **Frost Reaver**  
Level 12 Controller  
  
Cold Immunity, Fire Vulnerability  
  
**Freeze** Range 18; vs Ref; Moderate Cold Damage, Slow 5 rounds, and reduce Speed to 0 for 1 round  
**Frost Shards** Immediate; when damaged in melee, Low Damage and Slow 1 round  
**Ice Storm** (1/enc) Range 18; Radius 6; High Damage and slippery; 5 round duration

**Monster: Herald of Harmony**   
Posted By: **Keithric**, 11/29/2007 10:53:02 PM

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Brainstorm: Low level angel with AoE buff/debuff abilities. No ability to do damage, at all.  
  
**Herald of Harmony**  
Level 3 Controller Leader  
  
Flight  
Low AC  
  
**Flyby Attack**  
**Hope** Standard; Radius 8; Heals minor damage and gives bonus to Will defense on all allies for 2 rounds  
**Peace** Standard; Radius 8; vs. Will; Moderate Penalty to damage for 2 rounds  
**Tranquility** Standard; Radius 8; vs Fort; Slowly puts all creatures to sleep (with stacking penalty of some sorts or nonlethal, perhaps)  
  
Discussion: Its abilities could be difficult to use without hindering its own allies.

**Monster: Grasping Shadecat**   
Posted By: **Keithric**, 11/30/2007 11:15:37 PM

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Brainstorm: 2 grabby tentacles for dragging things up to it so it can maul them. It's looking pretty emaciated and dark to me, so maybe it lives in the Shadowfell. Eats undead. Resistance to negative energy, however that works out. It can travel between prime and shadowfell - in combat gives it a teleport, but out of combat lets it hunt in either. Oh, and it's a Huge mini, so decently high level.  
  
**Grasping Shadecat**  
Level 17 Brute  
  
High Speed, High Initiative  
  
Negative Energy Resistance  
High Ref, Low Will  
  
**Tentacles** Long Reach; 2 attacks Low Damage and Move 2  
**Maul** High Damage   
  
**Fellstep** (1/enc) Standard; Shift to or from Shadowfell or Teleport up to 24.  
  
Discussion: I should really bank some time to work on at least a couple a week, do a couple cooler / more detailed ones. At least, maybe think a little bit about it before bedtime sometimes.On the other hand, I am getting well on my way to a monster manual worth of mobs :)

**Monster: Bear Spirit**   
Posted By: **Keithric**, 12/1/2007 11:27:39 PM

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Brainstorm: Totem Bear spirit for a barbarian tribe. So more of a human creation of rage than an actual animal. Elite soldier, blocking for shaman types and setting up raging brutes. Area effect axe attacks that knockdown. Its claw grabs and holds someone. Once per encounter it can give a stunning roar that heals it some.  
  
**Bear Spirit**  
Level 6 Soldier (Elite)  
  
Low Ref  
High HP  
  
**Axe Swipe** Standard; Cone 2; Moderate Damage, Knockdown one of the targets  
**Claw** Swift; Damage and Grab/Pin  
**Bite** Swift; Only on grabbed target; Moderate Damage  
 **Thundering Roar** (1/enc) Standard; only when bloodied; Radius 4, Stun 1 round vs Fort, and heal 1/4 hit points

**Monster: Stone Juggernaut**   
Posted By: **Keithric**, 12/2/2007 10:28:48 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).



Figure: Stone running man. Bowling. Maybe it even has dancing routines.  
  
Brainstorm: Okay, constant motion. It's a construct that bull rushes and tramples. If it's unable to move for some reason, it actually takes damage until it turns into a statue or something.   
  
**Stone Juggernaut**  
Level 9 Brute  
  
High Speed  
  
**Smashing Rush** Full Round Action; Slam Large or smaller creature and move up to full speed with it  
**Trample** Full Round Action; Double move over any squares containing medium or smaller creatures; Moderate Damage and knockback to all targets in path  
**Deadly Inertia** If a Stone Juggernaut is unable to move at least 1 square in a round it takes Moderate Damage that round.  
  
Discussion: One of these gets loose from its intended site and it does horrible things to crops, and the house volumes plummet in areas they run by at night. Okay, maybe that part doesn't need to get into the monster description. :)

**Monster: Living Whirlwind**   
Posted By: **Keithric**, 12/3/2007 11:29:31 PM

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Brainstorm: I actually started with a gimmick - I want a creature that you want to stay away from initially and plenty spread out, but as close as possible later in the combat. So area effect attacks close around it initially, but at death a huge area effect attack except right around it.  
  
**Living Whirlwind**  
Level 13 Controller  
  
Fast Flight  
High Ref, Low Will  
  
**Whirlwind** Standard; Radius 4; Moderate Damage and Knockdown   
**Death Storm** Immediate, on death; Radius 12; All creatures in or entering except those within radius 4; High Damage with Knockdown and Entangle. 1 round duration.  
  
Discussion: Might have to play with it a little bit - might want to make the whirlwind a full round action to make it more meaningful to avoid it, but it'd have to get something solid to do when it does move and I'd worry it wouldn't get to use it at all if people were really mobile. Actually, hmm... maybe it's something that triggers at the beginning of its action, so it can't move up to you and do it, it only hits people if they stay around it afters it action. That sounds appealing.

**Old Monster: Forest Preserver**   
Posted By: **Keithric**, 12/4/2007 11:33:46 PM

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Brainstorm: Slow movement. Hmm. Something a bit less physical. It gives allies near it barkskin and has a bit of a healing aura until its bloodied. Soldier,  
  
**Forest Preserver**  
Level 5 Soldier  
  
Slow Speed  
  
Low Ref  
High HP  
  
**Forest's Ward** Free - Constant; Radius 6; All allies gain bonus to AC. 1 round duration.   
**Aura or Preservation** Move; cannot be bloodied; Radius 6; Heal all allies for Low damage  
  
Discussion: It shouldn't move much, its allies should move up to it.

**Monster: Vengeful Heart of the Forest Wild**   
Posted By: **Keithric**, 12/5/2007 11:31:46 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).



Brainstorm: Want something slightly epic. Like the angry ruler/protector of a great Feywild forest. Solo. A bunch of 1/enc abilities. It won't exactly be flying, so it needs some way to cope with people trying to stay away from it. It should always be encountered in a forest, so it at least has a forest ceiling and some very big trees nearby. Wicked looking claws. Root control, so it can stick people in place. Its 1/enc - one animates a lot of plants for 1 round to really beat stuff up, one has all nearby plants grab and hold people, one does a massive shredding storm of thorns, branches, etc. One heals and cures conditions by rooting in place for a bit. And a little pretentious on the name, for a difference.  
  
**Vengeful Heart of the Forest Wild**  
21 Solo  
  
High Fort, Low Ref  
High HP  
  
2 Claws Moderate Damage  
  
**Heartsroot** Swift; On claw damaging bloodied opponent; vs Fort, Stuns and opponent bleeds for High damage each round until healed past bloodied  
**Root** Swift; Range 12; vs Ref, Nearby plants or branches grab and hold target for 1 round  
  
**Wildstep** Move; Teleport to any Huge or larger plant within 10 squares  
  
**Forest's Grasp** (1/enc) Move; Radius 12; All creatures currently within 4 squares of any Large or larger plant; grabbed/pinned. Instant (need to escape)  
**Wildheart** (1/enc) Move; Reduce speed to 0 for 1 round. Heal self for 1/4 hp. Dispels wide variety of afflictions. After 1 round, heals self for another 1/4 hp.   
 **Forest's Vengeance** (1/enc) Standard; Radius 60; All creatures currently within or entering within 6 squares of any Large or larger plant; High damage and entangle. 1 round.  
**Wild Storm** (1/enc) Standard; Radius 24; vs Ref, Moderate Damage

Discussion: Many apologies for the lateness on this one. Definitely time to get ahead of myself a day so I can afford a sick day.

**Monster: Master Brain**   
Posted By: **Keithric**, 12/6/2007 11:35:35 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).



Brainstorm: Melts creatures brains, then moves in and takes them over. When its puppet dies, it bursts out and attempts to take over another. So, cool Lurker. Uhoh, problem. I go to look up the Intellect Devourer and... it's way too close. It has a whole ton of extra crap. All sorts of psionic powers, DR 10/adamantine, immunity to fire, resistance to electricity. Dunno what's up with any of that, but it's core ability is to psionically assault and eat brains and take over the bodies. Okay, new brainstorm. It's a Lurker Leader Controller (too many tags - good thing it's not elite!) that takes over the corpses of creatures and makes them more powerful and smarter. Once its body dies, it bursts forth and attempts to stun creatures and get into a new corpse. It'll home in Large generally stupid creatures.  
 **Master Brain**  
Level 7 Controller Leader Lurker   
  
Low AC, Low Fort, High Will  
  
**Stunning Blast** Standard; Range 6; vs Fort, stuns 1 round  
  
**Inhabit** Full Round; Move into the corpse of a Large creature, gouging out space over the round. Inhabited creature is temporarily reanimated with Low HP and gains a bonus to Will defense and initiative and the following additional powers may be used:  
  **Heal** Standard; Heal inhabited body for Moderate Damage.  
  **Rage** Standard; Inhabited creature is enraged for 1 round, gaining a sizable melee bonus.  
  **Surge** Standard; Inhabited creature may take an extra move action.    
  **Coordinate** Standard; Double any aid another bonus from inhabited creature.  
  
**Burst** (1/enc) Immediate; Radius 6; Stuns 1 round. Burst out of body, killing it.   
  
Discussion: Might need to specify if certain abilities are lost from the inhabited creature, but it can't make creatures worse by being part of their group so at most it should be a limiter on the types of creatures it works on. Inhabit could potentially 'coup de grace' dying creatures as part of it to make it slightly more flexible if creatures don't end up  going straight to dead as much.

**Monster: Carrion Caller**   
Posted By: **Keithric**, 12/7/2007 10:43:37 PM

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Brainstorm: Big vulture guy. Some generic melee. Associated with the dead and dying. Maybe a shriek. Name - something to do with carrion. Its attacks spread a disease that makes healing more difficult and maybe easier to die, however those rules work. It gains power from dead or dying creatures around it. Its shriek has no direct combat effect, but it uses it to call allies from a great distance.  
  
**Carrion Caller**  
Level 10 Skirmisher  
  
Flight  
  
**Claw** Low Damage and Necrotic Wound  
  
**Flyby Attack**  
**Necrotic Wound** Healing effects impeded (perhaps halved in effect) and sizable penalty to not die if brought below 0 hp  
**Carrion Power** If, in last 5 rounds, have been within 20 of a dead or dying, small or larger creature, gains a bonus to attack and damage. Bonus increases even more if 5 or more corpses or 20 or more corpses.  
  
Discussion: Name too painful, perhaps. I can revisit later, but in the meantime it can stay - if the Carrion Crawler weren't iconic it wouldn't be so bad :) The carrion power probably needs to be tweaked - I'd like a very simple and clearcut way for it to gain more power from a battle's worth of corpses over 1, or a whole field's worth.

**Monsters: Hobgoblins**   
Posted By: **Keithric**, 12/8/2007 11:55:16 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

Something a little bit different today. I keep looking for random minis and turning up all sorts of humanoids, and i've mostly been avoiding using them for this column. Among other things, it just seems less useful or a bit of a cheat. Well, I'll try a group of humanoids - in this case hobgoblins. Let's reach in and pull out almost every hobgoblin mini they've put out since the first couple sets.  
  
Brainstorm: I want a common ability shared by all of them. Hobgoblins are generally known for being the 'orderly and regimented' humanoids, so some bonus for helping each other. I don't want it to be overwhelming, so for now I'll go with something to help aid another.   
 **Hobgoblin Solidarity** Automatically succeed on any aid another check made for another hobgoblin.  
  
I may have to change that completely if they already removed the chance to fail aiding another, but eh.  
  
After that, just a little something to differentiate each mini. Also, I expect that as a campaign progresses you might want to throw small armies of these hobgoblins at the PCs so I'd like it if some have additional synergy with working together .  
  
  
Level 1 Skirmisher  
  
High Ref  
  
**Melee** Reach 2; Low Damage and Knockdown  
  
Tumble Bonus  
  
  
  
Level 1 Artillery  
  
**Bow** High Damage  
  
Precise Shot  
  
  
Level 1 Soldier  
  
Low Will  
  
**Melee** Moderate Damage and creature -5 to attack anyone else  
  
  
  
Level 2 Brute  
  
2 Swords  
  
**Disarm** Swift; vs Ref If both swords hit an opponent.  
  
  
  
Level 2 Soldier  
  
**Advance** Immediate; If an opponent withdraws from threatened area, follow 1 square without provoking attacks of opportunity.  
**Phalanx Fighting** All allies within reach gain a slight bonus to AC.  
  
  
  
3 Brute Leader  
 **Hobgoblin Command** Aura; Radius 24; All hobgoblins allies  are treated as if they aid anothered any adjacent hobgoblin's AC and attack.   
**Coordinated Assault** On hitting a creature, all allies gain a bonus to attack and damage against that creature.  
  
  
  
3 Controller  
  
**Wizardstrike** Radius 1; Low Damage and Knockback  
 **Dragon's Breath** (1/enc) Standard; Cone 6; High Fire Damage   
**Dragon's Fear** (1/enc) Standard; Radius 6; Frighten all enemies

Discussion: Okay, guess that means I need to do a real monster tomorrow now.

**Monster: Wingtalon Drake**   
Posted By: **Keithric**, 12/9/2007 10:06:25 PM

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The picture is a little large, but I'm going to do another McFarlane Dragon today.

  
Figure: This figure is approximately gargantuan. You can't include the stone base, or it ends up like 3" x 8" (which is fine for 3.0, but less so for after that), but if you take the stone base off and place it diagonal it's a reasonable 5" x 5". The wings on it are tiny. It has pretty large spikes along its back, but very little on its tail. Its most important features are the gigantic spikes pointing forward from its wings.  
  
Brainstorm: Glide but not flight. Fairly mobile. Very damaging wing spikes. Some type of pinning maneuver using them, especially if it does a charge with them. Elite, but not solo. Brute. Eh, not terribly attached to the level. It's quite big so not low level, but it doesn't have a ton of special abilities so let's call it middle of the pack. Frankly I'm not sure most of my ballpark levels will survive even a passing glance at the 4e monster manual.  
  
Flavor: A bestial drake that attacks creatures by leaping from cliffs.   
  
**Wingtalon Drake**  
Level 15 Brute (Elite)  
  
High Initiative, High Speed  
High AC, High Ref, Low Will  
 **Wingtalons** 2 High Attacks; High Damage and Pinning Talon  
  
**Pinning Talon** Swift; On successful dealing high damage with wingtalon, pin Huge or smaller creature to the ground. Drake is unable to use that wingtalon to attack while creature is pinned.  
**Impaling Talon** Swift; On critical wingtalon hit or successful high damage wingtalon hit on a Charge, Large or smaller creature is skewered on a wingtalon and considered Pinned. Drake is unhindered by this creature and may move and fight with that wingtalon without penalty.  
**Wingtalon Charge** Standard; As charge, but may make wingtalon attacks on two separate targets or both wingtalons on a single creature if that creature is Huge or larger.  
**Wingtalon Fling** Standard; Throws a creature pinned or impaled by a wingtalon up to 6 squares.   
**Glide** Treat as flight except must move down at least 2 each round.

Discussion: I really do like these figures a whole lot. It's really a shame how far off from standard D&D base a bunch of them are, but given how cheap and detailed they are I do recommend checking them out.

**Monster: Mutate Smasher**   
Posted By: **Keithric**, 12/10/2007 9:49:16 PM

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This time a Dreamblade mini. Still haven't gotten my hands on any, but doesn't mean I should pass up the chance.  
  
  
Brainstorm: Brute. All about that arm, but let's posit it can't use the arm when it moves (well, except to help it move on those scrawny legs). Maybe it's even a full round action to attack, but it's really effective. That seems a simple solution. 3 faces (maybe 4 if there's one in the back, don't actually own this figure). How to use that? Maybe a resistance to mind effects. Name time. Bleah.  
  
**Mutate Smasher**  
Level 5 Brute  
  
Low AC, High Fort, Low Ref  
High HP  
  
**Axe** Moderate Damage  
  
**Smash** Full Round Action; Very High Damage and Knockdown  
**Many Minds** (1/enc) Immediate; Remove all harmful mind effects.  
  
Discussion: For some reason 'Mutant' made me think too much of comics, and I was already on a 'Hulk Smash' vibe, so there ya go. I kinda like the lumbering effect - not too dangerous, unless you try to go toe to toe with it. As an aside, this figure would probably be wonderful for Pathfinder #3, for people running those adventures.

**Monster: Wallracer**   
Posted By: **Keithric**, 12/11/2007 10:45:55 PM

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Brainstorm: A trained caterpillar with grabby arms and a decent bite attack. It's used as a mount due primarily to its ability to climb walls and such. It can use its tentacles to grab things and pull them in, or to hold a rider on so they don't fall off when it goes upside down (or whatever).   
  
**Wallracer**  
Level 4 Soldier  
  
Climb Speed  
  
Low AC, Low Ref, High Fort  
  
**Tentacles** Reach; Grab and Carry  
**Bite** Moderate Damage  
  
Discussion: It can do opportunity attacks with the tentacles, however that's indicated. This allows it to grab falling riders too, if it's not already holding onto them.

**Monster: Twilight Guardian**   
Posted By: **Keithric**, 12/12/2007 10:54:31 PM

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Brainstorm: A guard against those traveling to and from Shadefell. It is neither dead nor living, and is particularly built to fight either. Elite or Solo? Hmm, let's go with Solo. Good movement - flight and it can teleport short distances to any living or undead creature. Mix of subtle and direct attacks. It can frighten away or paralyze a lesser mind with its gaze. Its sword strike is its primary direct attack. The sword can also destroy spell effects and remove defenses. It can curse a target to force it to turn back in some way, perhaps making life or death innately harmful. Hmm, how to get that into mechanic? Its touch can nullify the effects of healing, or steal an effect for itself. In general it shouldn't get a swift kill, but should send a party packing to figure out how to avoid it or defeat it.  
 **Twilight Guardian**  
Level 15 Solo  
  
Flight  
 **Twilight Slash** Melee; Moderate Damage and Twilight Curse  
**Piercing Strike** Melee; Moderate Damage and Dispels and/or Destroys Magical Effects   
 **Twilight Curse** Free; Reduce creature's max hit points by a moderate amount when struck by the guardian's sword. This amount increases each round on the guardian's action if the creature is within Line of Sight.  
 **Twilight Step** Swift; Teleport 6 next to a living or undead creature.  
**Horrifying Gaze** Swift; Range 12; vs Will; Creature panics for 1 round  
**Dread Touch** Swift; Touch; vs Fort, Low Damage which heals Guardian and Creature may not heal for 1 round.  
 **Overwhelming Gaze** Standard; Range 12; vs Will; Moderate damage and paralyzes.  
**Shade Barrier** Standard; Creates a barrier that blocks and potentially harms anyone living or undead who attempts to pass through it, including by teleportation. This barrier disappears if the Guardian dies and it may only have one barrier active at any time.  
  
**Twilight Grasp** Immediate; Touch on creature afflicted by Twilight Curse; Healing effect on target is transferred to Guardian, healing it instead.  
  
Discussion: It wants people to turn back, so it needs to get the curse going on at least one person right away. Toughest part will probably be to balance the duration of the combat reasonably. The Barrier should be up before start of the combat,  most likely, as soon as it finds out where its opponents are coming from. It can recreate it if it's dispelled/destroyed through other means.  My apologies for falling a little behind on my indexing, but I've been sick lately and I figure it's easy enough to just catch the index up a week or so at a time.

**Monster: Boneskull**   
Posted By: **Keithric**, 12/13/2007 11:45:59 PM

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The monsters will probably be a bit more basic for the next couple weeks. Holidays are coming up so that'll eat up some time and I had an idea yesterday to do a '12 Campaigns of Christmas' thing that I think will eat up quite a bit more. I'll post the first tomorrow.  
  
  
  
  
Brainstorm: Fairly powerful melee abilities. The bone ridge and skull are particularly distinctive, so it uses that to attack and maybe defense. Hmm, a really powerful stunning headbutt. Defenses against all kinds of mind effects - simple way is just a really high will, but could give it a specific ability for that.  
  
Boneskull  
Heroic Level Brute  
  
High AC, Very High Will  
  
**Headbutt** High Damage and Stun 1 round  
  
**Shattered Skull** When bloodied, may no longer headbutt and reduce Will and AC.

Discussion: It'll have some generic melee with its hands - its headbutt is just far and away better. I think I might reorganize the levels of my monsters to something more generic. It seems so silly to assign them specific levels that I know will change. But, maybe 'Heroic / Paragon / Epic' is too spread out. I could do Low/High for that too, I suppose.

**Old Earthen Defender**   
Posted By: **Keithric**, 12/14/2007 9:59:45 PM

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Brainstorm: Move through earth and stone. Disarm metal weapons by accepting it into itself. Very high AC until bloodied. Shakes earth around it making it hindered terrain.  
  
**Earthen Defender**  
Heroic Soldier  
  
Low Speed, High Burrow  
Very High AC, Low Ref  
  
**Slam** Low Damage  
  
**Earth Control** Aura; Radius 1; All earth or stone squares count as hindered terrain for enemies.  
**Accept Weapon** (1/enc) Immediate; vs Ref; Disarm metal or stone weapon used to attack it.

**Monster: All Seeing Eye**   
Posted By: **Keithric**, 12/15/2007 11:58:27 PM

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It's almost natural that I make some substitute for the wizards IP monsters - after all, we have these minis, but if you're writing your own module you can't officially use them.

  
  
Brainstorm: Well, I want to avoid eye rays, that's for sure. It's all about seeing things. Maybe it's a leader of sorts, using its information to help others. Its bite looks pretty nasty, so that's okay. It's hard not to give it a gaze attack of some kind. It's tempting to make it criticize what people are doing to give them penalties, but that might be too comical. It'd be fun, though. Maybe just word it a different way, but if the DM wants to play it up, they can.  
  
**All Seeing Eye**  
Heroic Controller Leader  
  
Very High Intiative, Slow Flight  
  
**All Seeing** Immune to flank, surprise, and illusions. All Seeing Eye automatically learns the hp, defenses, and special abilities of all creatures it gazes on.  
**Foresight** Immediate; Range 12; Give ally a +5 bonus to defense against a specific ability or type of attack for 1 round.  
**Staredown** Standard; Range 12; vs Will; Target creature suffers a -5 penalty to attacks for 1 round.

Very High Spot

Discussion: Might have to tone down All Seeing - want it effective enough it lets the creature act as an awesome Tactician for its group with all the knowledge the DM has, but not so silly a group gets an Eye on a Leash to drag around on its adventures.

**Monster: Wave Caster**   
Posted By: **Keithric**, 12/16/2007 11:59:02 PM

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Like the beholder, mind flayers are another IP you can't use if you're not WotC.   
  
  
  
Brainstorm: Underwater themed - a squid head has to be good for something. A caster. It has the ability to drown its enemies and to summon tentacles to hold and injure them. Maybe something else? Spitting ink at people would be cool, but I think too silly.  
  
**Wave Caster**  
Paragon Controller  
  
Low AC, High Will  
  
**Drown** Standard; Range 24; vs Fort each round; Low Damage each round and some appropriate penalty, death if not dispelled or saved within a reasonable amount of time   
**Deep Grasp** Standard; Range 24; Create tentacles that Grab and Constrict target.  
**Control Waves** Only in water, Swift; Range 24; Radius 4; vs Ref; Use water to push creatures up to 4 squares

**Monster: Iron Mutilator**   
Posted By: **Keithric**, 12/17/2007 10:11:11 PM

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Brainstorm: 4 slashing blades. A very odd little monster. Those blades look like they could spin around like crazy. Sort of like a helicopter. Okay, so whirlwind attack, 2 attacks on a target, and it can not use them to attack in order to fly. Or, maybe, only to whirlwind attack.  
  
**Iron Mutilator**  
High Heroic Brute  
  
High AC  
  
**Melee** 2 Blades vs AC; High Attack and Moderate Damage  
**Whirlwind Attack** Standard; Radius 2; High Attack and Moderate Damage  
  
**Bladed Flight** Only after a Whirlwind Attack, Move; As Low Flight  
  
Discussion: It could easily be Elite, if there was a good reason to be. If so, could add something

**Monster: Vortex Maw**   
Posted By: **Keithric**, 12/18/2007 8:58:45 PM

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Brainstorm: The original creature, the Destrachan, does all kinds of things by screaming at people. The miniature definitely matches that, so how about something that isn't screaming. How about its sucking (like a vacuum) things up to it. Hmm. Maybe after using that a bit, it can blow it back out to knock things down. It's got something magical within it, of course, that lets it do that.  
  
**Vortex Maw**  
Heroic Soldier  
  
**Unleash Vortex** Standard; Cone 8; vs Ref; Pull Large or smaller creatures up to 4 squares. All creatures in the cone suffer high penalty to attack any creature other than Vortex Maw.  
**Reverse Vortex** Only if used the round after Unleash Vortex; Standard; Radius 2 or Cone 4; vs Fort; Knockdown  
  
Discussion: I like the Vortex, but I'd be open for some other words.

**Monster: Blinded Eye**   
Posted By: **Keithric**, 12/19/2007 10:46:50 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).



Brainstorm: [All Seeing Eye](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=28832&pagemode=2&blogid=6580) that has been cursed and blighted. Any enemy seeing it can be afflicted with temporary blindness. Its bite inflicts mental visions of failure upon its enemies.  
  
**Blinded Eye**  
Heroic Controller  
  
**Bite** Low Attack; Moderate Damage and Blighted Foresight  
  
**Blighted Foresigh**t On Bite; vs Will, penalty to attack and defenses for the encounter  
**Cursed Blindness** Swift; Radius 8, all enemies able to see it; vs Will, blind 1 round  
  
Discussion: So what curses it so? Seeing the wrong thing? Being exposed to a certain disease or magic? Perhaps all seeing eyes who defeat each other. Or perhaps All Seeing Eyes are in service to a higher power, and these ones are the excommunicated ones. Or it's just undead, but that seems a little done to death. Course, it could just I also wonder if I'll need to go through all of the multiple effect attacks (bite + effect), like this one, and replace them with single attacks.

**Monster: Desert Wind Giant**   
Posted By: **Keithric**, 12/20/2007 9:43:59 PM

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Brainstorm: Good reach on that sword. Some kind of spring attacking area swiping attack while moving quickly. Skirmisher.  
  
**Desert Wind Giant**  
Paragon Skirmisher  
  
Very High Speed  
  
High Ref  
  
**Melee** Sword; Reach 2; High Damage  
**Swipe** Standard; Cone 2; High Damage. May be done as part of a Running Attack.  
  
**Running Attack**

**Monster: Bloodspike Warder**   
Posted By: **Keithric**, 12/21/2007 11:55:23 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

  
  
Brainstorm: Soldier. Very good AC. Whenever attacked, can strike back with the spikes. Maybe some extra effect from that. Maybe. Its attack definitely needs some additional effect attached to it to make people not just skip attacking it. Hmm, maybe any injury from it causes intense pain that lasts until it's defeated. Flavor-wise it's a type of devil.  
  
**Bloodspike Warder**  
Paragon Soldier  
  
Very High AC  
  
**Melee** Low Damage and Pained until Warder is defeated  
  
**Bloodspikes** Free; Whenever a living creature attacks the Warder, Low Damage and Pained until Warder is defeated

**Old Monster: Bone Caller**   
Posted By: **Keithric**, 12/22/2007 11:00:16 PM

  
  
**Bone Caller**  
Paragon Controller  
  
**Claim Skeleton** Standard; Cha Attack vs Fort, Damage each round and high penalty to AC and Reflex. If target dies, skeleton bursts out of creature and animates for rest of encounter.  
**Bone Call** Standard; Range 24; Cha Attack vs Will, Move creature up to 10 squares towards Bone Caller.

**Monster: Living Puppet**   
Posted By: **Keithric**, 12/23/2007 10:45:04 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).



Figure: This dryad mini actually makes a pretty decent wooden puppet - it has roots going up its arms and legs that can make convincing enough puppet strings. It's got a blocky wooden look to it.   
  
Brainstorm: Actually, almost no abilities at all. Some kind of debuff for if its strings get cut. It could use a creature to control it, but I can figure that out later.  
  
**Living Puppet**  
Heroic Minion  
  
High HP  
  
**Slam** Moderate Damage  
 **Cut Strings** A slashing critical hit or sneak attack cuts the puppet's strings, rendering it helpless.

**Monster: Vine Lord**   
Posted By: **Keithric**, 12/24/2007 11:28:31 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).   
  
  
  
Brainstorm: Plant creatures that grapple and engulf you really seem to end up annoying, but it's hard to look at this creature without giving it a 'move creature' ability. So, I think it can pull creatures up to it with its vines.   
  
**Vine Lord**  
Heroic Soldier  
  
Slam/Bite Low Damage  
  
**Vine Grab** Standard; Range 4; 2 targets vs Ref; Pull Large or smaller creature next to Vine Lord  
  
Discussion: Still in that whole 'Christmas' doing simple mobs time period. I should probably do a bit more thesaurus-ing for Lord at some point, but it's easy and fast.

**Old Monster: Lifebane Dragon**   
Posted By: **Keithric**, 12/25/2007 11:14:03 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

  
  
Brainstorm: A dragon to hang out with the [lifebane wraiths](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=21294&pagemode=2) I did earlier  - some ability to drain life, some ability to inhibit healing. It can occupy a corpse 1/enc if it slays someone. Its drain life can't be so powerful that it's impossible to kill if the party starts the encounter unlucky and loses 1-2 people. Some ability to move/disappear at some point in the combat. Frighten ability when bloodied. It can sacrifice some of its life to hurt others.   
 **Lifebane Dragon**  
Heroic Solo  
  
Flight  
  
High Ref and AC  
  
**Melee** 2 Claws; High Damage   
**Bite** Moderate Damage and weakened 1 round. Dragon heals amount of damage dealt.   
  
**Lifebane Breath** (1/3 rnds) Standard; Cone 8; Moderate damage AND Healing effects are halved for 3 rounds.  
  
**Shared Death** Swift; Radius 24; Dragon inflicts Moderate damage to itself and all creatures afflicted by lifebane breath  
  
**Frightening Aura** (1/enc) Immediate, when bloodied; Radius 24; vs Will; Frightens all living creatures until a save is made (or proper term for remaking an attack each round until it misses) or the creature is attacked by the dragon.   
  
**Death Step** (1/enc) Immediate; Range 24; Teleport to a dead or dying creature.  
**Possess Corpse** (1/enc) Immediate, on killing a creature; Dragon disappears into creature animating it as an (appropriate Zombie). It may leave at any time and must leave once the zombie is destroyed.  
  
Discussion: Might be too big an encounter shift between fighting it when it has access to bystanders to power death step and possess corpse and not. It could have some ability to create more wraiths during the combat. It could have some stealth abilities and even be a Lurker  - I just didn't want to end up too close to a shadow dragon. It could deal extra damage against bloodied creatures, or even have an aura around it that caused penalties to anyone that was bloodied. I'll probably play around with this more, later, when I give it real stats.

**Monster: Vampiric Temptress**   
Posted By: **Keithric**, 12/26/2007 11:49:26 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

  
  
Brainstorm: Well, not a demon/devil. How about a vampire created concubine? Not too tough - abilities are that anyone gazing at it is drawn to it and can't attack it - or if gaze attacks are out, it can just be a straight radius. Once it gets someone close it can wrap its wings around a target, then tear its throat out.  
  
**Vampiric Temptress**  
Heroic Controller  
  
Flight  
Low AC  
  
**Bite** Low Damage  
  
**Tempt** Radius 16 Gaze; vs Will; Creature must move at least 3 closer on its action and cannot attack the temptress. 1 round.  
**Winged Embrace** Standard; Only on tempted creature, cannot fly at same time; vs Ref; Pin creature. Creature is treated as helpless against temptress's bite attack while pinned.   
  
Discussion: In theory, you could put in some kind of 'only appropriate sex' thing, but eh.

**Monster: Quake Ape**   
Posted By: **Keithric**, 12/27/2007 11:58:53 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).  
  
  
  
Brainstorm: Can pound the ground with its fists to shake it. High damage fists. If I want to spice it up later, could add a knockback/down or throw to it, especially if I wanted another elite, but nah.

**Quake Ape**  
Heroic Brute  
  
Climb Speed  
  
Low AC, High Fort, Low Will  
High HP

**Melee** High Damage  
  
**Quake** Full Round; Radius 6; Moderate Damage. Balance checks required in area for 1 round.  
  
Discussion: I really am looking forward to getting the monster book in the next few weeks so I can verify what roles creatures should have.

**Monster: Flitsting**   
Posted By: **Keithric**, 12/28/2007 11:17:11 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).   
  
  
  
Brainstorm: Very fast flyer that pauses briefly to sting someone, then flits away. It (and any others with it) repeat stinging, injecting a stacking poison, until the target falls down. Hmm. The poison is nonlethal, if it overcomes a target and nothing is done for the target then after some time new insects burst from the target.   
 **Flitsting**  
Low Heroic Minion  
  
Very Fast Flight  
  
High AC, High Ref, Low Fort  
  
**Sting** High Attack; Very Low Damage and Very Low nonlethal Poison, weakened while poisoned. (Poison stacks )  
  
**Poison** Stacking effect cleanly in some manner so that repeated stings make it harder and harder to resist falling down. If poison defeats a creature, creature begins to take Low damage each round until slain or an appropriate Heal check is made.  
**Flit** Swift; Avoid opportunity attacks for up to 4 squares of movement.  
  
Discussion: If it gets too weird to figure out the stacking thing, just up its damage I thought about trying to put in more 'when bloodied' modifiers for monsters in general, but I'm guessing it's not super required for normal/minion mobs. Anyhow, if I want one for this one, it loses a bunch of flight speed when bloodied. Just thought it was complicated enough as it is. I guess it could just lose flit when bloodied.

**Monster: Ice Giant**   
Posted By: **Keithric**, 12/29/2007 11:44:00 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).

  
  
Brainstorm: Well, we know the Frost Giant won't make it into the first monster manual. I believe giants in general are paragons. So, how about a paragon Ice Giant. It is physically powerful. It's wearing some serious armor. It has a sword of magical ice. It has some elemental-ish powers to help it. Soldier. Slow effect on melee. That'll keep things 'stuck' to it at least somewhat. Hmm. Let's give it a once per encounter freeze.  
  
**Ice Giant**  
Paragon Soldier  
  
High AC, Low Ref, High Fort, Low Will  
High HP  
  
**Melee** High Damage and Slow 1 round  
  
**Freeze** (1/enc) Immediate; Radius 2; vs Ref; Reduce speed to 0 for 1 round.

**Old Monster: Demonweb Spider**   
Posted By: **Keithric**, 12/30/2007 11:22:08 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).  
  
  
Brainstorm: Epic level spider threat. Guards Lolth's realm kinda thing. Webs that dimensionally lock people caught in it. Poison that paralyzes. I guess that makes this another soldier. Hopefully this wasn't already done, since I'll admit it's very simple.  
   
**Demonweb Spider**  
Epic Soldier  
  
**Melee** Bite Moderate Damage and Poison  
  
**Poison** Weakens and Slows. If already slowed, paralyzes.  
**Web** (1/enc) Swift; Range 12; vs Ref; entangles creature in place until escaped. While entangled, transportation magic will not work.  
  
Discussion: Patches of this webbing are often all around the creature as a hazard - allies that can push players into them would be a good synergy. If the equivalent of 'Freedom of Movement' and 'Heroes Feast' are providing immunity to the webs and the poison still in 4e, some things will need to be repicked (unless you use something like the somewhat silly 'Epic Poison' type rules where you just trump magic immunities, so nyeah.). I'll continue blithely along assuming that rampant immunities are mostly a thing of the past for now.

**Monster: Tentacled Maw**   
Posted By: **Keithric**, 12/31/2007 10:49:14 PM

If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2).  
  
  
  
Brainstorm: Walking many tentacled mouth. High damage from the mouth. Difficult to move past it due to the tentacles - extra opportunity attacks and can grab. Soldier. Very high will saves help it assist other "Far Realm"-ish monsters like mind flayers and resist being controlled out of the front line.   
  
**Tentacled Maw**  
Paragon Soldier  
  
Low Ref, Very High Will  
High HP  
  
**Melee** Bite High Damage  
**Tentacles** Reach 2; Low Damage; 3 Opportunity Attacks  
 **Tentacle Grab** While not bloodied; Opportunity attacks made against creatures for movement entangle until the Maw's next action.

**Monster: Devourer's Tendril**   
Posted By: **Keithric**, 1/1/2008 11:34:42 PM

  
  
**Devourer's Tendril**  
Epic Skirmisher Lurker  
  
**Devour** Large or smaller creatures are grabbed and swallowed when attacked. 1 round later, creature is transported to Devourer to be digested.  
**Erupt** Radius 2 Knockdown attack on arrival.  
**Return** Return to Devourer. Heals tendril to full health.   
**Severed** When bloodied, tendril is severed from Devourer and loses all special abilities.  
  
Discussion: The Devourer is an Elder Evil that stretches its tendrils across the planes, sucking up creatures it encounters into the tendrils and transporting them into its body to be digested. This is the only known way to get to the Devourer. Tendrils may erupt from any large enough solid surface and reach any creature within 8 squares. Several tendrils often attack at once, and the primary challenge is in damaging them fast enough that you render any that grab people 'bloodied' so they can't transport people away. It is expected that after erupting and making an attack or two, a tendril will generally return for a round, then erupt from a new location.  
  
I'm experimenting with the layout of things. I had been putting some of my brainstorming and musing and lots of extra notes as an invitation towards discussion. I'd still love to discuss things, but it's certainly not the norm that I get any so I may as well present a cleaner layout emphasizing the creature and its special abilities over less useful information.

**Monster: Ogre Executioner**   
Posted By: **Keithric**, 1/2/2008 11:54:29 PM

  
  
**Ogre Executioner**  
Heroic Brute  
  
**Deadly Strike** Deals increased damage against Bloodied targets.  
**Execution** (1/enc) Immediate; When it kills a creature; Radius 8, enemies only; vs Will, Shakens creatures.  
  
Discussion: Course, it shouldn't get a chance to kill a PC too often but an innocent or friend perhaps. Bit of a copout to keep the same name, perhaps, but the figure is what it is. I checked against the DDM stats after making it and there are some similarities (it's better at fighting feared or noncommanded units in DDM), but it seems sufficiently different.

In a bit of a landmark, my index page (linked below) had so many  monsters that Gleemax wouldn't let me add any more. So I took away the organizational indexes and I'll add those as separate posts soon.

**Monster: Minos Demon**   
Posted By: **Keithric**, 1/3/2008 11:16:08 PM

  
  
**Minos Demon**  
Paragon Soldier  
  
**Dire Charge** High Damage and Knockback 4 squares. May teleport up to 4 squares during charge movement.  
**Gore** Opportunity attacks Knockdown.  
  
Discussion: Should be able to get back to some more complicated creatures after this weekend. Hope everyone had a good holidays and it wasn't too hard to catch up on work :)

**Monster: Iceclaw**   
Posted By: **Keithric**, 1/4/2008 10:07:25 PM

  
  
**Iceclaw**   
Paragon Soldier  
  
**Upspike** Standard; Melee attack encases creature in ice and freezes it in a 3 square tall ice spike. Ice takes moderate damage to destroy which drops the creature.  
**Icy Wall** Standard; Creates Wall of Ice up to 4 squares long  
  
Discussion: Visual is it doing a swipe upwards with its claw that lifts a creature high up into the air and ice forming all along the path or a long swipe of its claw forms a wall of ice.

**Monster: Phase Lion**   
Posted By: **Keithric**, 1/5/2008 10:32:17 PM

  
  
**Phase Lion**  
Paragon Skirmisher  
  
**Phase** Move; Teleport 10   
**Phase Pounce** (1/enc) Swift; Teleport 20 next to creature and gain Advantage over it.  
  
Discussion: High AC and Ref.  Ever since the tier writeup from Classes and Races I've been concentrating on Paragon more than the other tiers. I think I'm just a little fuzzy on the seemingly asymmetrical divide Heroic = Orcs and Zombies, Epic = Gods and Tarrasque, and Paragon = Devils, Demons, Drow, Beholders, Mind Flayers, Liches, etc.

**Monster: Bloat Brute (Old)**   
Posted By: **Keithric**, 1/6/2008 9:54:16 PM

  
 **Bloat Brute**  
Heroic Brute  
  
**Slam** Damage and Push 1  
**Death Burst** On death; Radius 2; damage and nausea  
   
Discussion: You know, I haven't seen Big Trouble in Little China in a long time. Hmm.

**Monster: Axe Fiend**   
Posted By: **Keithric**, 1/7/2008 11:05:51 PM

  
  
**Axe Fiend**  
Paragon Artillery  
  
**Axe Heave** Standard; Line 12; Moderate Damage   
**Axe Spin** Full; Radius 6; High Damage and Push 2  
**Double Hurl** Standard; Range 12; High Damage and Knockdown  
  
Discussion: Dreamblade mini. Decently tough, cause it doesn't have a lot of mobility and maybe let it live long enough to spin ever. I considered letting it also pull people towards it (when the axes are returning to it)

**Monster: Possibility Shaper**   
Posted By: **Keithric**, 1/8/2008 10:26:38 PM



**Possibility Shaper**  
Epic Controller  
  
**Retarget Ability** Immediate; Range 6; vs Will; Change the target(s) of an ability.  
**Reshape Self** Immediate; Removes all harmful effects from itself and gives a +5 bonus to any one defense for 1 round.  
 **Manipulate Possibility** Standard; Range 15; vs Fort; Target rolls two d20 and takes the lower result for rest of Encounter.  
**Transpose** Standard; Range 15; Two selective areas of same size up to 4 square; vs Ref; Swap the two areas.  
   
Discussion: Need to work some on transpose no doubt. It should be able to move doors and walls, create pits and terrain, and move creatures into dangerous areas (lava, prisons, etc). Flavor-wise, it's a creature of pure energy that alters reality continually, like a living bridge between multiverses making the one it's in like others. It would have a reasonable melee attack of variable damage type, but not very threatening from an Epic perspective.

**Monster: Temple Protector**   
Posted By: **Keithric**, 1/9/2008 11:55:37 PM

  
  
**Temple Protector**  
Heroic Soldier  
  
**Possess Statue** Swift; Range 5; Animate a specially prepared temple statue. Gain moderate temporary hit points and suitable damage threshold.  
**Control Temple** Standard; Range 8; Move a Large or smaller temple furnishing or object up to 4 squares. If used offensively, Moderate Damage vs AC. Add Knockdown if object at least as large as target.   
  
**Bloodied** Possess Statue only works when health above bloodied.    
  
Discussion: This creature is intended to be used in a temple with a line of statues, flitting to different statues as necessary and shutting gates and doors, moving benches and chairs to block access. It should be quite tough in its statue, but once forced out be pretty easy to finish off.

**Monster: Lava Snake**   
Posted By: **Keithric**, 1/10/2008 9:16:38 PM

  
  
**Lava Snake**  
Heroic Minion  
  
**Lava Scales** Deals Moderate Fire Damage when attacked in melee.  
**Dance of Flame** 1 round; Radius 4; Low Fire Damage. Increase Fire Damage and Radius for each additional Lava Snake dancing in area up to sane maximum.   
  
Discussion: Easily killed, high fire threshold. Good obstacle/guard creature to dissuade melee from an area while ranged takes care of them. Could easily be made Paragon if desirable.

**Old Monster: Astral Cube**   
Posted By: **Keithric**, 1/11/2008 11:29:08 PM

  
  
**Astral Cube**  
Low Epic Elite controller  
  
**Deflect** If a ranged attack or spell misses the cube, it may redirect the attack at any creature within 10.  
**Gate Surface** Any creature struck in melee by the Cube or moving into or through the cube (willingly or not) may be either imprisoned inside or deposited out of any of its faces at the cube's discretion.  
  
**Resonance** Any attack made outside the cube may also be applied to the creature imprisoned within. Any attack made inside the cube may also be applied to an adjacent creature of the cube's choice.   
  
**Imprison** Standard; Range 10; vs Will; Teleport creature inside it.   
**Eject** Standard; Teleport imprisoned creature 20.  
  
**Teleport** Move; Teleport 10  
**Gate** Minute; Establish a Gateway to any location  
  
**Bloodied&Death** Radius 4; vs will; Teleport creature 4  
   
Discussion: Basically a free roaming 'Gate' construct. It wanders through the Astral Sea, but can wreak all sorts of havoc by establishing standing gates. Like going to the bottom of an ocean and gating an ocean ontop of a nearby kingdom, that kind of thing. It should be fairly difficult to kill in terms of defenses. It can potentially imitate standing gates to lure people to stepping into it.

**Monster: Cloud Caller**   
Posted By: **Keithric**, 1/12/2008 10:36:28 PM

  
  
**Cloud Caller**  
Paragon Controller  
  
**Concealing Cloud** (1/enc) Standard; Radius 4; Conceals, Encounter Duration  
**Stormcloud** (1/enc) Standard; Range 12; Radius 4 cloud. 1 round later, lightning deals Moderate Damage to any underneath it each round for rest of encounter.  
**Carrying Cloud** Standard; Range 12; vs Ref; Move 6.   
  
Discussion: Flight. Could have it just only able to have out one concealing/storm cloud at a time but it can make new ones whenever it wants. Its carrying cloud ability could make it lose its ability to fly for the round depending on whether it makes new clouds to carry people or uses the one holding it up.

**Monster: Blood Knife**   
Posted By: **Keithric**, 1/13/2008 10:11:10 PM

  
  
**Blood Knife**  
Heroic Minion  
  
**Bloodlust** Additional damage against bloodied targets.  
**Tainted Blood** Creatures wounded by Blood Knife take additional damage from further blood knife attacks for rest of encounter. If bloodied, become weakened.  
  
Discussion: Generic people (conscripted, mind controlled, whatever) given magical knives (tied to blood sacrifice in some way) that cause horrible bleeding and drink blood - since they're otherwise just normal people they die easy, though. Some sort of 'and it's easier to die due to hemorrhaging' effect would be fine too. An 'on death' effect could work too, as would a 'sacrifice self' effect of sorts.

Posted by [mmarandaBissel](http://www.gleemax.com/Comms/Pages/Communities/DisplayProfile.aspx?userid=12212&blogid=3734) on 1/13/2008 10:51:41 PM I like the idea of an on death effect they "burst into a red mist obscuring vision"

**Monster: Raven Queen's Guard**   
Posted By: **Keithric**, 1/14/2008 11:09:38 PM

  
   
**Raven Queen's Guard**  
Paragon Elite Soldier  
  
**Weakening Aura** Radius 2, enemies only; vs Fort; Weakens  
**Staredown** Swift; vs Will; Range 12; Creature is too afraid to move in any direction except away  
**Deadly Strike** (1/enc) Immediate; Successful melee hit becomes a critical hit. Target takes moderate damage each round until giant defeated.  
**Draining Strike** (1/enc) Immediate; Successful melee hit against bloodied opponent becomes a critical hit. Heal High hp.  
  
Discussion: Hopefully there's a good term of the equivalent of 'checked' - I want it to be able to stand in front of things and stop progress to them. Deadly strike lets it convince people to kill it before other things, too. There's plenty of room for new abilities along normal necromantic lines, if it needs something more. Oh and whatever the name ends up being, it really can't include the word 'Undertaker' as tempting as it may be.

**Monster: Kobold Swifthand**   
Posted By: **Keithric**, 1/15/2008 11:26:07 PM

  
  
**Kobold Swifthand**  
Low Heroic Minion  
  
**Acrobatic Strike** Full; Move up to speed without provoking. Make a melee attack at any point during movement.  
  
Discussion: Dead simple creature. It should show up in packs bouncing all over the place harassing people. Tonight I put on my audiobook, went to start working on Gleemax stuff like any other evening... and woke up 40 minutes later having apparently just 'insta passed out' and realized maybe I needed a quick creature tonight. And to rewind my book and relisten to it later. So there ya go. Should still be fun. Could be a skirmisher instead.

**Old Monster: Gravedelver**   
Posted By: **Keithric**, 1/16/2008 11:14:34 PM

  
  
**Gravedelver**  
Heroic Lurker  
  
**Grave Attack** Full; Burrow up to opponent and attack. High Damage and Knockdown. If opponent bloodied, gain Advantage and drag down 1 into ground on knockdown.  
**Lurking Delver** (1/enc) Standard; Burrow and hide. Heal Moderate Damage.  
  
Discussion: Shadowfell burrowing creature. Still exhausted (so maybe a cold or something) and, perhaps more importantly - just got World and Monsters and D&D Miniatures 2.0 rules. This is all kinds of 4E speculation material to digest. Hopefully I'll get more of a chance before my next monster tomorrow.

**Monster: Black Drakkenguard**   
Posted By: **Keithric**, 1/18/2008 8:59:06 PM

  
  
**Black Drakkenguard**  
Paragon Soldier  
  
**Melee** Reach 4; Moderate Damage and pull opponent up to 2 squares closer.   
  
**Frenzy** Increase damage to high if bloodied black dragon within 12.  
**Smash** (1/enc) Standard; Reach 4; High Damage and move opponent to anywhere in reach, prone.   
  
Discussion: High Acid Threshold or could give it a special 'avoid black dragon breath' ability. Could add a breath weapon if desirable. While dragons are solo monsters, you might occasionally want to give one some soldiers to keep enemies occupied while it lurks about, help line enemies up for breath weapons, or just to slow folks down in its lair. This is my 'Thursday Jan 17' entry that didn't go up cause Gleemax was down, for reference.

**Monster: Blue Drakkenguard**   
Posted By: **Keithric**, 1/18/2008 9:57:37 PM

  
  
Blue Drakkenguard  
Paragon Soldier  
  
**Lightning Stab** Immediate; When enemy struck by blue dragon breath; Melee sword attack  
**Shield Slam** Swift; Only against bloodied opponent; Low damage and staggers  
  
**Lightning Spit** (1/enc) Standard; Range 6; Moderate electricity damage and target becomes vulnerable to electricity for encounter.  
  
Discussion: An appropriate electricity threshold, or perhaps some ability to ignore blue dragon breath weapons. Since blue dragons are more artillery solos, this gains more 'assist' abilities than the previous drakkenguard. Of course, this one is a bit less exciting since the previous one was a 'horned devil' made into a dragon creature, whereas... this is already a blue dragonspawn. Very different mechanical feel all the same, and I've been wanting to add "Barney" for a while. Just so we're clear, before it spits it has a crackling blob of lightning stored up in those great big jowls. I thought about some kind of bite + hold, but eh.

**Monster: Chaos Spawner**   
Posted By: **Keithric**, 1/19/2008 10:04:30 PM

  
  
**Chaos Spawner**  
Heroic Brute  
  
**Grab** Standard; Grab with leg. May place under itself and pin with an egg.  
  
**Destruction Egg** Swift; Lays a Medium egg. 1 round later, the egg explodes. Radius 2; High Damage.  
**Spawn Egg** (1/enc) Swift; Lays a Medium egg. 1 round later, the egg hatches an appropriate Far Realm creature, such as a Cockatrice or Gibbering Mouther.  
  
Discussion: Normal melee attack is its beak for solid damage. Some abberants are created when the Far Realm comes too close to the world - this one just happened to get a chicken. Could be used for an interesting side trek. After all, they've already stated Achaierai are out, what else will you do with your giant crazy chicken minis?

**Monster: Red Drakkenguard**   
Posted By: **Keithric**, 1/20/2008 10:52:29 PM

  
  
**Red Drakkenguard**  
Paragon Skirmisher  
  
**Flame Blade** Moderate Damage and gives Vulnerability Fire for encounter.  
**Flame Whip** Moderate Damage and gives high penalty to Reflex defense vs fire attacks for 1 round.  
  
**Cinder Storm** Standard; Radius 2; Moderate Fire Damage and Blinds 1 round  
  
Discussion: Red Dragons are supposed to be the "soldier" dragons, so this mob would be suited to hang out in its flank area while doing its ranged attack, inviting creatures to come be tail slapped and pick up some nasty melee debuffs. Its status effects are mostly there to amplify the dragon, but should work well with plenty of other creatures.

**Monster: Shadeknife**   
Posted By: **Keithric**, 1/21/2008 11:10:37 PM

  
  
**Shadeknife**  
Heroic Minion  
  
**Shade Strike** Low Damage and enervated for encounter.  
  
**Bloodied** Increase damage dealt to High. Shadeknife dies in 1 round.  
**Death** Immediate strike against adjacent enemy.  
  
Discussion: Enough HP that it's possible for it be bloodied instead of just dying. Similar to the [blood knife](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=34210&pagemode=2&blogid=6580) - a goblin is given a blade tied to the Shadowfell. Enervate is a term from DDM 2.0 that makes a target deal half physical damage (and presumably is one version of how energy drain works in 4e). Depending how things work, it lasting the encounter may be too powerful. Bloodied / Death bits are things to do when it hits half hp (bloodied) or dies. Conceptually, the goblin would normally die at bloodied but the blade keeps it alive long enough to strike a bit longer and more powerfully as its soul is consumed.

**Old Monster: Thorn Horror**   
Posted By: **Keithric**, 1/22/2008 11:48:50 PM

  
  
**Thorn Horror**  
High Heroic Brute  
  
**Vile Thorns** On melee or death burst, thorns burrow into target dealing Low damage until saved.  
  
**Bloodied** Sap oozes from it, giving it free disarm attacks when attacked in melee.  
**Death** Radius 2; vs Ref, Moderate Damage Burst of thorns  
  
Discussion: The 'damage every round' mechanic probably shouldn't be used too often, but I do like it occasionally. It'd be easy to drop the bloodied or death triggers to simplify the creature, if desirable.

**Monster: Ratling**   
Posted By: **Keithric**, 1/23/2008 11:13:30 PM

  
  
**Ratling**  
Heroic Skirmisher  
  
**Sneak Attack**  
**Rat Mind** Gain Combat Advantage from anyone adjacent to a rat.  
  
**Escape on a Thousand Feet** (1/enc) Immediate; Turn into a rat swarm at full health for encounter.   
  
Discussion: It should, obviously enough, be at a higher level than a rat swarm. It could perhaps use a mobility power, like shifting through rats or not provoking when moving adjacent to rats. Or a generic tumble ability. I'm totally doing that flayer the next time I have more than five minutes\* to work on this, but first I need to stop falling asleep before I do my monster in the evening. \* - Seven minutes, while discussing my super bowl party with a friend, if you're wondering.

**Monster: Earth Demon**   
Posted By: **Keithric**, 1/24/2008 11:48:18 PM

  
  
**Earth Demon**  
Paragon Elite Brute  
  
**Earth Strike** Increased damage against any creature prone on earth or stone  
  
**Earth Grab** Range 12, creature on ground; vs Ref; pull Large or smaller creature to adjacent square and knockdown  
**Earth Shatter** Standard; Radius 2; Moderate Damage and Knockdown  
  
**Bloodied** Gain '**Quake Aura** Swift; Radius 4; Low Damage and Knockdown'  
  
**Death Shatter** Radius 4; High Damage and Knockdown  
  
Discussion: Quite high damage bite - fairly sturdy. Might have to incorporate whatever they do for 'demonic resistances', but since demons are heavily corrupted elementals now I figure this is a natural off of some earth elemental power. Some day I'm sure I'll need to give it a real name

**Monster: Dread Pirate of the Astral Sea**   
Posted By: **Keithric**, 1/25/2008 11:33:40 PM

Today I'm celebrating that I've now done over 100 [daily monsters](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=17458&pagemode=2), so you get a little bit of a bigger entry today, including some magic items.  
   
  
  
Beware, traveller! The Astral Sea's silver ways hold dangers and treasures few can imagine. The most powerful creatures call it home: gods and their servants, githyanki and their dragons, and all the deviled legions of Hell. And one being roams this Sea, calling it his own, plundering the dominions of dead Gods and killing any challengers - a mind flayer of great power at the helm of a world travelling ship, with a crew of dominated thralls at its bidding. None know his name, or dare to speak it. He is only the  
  
**Dread Pirate of the Astral Sea**  
Epic Solo Controller  
  
The Dread Pirate has the normal mind flayer abilities to lash and grab with its tentacles, then bore into a brain and either eat the brain or turn the creature into a thrall that can be used to protect it, as well as the following abilities:  
  
**Primordial Blade** (standard; at-will) Low damage. Increased damage against Divine creatures and reduces all of their defenses by 2 for encounter.   
**Flurry of Attacks** (standard; at-will) dread pirate makes a blade attack and a tentacle attack.  
  
**Aura of Confusion** Aura 2; enemies who end their turns in the aura give Combat Advantage. Enemies who start and end their turn inside the aura become Confused.  
  
**Dread Domination** (minor; at-will) Range 10; vs Will; Target is dominated (save ends, but rolling a 1 makes effect permanent). May only dominate one creature at a time with this power. Successfully dominating a new creature frees previously dominated target.  
**Dread Blast** (standard; encounter) Cone 10; vs Will; High Damage and dazes and confuses (save ends).  
**Sudden Blast** (immediate; encounter) Otherwise, as Dread Blast.  
  
**Misdirect Attack** (immediate; encounter) Redirect a melee attack made the dread pirate against a different adjacent target.  
**Trapped Attack** (immediate; encounter) When missed in melee; Dread Pirate gains a free tentacle attack against attacker. If the tentacle hits and the attacker moves away before the dread pirate's turn, attacker is disarmed.  
  
**Bloodied** Recover all encounter abilities.  
  
In addition, the dread pirate uses the following magic items:  
  
**Primordial Blade** *This crude blade was forged in the fiery carcass of and from the bones of a slain Primordial with a sole purpose: to slay gods and their servants*. Deals additional damage against those who draw on the Divine power source, gods, and angels. Divine creatures wounded by the blade suffer a penalty to all defenses for the encounter. In addition, once per encounter may either dispel a Divine magic effect as a minor action or automatically make a save against an ongoing Divine effect.  
  
**Robe of the Deathwalker** *This robe is imbued with the power of a long dead god and acts to keep its wearer from dying*. Any damaging effect which would reduce the wearer to 0 hp deals half damage and triggers Second Wind if available.   
  
**Astral Eye** *It is not known how the Astral Eye was created, if it was created at all, but gazing into this blood red gem allows one to see a detailed map of the entire Astral Sea*. An experienced user may use it to navigate the way to any Astral Dominion. While on the Astral Sea, a wearer may also use the following powers: Once per encounter as a minor action, focus on the wearer's current location and see through all illusions and invisibility and make a Perception check with an extreme bonus. Once per day as a standard action, teleport to a nearby Astral Dominion with self and up to six touched creatures.  
  
Discussion: Well, how could I look at this miniature and then resist giving a nod to Spelljammer, Planescape, and Pirates of the Caribbean all in one fell swoop? While several of its abilities are purely 'improved Mind Flayer', it also has \_some\_ swashbuckling pirate abilities. Trapped Attack is supposed to simulate it locking blades and leaning in for a free tentacle attack. Between its aura and tentacles, the PCs should be kept moving throughout the combat. Its domination gives the party a losing proposition - there's no real gain to knocking out the dominated target and it can switch targets to take out the defender so it can get to the more vulnerable targets, then the leader to prevent healing or the controller or striker who is the most threatening. You could make it not a solo encounter, but I visualize the encounter as first you defeat its crew while it is busy helming its ship or simply allowing the expendables to deal with the problem, then you need to deal with it. The Astral Eye is as much a plot hook - a reason for the party to want to kill him, as anything else. Some of its abilities are a little unwieldy and could use some tweaking, but as always I'm doing a quick monster idea (even if today's quick is a whole hour) not a finished product - yet! Oh, and the blade and robe should have some appropriate plus. The Robe could also help with the avoiding death / stabilization mechanic and could even give some necrotic resistance, if that kind of thing is desirable.  
  
I'll admit to being frankly ecstatic to realize I've now made over 100 monster ideas as part of this daily column. As far as little personal tests go, I've made it through some nasty sickness, a funeral, the holiday season, gleemax's outage, and in some cases been late but I still have a monster to show for every day since I joined and started. Looking forward to continuing until 4E is released and then bundling this all up as a Gleemax monster manual for people to use. It's also a cool coincidence that today is also the day that WotC posted the first real monster stats for a 4E creature - if you haven't checked it out, go look at the [Pit Fiend](http://www.wizards.com/default.asp?x=dnd/dramp/20080125).   
   
Now, in a total tangent: I actually once had two of these miniatures, but while I think it's an awesome miniature I couldn't imagine ever needing \_two\_ of it so I traded the second one to [Monte Cook](http://www.montecook.com/cgi-bin/page.cgi?splash) (who apparently is celebrating his 40th birthday this evening). I hope it's being used regularly for some [Chaositech](http://www.montecook.com/cgi-bin/page.cgi?mpress_Chaos) toting [Pactlord of the Quaan](http://www.montecook.com/cgi-bin/page.cgi?arch_stuff22) villain. I'll admit, I can't imagine someone who has more use for this miniature except perhaps Bruce Cordell. In case my very distant 'six degrees of separation' moment gets his attention, Happy Birthday and good gaming!

**Monster: Water Drake**   
Posted By: **Keithric**, 1/26/2008 11:54:16 PM



**Water Drake**  
Elite Paragon Soldier  
  
**Protective Aura** Aura 3; Enemies gain a -2 penalty to attack the Water Drake's allies.  
  
**Melee Bite** (standard; at-will) High Damage  
**Melee Slashing Claws** (standard; at-will) Reach 3; 2 Attacks; Low Damage and Push 1  
**Melee Crushing Tail** (standard; at-will) Moderate Damage and Immobilize. Low ongoing damage until creature moves or Drake makes another tail attack.  
  
**Protective Instinct** (free; encounter) Make an opportunity attack on an enemy that attacks an ally.  
**Water Breath** (standard; recharge 4 5 6) Cone 6; Low Damage and Push 4, Push 2 on miss  
  
Discussion: MacFarlane Dragon. High AC, Swim speed but okay movement on land. I'm currently assuming recharge 4 5 6 means about a 50% chance per round. They may word the rules for 'allies' in such a way as to clarify protective aura easily. Having both protectives may be overkill - at first I was tempted to make it get an opportunity attack every time, as part of the aura but that seemed like too much.

**Monster: Fell Darkmaster**   
Posted By: **Keithric**, 1/27/2008 11:03:04 PM

  
 **Fell Darkmaster**  
Paragon Controller  
  
**Aura of Death** Aura 5; Enemies who enter or start their turns in the aura take High necrotic damage.  
  
**Melee Lifelink Blade** (standard; at-will) Low Damage. Followup vs Fort; Any damage dealt to Darkmaster for 1 round is also dealt to creature.  
  
**Calling Rod** (standard; encounter) Radius 20, all enemies; vs Will; Enemies must take a move action each round to move directly towards the Darkmaster. Encounter or until Darkmaster dies or dismisses as a free action.  
  
Discussion: Thinking a creature to live in the Shadowfell Underdark equivalent. Could probably use another creature or two to work with - something to keep it alive and punish creatures for moving around.

**Monster: Fell Darkslayer**   
Posted By: **Keithric**, 1/28/2008 11:43:47 PM



**Fell Darkslayer**  
Paragon Skirmisher  
  
**Melee Darktouch** (standard; at-will) vs Fort; Moderate Necrotic damage and Vulnerable Necrotic for encounter.  
  
**Dark Step** (move; at-will) teleport 10 to darkness.  
  
**Dark Seed** If Darkslayer gains Combat Advantage, add ongoing Moderate Necrotic damage (save ends) to its Melee attacks.  
  
Discussion:  [Fell Darkmaster](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=37654&pagemode=2&blogid=6580) needed a friend.

**Monster: Fell Darkstalker**   
Posted By: **Keithric**, 1/29/2008 10:27:07 PM

  
  
**Fell Darkstalker**  
Paragon Controller (Lurker)  
   
**Aura of Blinding** Aura 5; Any enemy that takes necrotic damage within the aura is blinded for 1 round.  
  
**Melee Dark Claws** (standard; at-will) 2 Attacks; Low Necrotic Damage  
  
**Creeping Darkness** (standard; recharge 4 5 6) Close Burst 2 of Moderate Necrotic Damage and the Darkstalker may make a free followup attack one affected enemy. Followup: vs Ref; Target and Darkstalker both teleport up to 10.   
  
Discussion: Hmm, [Darkslayer](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=37942&pagemode=2&blogid=6580) should like this guy a bit, but I suspect [Darkmaster](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=37654&pagemode=2&blogid=6580) could use someone beefy to watch his back. Guess I'll need another guy at some point.

**Monster: Fell Darkspiker**   
Posted By: **Keithric**, 1/30/2008 11:58:11 PM

  
  
**Fell Darkspiker**  
Paragon Soldier  
  
**Grim Obstacle** Enemies treat all squares adjacent to the Darkspiker as hindered terrain and take Low damage for each square moved through.  
   
**Melee Spikefist** (standard; at-will) Moderate Damage and creature takes High damage if it moves more than 1 square on its next action.

Discussion: Well, that lets the series have a lurker, skirmisher, controller, and soldier. That seems like a decent mix of options. I imagine I'll have other names for the whole lot of them - at least the others had 'Dark' and necrotic powers, this one not so much. It just works really well with the Darkmaster and a little bit with the Darkbinder.

**Monster: Fomor Thrall**   
Posted By: **Keithric**, 1/31/2008 11:44:36 PM

  
  
**Fomor Thrall**  
Paragon Brute  
  
**Arcing Smash** (standard; at-will) Reach 2; Attack hits all enemies adjacent to target as well. High Damage.  
  
**Bloodied** Add Knockback 3 to its melee attacks.  
  
Discussion: Wanted a simple one today. Should be pretty easy AC, but a lot of HP. Shouldn't opportunity attack with Arcing Smash.

**Monster: Eldritch Eye**   
Posted By: **Keithric**, 2/1/2008 11:57:49 PM

  
  
Today's entry is a bit less original than usual, but probably a bit more interesting for many as a type of speculation. Behold, a beholder variant (using the Gauth, so the normal beholder mini is free for an elder one.)  
  
**Eldritch Eye**  
Paragon Solo Controller  
  
**Magic Suppression Gaze** aura 5; enemies in the aura take a -5 penalty to spellcasting attack rolls.  
  
**Eye Rays**   
  **Push** (minor 1/round; at-will) Range 10; vs Ref; push creature up to 4 squares away.   
  **Pull** (minor 1/round; at-will) Range 10; vs Ref; pull creature up to 4 squares closer.  
  **Destroy** (minor 1/round; at-will) Range 10; vs Ref; High damage.  
  **Dominate** (minor 1/round; at-will) Range 10; vs Will; target is dominated (save ends). If the creature does not successfully save within 5 attempts, domination becomes permanent.  
  **Weaken** (minor 1/round; at-will) Range 10; vs Fort; target is weakened (save ends). If the creature does not successfully save within 5 attempts, creature falls unconscious for encounter.  
  **Slow** (minor 1/round; at-will) Range 10; vs Ref; target is slowed (save ends). If the creature does not successfully save within 5 attempts, creature becomes petrified.  
  
**Double Ray** (standard; at-will) The eldritch eye makes two eye ray attacks against a single target.  
  
**Deflect Attack** (immediate; encounter) Target melee or ranged attack misses, unless a critical hit.  
**Focused Fire** (standard; encounter) Use up to three eye rays against a single target at +2 attack.  
  
**Constant Threat** 10 Initiative after its normal action in the round, the eldritch eye may take one of the following actions:   
  **Telekinesis** (standard; at-will) Range 10; vs Ref; move creature up to 4 squares in any direction. Target is immobilized until eldritch eye uses Push, Pull, Deflect Attack, or Telekinesis. This action may not be taken if either the push or pull eye ray has been crippled or blinded, but may be used even if they already have been used in the round.  
  **Destroy** (minor; at-will) Range 10; vs Ref; High damage. This action may not be taken if the destroy eye ray has been crippled or blinded, but may be used even if it has already been used in the round.  
  **Move**   
  
**Many-sighted** The Eldritch Eye is immune to flanking. A blinding attack affects only one eye ray or the magic suppression gaze, rendering the eye ray or gaze unusable while blinded.  
  
**Bloodied** Every time the Eldritch Eye takes at least Moderate damage while bloodied, the eldritch eye must choose an eye ray to become crippled and unusable for encounter.  
  
Discussion: Six eye rays, but hopefully in a very manageable package. I don't like having to track rounds for the permanent effect powers, but it seemed more fair than 'permanent if you roll a 1 on your save' or making being hit a second time do the job. I'm quite happy with the concept of using push/pull and then the two in tandem for its object manipulation. I like the idea of disabling eyes once you get it low and I think players would really dig it, but it might be too unwieldy in practice. You could make it the player's choice, but that feels less appealing unless very few eye rays are likely to be disabled between hitting bloodied and death. For the purists, it should be able to do all the important stuff you might expect out of a beholder while still keeping pretty clean in use (I hope!). The biggest flaw for me is that it feels like it would almost have to end up pretty fragile -  which seems a tough problem for a solo monster.

**Old Monster: Orc Blood Magus**   
Posted By: **Keithric**, 2/2/2008 11:08:29 PM

  
  
**Orc Blood Magus**  
Heroic Artillery  
  
**Boil Blood** (standard; at-will) Range 20; vs Fort; Low fire damage ongoing (save ends). Increase to High damage if target bloodied.  
  
**Bloodletting** (minor; at-will) Deal Moderate damage to self. Gain +5 bonus to attack rolls and saves for 1 round.   
  
**Bloodied** Blood Magus gains the following abilities when bloodied.  
   **Fireblood** Adjacent enemies take Moderate fire damage.  
   **Blood Burst** (standard; at-will) Range 20, target afflicted by Boil Blood; vs Fort; High damage and stun 1 round.  
  
Discussion: Thematically, it should bloodlet itself until it's bloodied if its opponents aren't obliging by helping it along Might need to mess around a little with its attack abilities. Could even make it a brute with melee abilities instead of ranged to replace blood boil + burst.

**Old Monster: Runestone Hurler**   
Posted By: **Keithric**, 2/3/2008 11:51:06 PM

  
 **Runestone Hurler**  
Heroic Artillery  
  
**Hurl Runestone** (standard; see text) Range 20; High damage and push 3. Place Small Runestone within 5 squares of target. Any creature other than Hurler touching it takes ongoing Low Damage. May not Hurl again until Runestone retrieved.  
 **Runestone Bounce** (free; at-will) If runestone is placed on a creature after Hurl Runestone; Low Attack for Moderate Damage and Push 1.  
  
Discussion: Yeah... so I watched some football and felt like doing a mob who threw stuff around. Sue me ;) This isn't intended to actually be a stone giant (who would need to be paragon, have some abilities in line with other stone giants, etc), but all that could happen if need be. I actually imagine the new stone giants will be a lot bulkier than this. Could be wrong. It could be something created to help build things (such as for wizards or priests, like servants of a particular god) or a species of large humanoids that lives in a particular area (if that area is the Underdark, maybe change the name to 'Bowler' ;)

**Monster: Blaze Igniter**   
Posted By: **Keithric**, 2/4/2008 10:30:20 PM

**  
Blaze Igniter**  
Paragon Elite Artillery  
  
**Aura of Fire** Aura 5; Enemies take Moderate Fire damage.  
  
**Ignite** (standard; at-will) Range 20; vs Ref; High Fire Damage and ongoing Moderate Fire damage (save ends)  
**Ignite Ally** (standard; at-will) Range 20; Ally with Moderate Fire Resistance gains Aura of Fire for 1 round.   
  
**Final Blaze** (minor 1/round; at-will) Range 20, bloodied Ignited creature only; If creature dies while Ignited, a Blaze is triggered.  
  
**Blaze** (standard; encounter) Range 20; Radius 4 Burst; vs Ref, High Fire Damage and ongoing Moderate fire damage (save ends)  
**Trail of Fire** (move; encounter) Line up to 10; Moderate Fire damage to all creatures in line and move to end of line.  
**Cleansing Flame** (minor; encounter) Healing surge and save successfully against all ongoing effects.  
  
**Death** Trigger free Ignite with Followup: Target gains Pyrrhic Aura Aura 5; Allies take Moderate Fire damage.  
  
Discussion: Not too quick on its own. This one was also inspired by football, sadly enough - hurling balls of flame, passing them to allies, etc. Convenient, since I had a total dearth of artillery, assuming it's still a role type (with whatever its actual name is)

**Monster: Damned Charger**   
Posted By: **Keithric**, 2/5/2008 9:25:16 PM

  
  
**Damned Charger**  
Heroic Skirmisher  
  
**Deadly Charge** (standard; encounter) Very High damage. Recharge Deadly Charge after defeating any foe.  
**Sprint** (move; encounter) triple speed move in straight line  
  
Discussion: Should also have high movement and a decent damage. Could attach it to either Orcus or the Raven Queen as some type of official soldier. If it needs more abilities, could have a lesser charge ability at will. Could get a free kick on people who opportunity attack it, or something similar.

**Monster: Crazy Monkey**   
Posted By: **Keithric**, 2/6/2008 10:21:25 PM

  
  
**Crazy Monkey**  
Heroic Minion  
  
Melee **Crazed Flailing** (standard; at-will) 2 Attacks; Moderate Damage. Bonus damage against prone targets.  
Melee **Spiked Smash** (standard; encounter) High Damage and Knockdown.   
  
**Bloodied** Bonus to attack and damage.   
  
Discussion: Well, I've been scrolling past that particular mini for a while knowing *that some day* I'd have to make a '[Crazy Monkey](http://www.gleemax.com/Comms/Pages/Communities/displayprofile.aspx?blogid=2154&userid=10636)' in honor of Gleemax's own personality. Guess today was the day. Like its namesake, it is a minion (in service to Gleemax, or Solice, or Gamer Zero of everyone) and is Heroic. I'd have made it Epic, but I couldn't do that with any kind of seriousness.  Before I was thinking of it being a minion I'd been thinking on having Spiked Smash be recharged when it's damaged, but that feels like more of a DDM way of doing it than a D&D 4e way I suspect.

**Monster: Vampire Stalker**   
Posted By: **Keithric**, 2/7/2008 11:15:41 PM

  
  
**Vampire Stalker**  
Paragon Skirmisher (Lurker )   
  
**Drain Life** (Minor; encounter) On killing living creature, heal half hp.  
 **Instantaneous Move** The Vampire Stalker moves so quickly it is treated as Invisible while moving.  
 **Sneak Attack** Increased damage with Combat Advantage  
**Blood Frenzy** Increased damage against bloodied targets  
  
Discussion: Very high speed. Pretty fragile. Should be able to hide whenever it wants and move out - if need be it could have spring attack equivalent. Be easy to make Elite if need be. Wonder if Lurker is a subtag like Leader or its own role. Wouldn't mind a better word than stalker

**Happy Birthday, Solice.**  
  
  
  
**Solice, Mistress of Gleemax**  
Paragon Elite Controller (Leader)  
  
**Summon Minion** (minor 1/round; at-will) Summon a Forum Lead minion or Volunteer Community Lead minion for encounter. Limit based on number of available minions.  
**Whip Minion** (minor; at-will) Grant ally a move action.  
  
**Favorite** (standard; encounter) Ally gains High Bonus to defenses and saves for encounter.  
**Enslave** (standard; encounter) vs Will; Target must defend and serve Solice (save ends). Save may be willingly failed.  
**Downtime** (standard; encounter) vs Fort; Target falls asleep.  
  
**Own Your Brain** Aura 5; Enemies who begin their turn in the aura are confused (save ends).  
  
Discussion: In case you don't know, [Solice](http://www.gleemax.com/Comms/Pages/Communities/DisplayProfile.aspx?blogid=2070&userid=10556) is the community liaison for Gleemax and the default favorite for everyone (in fact, I believe you still can't remove her even if you want to). Saturday, February 9 is also her birthday. While this post is a bit tongue in cheek (I mean, I had to do some work to make Solice into a monster ;), hopefully it's well taken.  
  
Cheers,  
Keith (Loyal Minion)  


**Monster: Iron Hound**   
Posted By: **Keithric**, 2/9/2008 11:55:07 PM

  
  
**Iron Hound**  
Heroic Brute  
  
Melee **Bite** (standard; at-will) Moderate Damage and followup shake. Followup: vs Fort, stagger 1 round. Knockdown bloodied target.  
  
**Heel** (move; at-will) Follow target creature up to Speed squares out of turn. This does not provoke opportunity attacks from the target.  
  
Discussion:  Perhaps this is \_too\_ dog-like, but it's better than the 'bursts through the stomach' from the 'Aliens' thoughts the head gives me. Anyhow, I'm willing to concede that maybe getting monster ideas from my puppies is not the best source of inspiration but whatever works ;) If you haven't seen it before, dogs shake a prey/toy violently in their mouths to stun or kill it (by breaking its neck, for instance).

**Monster: Dragon of Guile and Rage**   
Posted By: **Keithric**, 2/10/2008 11:37:49 PM

  
  
**Dragon of Guile and Rage**  
Paragon Solo Brute  
  
**Split Personality** Each round at start of its action, choose one of the two heads (Guile or Rage) to be dominant. The dominant head projects an aura, supplies bonuses, and takes a normal allotment of actions. The other head may take only a single standard or minor action.  
  
**Guile**:  
  **Aura of Deceit** Aura 5; Enemies who enter or begin their turn in the aura take a -2 penalty to Attacks and Will.  
  **Sneak Attack** High Bonus to Damage when possess Combat Advantage  
    
  **Mislead** (minor; at-will) Range 10; vs Will; Gain Combat Advantage against target (save ends)  
  **Phantom** (minor 1/round; at-will) Range 10; vs Will; Target is immobilized and -5 to defenses 1 round.  
  
  **Confusion Breath** (standard; encounter) Cone 6; vs Will; Confused (save ends)  
  
  **Misdirect** (immediate; at-will) If missed by Mislead creature, creature must reroll attack against an adjacent ally.  
    
**Rage:**  
  **Aura of Recklessness** Aura 5; Enemies in the aura take a -2 penalty to all defenses.  
  **Bloodrage** High Bonus to Damage when bloodied.  
  **Bloodthirst** Bite attack gains Bonus damage and Stagger 1 round against bloodied targets.  
  
  Melee **Ravage** (minor 1/round; at-will) After successfully damaging an opponent with a melee attack, attack a different enemy with same attack.  
    
  **Rampage** (standard; encounter) Move 7; vs AC, High Damage against all creatures adjacent to dragon at start, during, or end of that movement.  
  **Stunning Scream** (standard; encounter) Line 10; vs Ref; High Thunder Damage and Followup: vs Fort, Stun 1 round.  
  
  **Vengeful Bite** (immediate; at-will) If damaged in melee, make free Bite attack.  
  
**Either:**  
Melee **Bite** (standard 1/round; at-will) High Damage  
Melee **Claws** (standard; at-will) 2 attacks, Low Damage  
Melee **Tail Slap** (standard 1/round; at-will) Reach 3; vs AC, Moderate Damage and followup. Followup: vs AC, Moderate Damage and Knockdown.  
  
Melee **Flurry of Claws** (standard; encounter) 2 attacks vs AC, Low Damage and followup. Followup: vs AC, Low Damage.  
  
**Bloodied** Recharge both Confusion Breath and Stunning Scream. It may immediately use one of the two attacks as a free action, regardless of which head is dominant.  
  
Discussion: Okay... that's purty darn complex. Could probably muck with it a little if it was too much so in play. For reference, the figure itself is Huge and the base works fine (unlike some of the other McFarlane Dragons). One head has an evil grin and swept-back horns, while the other is screaming and has horns sticking every which-way. The tail is split into two tails at the last section of it and it has 4 hands - the second pair of hands and the 'Rage' head are very T-Rexish. Clumsy flight. Tactically, you probably start with Guile in command and shift over to Rage as creatures become bloodied then it becomes bloodied itself. This feels pretty appropriate to me. Balancing damage output may get tricky.

**Monster: Iron Charger**   
Posted By: **Keithric**, 2/11/2008 10:40:55 PM

  
  
**Iron Charger**  
Heroic Brute  
  
**Smashing Charge** Additional damage and push 2 when charging.  
  
**Sudden Charge** (reaction 1/round; at-will) Charge a creature who has just injured the Charger.  
  
Discussion: After yesterday's [dragon](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=41282&pagemode=2&blogid=6580) , wanted something simple. If this is \_too\_ chargey, make sudden charge 'encounter'. I'm going to have to do some kind of writeup on the bizarre 'Iron Kingdom' that all of the Iron "living constructs" can be found in, at some point.

**Old Monster: Root Lasher**   
Posted By: **Keithric**, 2/12/2008 11:14:32 PM

  
  
**Root Lasher**  
Heroic Minion  
  
**Lashing Roots** (standard; at-will) vs Ref; Low Damage and Entangle 1 round. If at least 2 other Root Lasher adjacent to target, Immobilizes.  
  
Discussion: Some lesser form of Entangle might be more fitting, depending what's available. Even just making the first square count as hindered might be fine.

**Old Monster: Terror Carver**   
Posted By: **Keithric**, 2/13/2008 10:07:56 PM

  
  
**Terror Carver**  
Heroic Skirmisher  
  
**Cowering Gaze** (minor 1/round; at-will) vs Will; Target takes -2 penalty to all defenses and is immobilized 1 round.  
  
**Carve the Cowering** Bonus to attack and damage against immobilized targets.  
  
Discussion: Claws, pretty fragile. Tactically it should stay in the back lines (or find a way to attack from behind) until it immobilizes someone then glide forward and chop them up. If it can get a party to separate, all the better.  Be a piece of cake to upgrade it to Paragon.

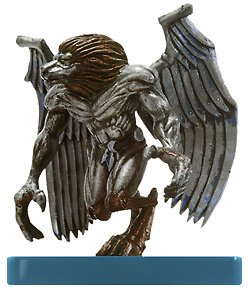
**Monster: Black Widow**   
Posted By: **Keithric**, 2/14/2008 10:54:06 PM

  
  
  
**Black Widow**  
Paragon Lurker  
  
**Shapechange** (Minor 1/round; at-will) Switch shape to either a Fine Spider, a dark-skinned female humanoid, or a hybrid half-spider half-woman.  
Melee **Bite** Low Damage and Poison 5, weakened while poisoned.  
  
**Female or Hybrid only:  
Pacify** (Minor; encounter) vs Fort; puts just poisoned male target to sleep.  
**Harvest** (Minor; at-will) Low Damage vs Helpless male.   
  
**Ritual:**  
 **Harvest Puppet** - After successful Harvest. 1 hour ritual that involves creating a webbing cocoon. 1 week later a copy of the Harvested victim bursts from the cocoon, under the control of the Black Widow.  
  
Discussion: Should have a climb speed in the two spider forms. Sneak and diplomacy/bluff skills. Tactically, it prefers to kill whoever it's copying. If it can make off with the body, all the better. If it's harvested but doesn't think it can make a kill, it will take the first opportunity to flee - such as by turning into a spider and fleeing down a crack or otherwise hiding.

**Monster: Serpentfolk Archer**   
Posted By: **Keithric**, 2/15/2008 10:06:10 PM

  
  
**Serpentfolk Archer**  
Heroic Artillery  
  
Melee **Bite** (standard; at-will) Low Damage and Poison 5 (save ends)  
  
Ranged **Bow** (standard; at-will) Moderate Damage  
  
**Envenom Arrow** (minor 1/round; at-will) Add Poison 5 (save ends) to next Bow attack.  
  
Discussion: Basic monster. Not much to see/say here. Actually, I'm kinda assuming that monsters I post on Friday night are the ones that people are least likely to actually see so I had an idea for something more interesting and pushed it off til later. I could be wrong, though. I guess viewcount will help let me know.

**Old Monster: Iron King**   
Posted By: **Keithric**, 2/16/2008 11:01:51 PM

  
  
**Iron King**  
Paragon Elite Skirmisher (Leader)  
  
**Iron Crown** Aura 10; All Iron Allies gain +2 bonus to defenses and may take Second Wind as a minor action, if available.  
  
**Flyby Attack**  
  
Melee **Inspiring Strike** (standard; at-will) Moderate Damage. Heal Iron Ally within 6 for moderate damage.  
Melee **Opening Slash** (standard; at-will) High Damage and target takes -2 penalty to defenses.  
  
**Commanding Roar** (minor; encounter) Radius 10; Iron Allies may take a free move action.  
**Rallying Roar** (minor; encounter) Radius 10; Iron Allies gain a use of Second Wind for the encounter.   
**Intimidating Roar** (minor; encounter) Radius 10; Enemies take a -2 penalty to all defenses for 1 round.  
  
**Iron Heart** (minor 1/round; at-will) If Iron Ally within 5, Heal Self for Moderate Damage.  
  
Discussion: Conceptually, it made its own image as a 'King of the Jungle', but improved. Iron Allies means all those other critters with Iron that I've been making - the correct term will have to wait, but sorta like having a devil have an ability that only works with 'devils'.  Its Aura can be 5 if 10 is non-standard. Similarly, Iron Heart could be 10 to make everything match. If Flyby Attack is inappropriate, it could get some kind of 'Pounce' effect so that it adds a movement before both of its melee attacks (turning them both into charges, I suppose). Bit of a different feel, but might be a stronger choice anyways. Hmm.

If I turned them both into charges and dropped flyby, I could give it an ability that if it strikes a creature that creature can't opportunity attack it that round. That would keep it able to be pretty mobile and might be a decent 'Intimidating' ability.

**Monster: Wildcat Slasher**   
Posted By: **Keithric**, 2/17/2008 11:32:54 PM

  
  
**Wildcat Slasher**  
Heroic Skirmisher  
   
Melee **Swift Slash** (standard; at-will) Move up to speed and Moderate Damage.  
  
Melee **Dance of Blood** (standard; at-will) Against bloodied opponents only and may attack a particular opponent only once per turn. High Damage. Each time Wildcat Slasher hits with Dance of Blood, it may move 1 square and make another attack. This movement does not provoke opportunity attacks. Wildcat Slasher may not attack more than Speed opponents per turn with Dance of Blood.  
  
Discussion: I'll give Dance of Blood a better writeup eventually.

**Monster: Chaosflesh Golem**   
Posted By: **Keithric**, 2/18/2008 11:58:09 PM

  
  
**Chaosflesh Golem**  
Paragon Brute  
  
Melee **Berserk Smash** (standard; encounter) Radius 1 Burst; High Damage and Push 3  
  
**Reconfigure** (standard; encounter) Heal half HP  
  
**Bloodied** On successful save, recharge either Berserk Smash or Reconfigure. May be triggered multiple times.  
  
Discussion: Monkeying about with recharge ideas - not be surprised if I swap out the whole lot when I see how they really work, but I kinda like the idea behind it. The Hezrou mini has quite a lot of odd technological pieces and weird fleshy and bony bits kinda mixed about, so I figure it can kinda piece itself back together or grab something else to stick into place.  It'll do solid damage with a basic attack, but otherwise it's a bit tricky how long it'll last or how much damage it will output based on whether it gets knocked to bloodied multiple times, so it'd work well with a leader monster that could heal it a bit.  Anyhow, probably just turn into some generic 'recharge 5 6' bit once that's cleared up.

**Monster: Flameborn Reaver**   
Posted By: **Keithric**, 2/19/2008 11:49:00 PM

  
  
**Flameborn Reaver**  
Heroic Brute  
  
Melee **Twin Slash** (standard; at-will) 2 Attacks; Moderate Damage each  
Melee **Whirlwind** (standard; at-will) High Attack vs all adjacent enemies; Moderate Damage  
  
**Flame Burst** Critical Hits deal additional Fire Damage  
  
Discussion: Some fire resistance, but not too much. Some of its damage on every attack can be a little fire if that's not more annoying than it's worth.  Prolly a lot of dual wielders are skirmishers, but I figure this one has some decent armor and can just head into the midst of things and beat things up.   Flavor-wise I'm thinking more like people born near where places of Elemental Chaos touch the world or dedicated to a power of fire, rather than an actual elemental type.

**Monster: Body Stealer**   
Posted By: **Keithric**, 2/21/2008 6:41:10 AM

  
  
**Body Stealer**   
Heroic Controller  
  
**Control Body** (standard; at-will) Humanoids only; vs Will; Moderate Damage and Dominates (save ends). Fail four saves in a row and trigger Steal Body.  
  
**Attached** While controlling a body, cannot take any actions itself without giving up control of the body. The body splits any damage the stealer takes in half.  
  
**Steal Body** Beheads a controlled body, leaving it as a shell the Body Stealer may move to and resume control of at any time.  
  
Discussion: Conceptually it flies up to a person and bites onto their neck or head and starts directing things while continuing to try to remove the 'rival head'. If too many saves are failed without it being killed or forced to flee, it finishes tearing off the head. This could be encountered as just the flying head or as the head perched on a body that leaps free at some point. The control could turn into a followup after a bite, if need be. It could be changed to only allow basic attacks (as if it didn't have full access to the body's skills), but that would probably be less fun for the player who is dominated (who otherwise can run themself).  
  
Ack, sorry for the lateness on this one. I sat down with my laptop to work on the monster like every other night... and woke up in the morning. I'll still count it as being for the right day like I did when Gleemax was down, just so I don't confuse things though - Gleemax down. Me down. Same difference.  
  
If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=17458&pagemode=2&blogid=6580).

**Monster: Suncrystal Drake**   
Posted By: **Keithric**, 2/21/2008 9:01:16 PM

  
  
**Suncrystal Drake**  
Paragon Elite Controller  
  
Melee **Tailwhip** (standard; at-will) Reach 5; Moderate Damage, Push 2, and followup. Followup: vs Ref; Move creature to any spot within 5.  
  
**Illuminate** (minor; at-will) Range 10; Radius 1 Burst; Negate concealment and invisibility on creatures and give -2 penalty to AC for 1 round.  
 **Breath Weapon** (standard; recharge 4 5 6) Line 10; vs Ref; Moderate Damage and Blinds (save ends)  
  
**Radiant Wall** (standard; encounter) Line 6 Opaque Wall that deals High Damage if moved through. If moved through unwillingly, also Blinds 1 round. Encounter duration.  
  
**Suncrystal** While wielding suncrystal, may not make tail attacks. May recharge breath weapon as a minor action. May optionally use breath weapon as a Cone 10.   
**Sunshield** Aura 5; Requires suncrystal equipped; Low Radiant Damage and Followup (Low Attack vs Fort) Blinds 1 round.  
  
**Bloodied** Sunshield ends in a (vs Ref) Radius 5 Burst for High Damage and Blinds (save ends). Suncrystal disappears.  
  
Discussion: Another MacFarlane Dragon - Huge size and no problems using its base. Its tail is over 12" long and holding a clear sphere with a green pattern on it (not a pure green like the picture looks, it's mostly clear). Conceptually, it breathes through the sphere to make it a cone. It could put the sphere down ahead of time to use its tail to attack, but it's more intended to use the crystal until bloodied, then start moving creatures around and through the wall. I was thinking it would be solo, initially, but it's a pretty scrawny looking dragon physically and would work best with some creatures to capitalize on its blinding and movement abilities. It creates a suncrystal as part of a ritual and the suncrystal is keyed to it - it damages any other creature who interacts with it. It possibly should have resistance to radiant damage, either naturally or as part of the sunshield or suncrystal.

**Monster: Vile Hound**   
Posted By: **Keithric**, 2/22/2008 11:37:16 PM

  
  
**Vile Hound**  
Heroic Soldier  
  
Melee **Vile Slobber** (standard; at-will) vs Will; Moderate Damage and Immobilize 1 round; half damage on miss.  
  
Discussion: Still doing easy monsters on weekends, but maybe I'll extend that to include the slightly silly monsters. In a way, I wonder if the plans to refocus the monsters for 4E will be successful when I look over my shelves full of varied minis and realize I've been collecting for a lot less time than others. Eventually someone will stat up almost everything - Tome of Horrors, D&D Insider, or Monster Manual 15. Somewhere. Hmm, just looked up the Canoloth and it has a paralyzing lick - which is different, but a bit closer than I like. Sadly, I actually started with wanting a soldier who made a will attack that did damage and stopped people from moving and just settled on this mini for the cause.  Ah well, good enough for now.

**Monster: Pyre Lost**   
Posted By: **Keithric**, 2/23/2008 10:12:05 PM

  
  
**Pyre Lost**  
Paragon Brute  
  
**Aura of Fire** Aura 5; Any enemy who enters the aura or begins its turn in the aura takes Low Fire Damage.  
  
Melee **Inferno Touch** vs Ref; Low Fire Damage and Low Ongoing Fire Damage  
  
**Pyreborn** Any living creature killed by Inferno Touch or Aura of Fire rises the next round as a Pyreborn minion . Encounter duration.  
  
Discussion: Fire Resistance enough to ignore the aura of fire it gives pyreborn. Someone burned alive in a fire or a vengeful return of someone burned in a funeral pyre, preferably animating during the pyre itself and never going out.

**Old Monster: Faceless Stalker**   
Posted By: **Keithric**, 2/24/2008 11:00:37 PM

  
  
**Faceless Stalker**  
Heroic Lurker  
  
Melee **Switching Strike** (standard; at-will) Cha attack vs Will; Low Damage and switch squares with creature.  
Melee **Steal Face** (standard; at-will) Cha attack vs Will; Low Damage and switch appearance with creature for encounter.  
  
**Betrayal's Sting** High Bonus to Damage against allies of creature affected by Switching Strike or Steal Face for 1 round.  
  
Discussion: Switching Strike and Steal Face should have the same appearance when used, to leave folks guessing as to which happened.

**Monster: Vile Zombie**   
Posted By: **Keithric**, 2/25/2008 9:26:14 PM

  
  
**Vile Zombie**  
Heroic Brute  
  
Melee **Vile Claw** (standard; at-will) vs AC; Moderate Damage and followup. Followup: Low ongoing necrotic damage and enervated (save ends)  
  
**Vile Power** Gain bonus to attack and damage for each creature currently enervated by Zombie.  
  
Discussion: Could make vile power only on/off, instead of stacking. Oh, and I originally wrote 'Vilewight' which seemed like a pretty good name - good enough that it was already used in Book of Vile Darkness, even. Oops. So I'm extra not attached to this name today.

**Monster: Antfolk Soldier**   
Posted By: **Keithric**, 2/26/2008 9:02:41 PM

  
  
**Antfolk Soldier**  
Heroic Minion Soldier  
  
**Hivemove** (minor; at-will) Range 5; Shift an ally antfolk soldier 1 square.  
  
**Hiveshield** When adjacent to another antfolk soldier, gain bonus to all defenses.  
**Hivestrike** When adjacent to another antfolk soldier, gain bonus to attack and damage.  
  
Discussion: Allowing moves out of turn should give them the more 'moving eerily in step in perfect coordination' tactic I hope.

**Monster: Fire Giant Anvilhammer**   
Posted By: **Keithric**, 2/27/2008 8:01:33 PM

  
  
**Fire Giant Anvilhammer**  
Paragon Soldier  
  
Melee **Pounding Anvil** (standard; at-will) Reach 2; High Damage   
  
**Forge Link** (minor; at-will) Range 2; Marks target. If marked target attempts to move farther than 2 away, make a free Pounding Anvil attack on target  and knockdown target if attack is successful.

**Old Monster: Nightblade Dancer**   
Posted By: **Keithric**, 2/28/2008 11:41:50 PM

  
  
**Nightblade Dancer**  
Heroic Skirmisher  
  
**Shifting Dance** (reaction; at-will) Whenever pushed, pulled, or slid, may shift one square, but not back into the original square.  
  
**Blade Dance** (standard; recharge 5 6) move speed and attack up to four targets anywhere along movement for Moderate Damage.  
  
Discussion: The black clothes could be for sneaking, but nah... they're just for styling this time. I've actually been specifically waiting for a chance to play 4E before I really dove in on statting some minis, especially the more 'people' ones. Now that I have... time to have at it, I guess. It might be a lot of people and the occasional MacFarlane Dragon for the next while.

**Old Monster: Cultist Chainfighter**   
Posted By: **Keithric**, 2/29/2008 11:44:30 PM

  
  
**Cultist Chainfighter**  
Heroic Skirmisher  
  
m **Bladed Chain** (standard; at will) \* Weapon  
 Reach 2; Moderate Attack for Moderate Damage  
  
M **Pulling Strike** (standard; recharge 4 5 6) \* Weapon  
 Reach 2; High Attack for Moderate Damage and Pull 1 and Chainfighter shifts 1 square.   
  
M **Capture Attack** (immediate reaction, when a melee attack misses the chainfighter; at-will) Moderate Attack for Low Damage and Slide 1.  
  
Discussion: It shouldn't have the hp or AC to keep toe to toe, so it has to pick at the edges or makes its way into an opening and then pull and shift and slide folks around to survive. That's the theory, anyways. We're finally starting to get actual pages from the monster manual so I'm tweaking how I'm presenting things to conform a little closer. M represents a special melee attack and m represents a basic melee attack, such as used for charge and opportunity attacks. That's the theory anyways. Clearly I should actually just get very small images of the appropriate sword and bow and such and use those.

**Old Monster: Frostvale Warder**   
Posted By: **Keithric**, 3/1/2008 11:40:06 PM

  
  
**Frostvale Warder**  
Low Epic Artillery  
  
r **Frost Bow** Moderate Weapon Damage + Low Cold Damage  
  
R **Chill Shot** (standard; at-will) Range 20; Moderate Weapon Damage + Low Cold Damage and slows and ongoing Low cold damage (save ends both). Increased damage against immobilized creatures.  
  
R **Freezing Shot** (only against slowed creatures, standard; recharge 4+) Range 20; vs Fort; High cold damage and immobilizes (save ends).  
   
R **Coldfend** (before an enemy attempts to move adjacent, immediate interrupt; at-will) Range 2; vs Ref; Low Cold Damage and slows until end of creature's next turn.  
  
Discussion: Could remove the recharge on freezing shot. Conceptually, they're guardians of a location in the Astral Sea  and would work well with some slowing frost-based soldiers. It could easily jump tiers if there's some reason to - drop coldfend if you do I suspect.

**Old Monster: Powerful Sage**   
Posted By: **Keithric**, 3/2/2008 11:22:08 PM

  
  
**Powerful Sage**  
Paragon Controller  
  
R **Magic Missile** (standard; at-will) \* Force  
  High Attack vs Ref; Moderate Damage  
  
A **Smoke Ring** (standard; sustain minor; recharge 4+) \* Fire, Zone  
  Area Burst 2 within 10; vs Fort; Low fire damage and dazes (save ends). The zone blocks line of sight for every creature. Any creature entirely within the area is blinded. Any creature entering the area is dazed (save ends).  
C **Escort** (standard; recharge 4+)   
  Close burst 3, enemies only; vs Will; slide 4.  
   
**Jaunt** (move; recharge 3+) teleport 10  
  
Discussion: Considered letting the sage be in the cloud without penalty, basically an empty space within it around him, but figured simple was better. It's possible it would need more 'oomph', but I rather like the idea of him just more shooing away the pesky attackers. Could probably add another attack in, if it came to it - but I'm okay with instead just saying it has access to plenty of rituals and allies.

**Monsters: Myrdoc Watcher and Oracle**   
Posted By: **Keithric**, 3/5/2008 10:44:02 PM

Two monsters here, in very close to the 4e monster manual format - one a revisit to a very old one I did ([Doom Watcher](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=13852&pagemode=2&blogid=6580)), the other a highly advanced version thereof.  
  
  
**Myrdoc**  
  
    Myrdoc are lanky green humanoids with a single huge red eye. They are sometimes the twisted result of people caught in the area of Far Realms touching too closely upon reality. Myrdoc almost always seek other aberrant allies and appear to work intelligently for some unknown purpose.  
  
Myrdoc Lore  
A character knows the following information with a successful Dungeoneering check.  
    **DC 20**: Myrdoc are agile and quick foes who avoid melee and focus powerful destructive magic through their eye. They have supernatural vision that lets them see through darkness and illusions.  
    **DC 25**: They are particularly good at jumping and leap away from foes who close into melee. It is almost impossible to surprise a Myrdoc.  
    **DC 30**: Myrdocs provide vision into the world for an Elder Evil dwelling within the Far Realm and work to further its plans.  
  
**Myrdoc Watcher  
Level 9 Elite Artillery**  
XP 800   
Medium aberrant humanoid  
  
**Initiative** +18   
**Senses** Perception +16; darkvision, blindsight 12  
**HP** 154; **Bloodied** 77  
**AC** 23; **Fortitude** 21, **Reflex** 22, **Will** 20  
**Saving Throws** +2  
**Speed** 8, Jump 5  
**Action Points** 1  
  
m **Slam** (standard; at-will)   
  +11 vs. AC; 1d8+3 damage  
R **Eyebeam** (standard; at-will) \* **Force**  
  Range 10; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 1 square.  
C **Blastbeam** (standard; recharge 4 5 6) \* **Force**  
  Close blast 5; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 1 square.  
C **Forceblast** (standard; recharge 6) \* **Force**  
  Close blast 5; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 4 squares and knocked prone.  
  
**Sudden Leap** (reaction, when an enemy moves adjacent; at-will)   
  Jump 2 squares. This movement does not provoke opportunity attacks.  
**First Reaction**  
  A myrdoc watcher may act in a surprise round if it spends an action point.  
  
**Alignment** Evil  
**Languages** Deep Speech  
**Skills** Athletics +12  
**Str** +7 (16)  **Dex** +8 (19)  **Wis** +6 (15)   
**Con** +7 (17)**Int** +4 (10)      **Cha** +5 (12)  
  
Myrdoc Watcher Tactics  
A myrdoc watcher tends to move rapidly around a battlefield, using its speed and range to best advantage. It is a cunning and ruthless opponent and will leave itself seemingly vulnerable by a pit or similar hazard so that it can leap away, then blast the opponent into the pit.  
  
  
**Myrdoc Oracle  
Level 23 Elite Artillery (Leader)**  
XP 10,200  
Medium aberrant humanoid  
  
**Initiative** +25   
**Senses** Perception +26; darkvision, blindsight 12  
**Prescience** Aura 5; A Myrdoc Oracle sees slightly into the future and directs its allies appropriately. Allies in the area gain a +2 bonus to all defenses.  
**HP** 322; **Bloodied** 161  
**AC** 34; **Fortitude** 30, **Reflex** 31, **Will** 32  
**Saving Throws** +2  
**Speed** 9, Jump 6  
**Action Points** 1  
  
m **Doom's Touch** (standard; at-will) \* **Psychic**   
  +28 vs. Will; 2d10+5 psychic damage and 5 ongoing psychic damage and target is dazed (save ends both).  
R **Eyebeam** (standard; at-will) \* **Force**  
  Range 10; +28 vs. Reflex; 3d10 + 4 force damage and the target is pushed 1 square and dazed until the end of the target's turn.   
R **Focus Gaze** (minor 1/round; at-will)  
  Range 10; +30 vs. Will; Oracle and all of its allies gain a +2 bonus to attack target until end of its next turn.  
C **Blastbeam** (standard; recharge 4 5 6) \* **Force**  
  Close blast 5; +28 vs. Reflex; 3d10 + 4 force damage and the target is pushed 1 square and dazed until the end of the target's turn.  
C **Forceblast** (standard; recharge 6) \* **Force**  
  Close blast 5; +28 vs. Reflex; 3d10 + 4 force damage and the target is pushed 4 squares and knocked prone.  
  
**Sudden Leap** (reaction, when an enemy moves adjacent; at-will)   
  Jump 3 squares. This movement does not provoke opportunity attacks.  
**Foresight**  
  A myrdoc oracle may always act in the surprise round.  
  
**Alignment** Evil  
**Languages** Deep Speech  
**Skills** Athletics +19  
**Str** +14 (16) **Dex** +15 (19)     **Wis** +16 (21)   
**Con** +14 (17)     **Int** +15 (18)     **Cha** +16 (20)  
  
Myrdoc Oracle Tactics  
A myrdoc oracle focuses on setting up enemies to be destroyed by its allies first, with a seeming fanatical disregard for its own safety. It prefers to use its action point when enemies gang up on it, to do a combined blastbeam and forceblast. If a myrdoc oracle believes it has already won, it delights in touching enemies to show them a vision of the impending doom of the world and all they hold dear.  
  
Encounter Groups   
Myrdocs prefer less intelligent aberrant creatures to command such as gricks and chuul, but will work with any aberrant creature without rancor.  
  
**Level 10 Encounter (XP 2,500)**  
1 Myrdoc Watcher (level 9 elite artillery)  
1 Grell (level 7 elite soldier)  
2 Grick (level 7 brute)  
1 Chuul (level 10 soldier)  
  
**Level 23 Encounter (XP 25,500)**  
1 Myrdoc Oracle (level 23 elite artillery)  
1 Chuul Juggernaut (level 23 elite soldier)  
1 Blood Fiend (level 23 soldier)  
  
Discussion: That blood fiend can probably be swapped for something better later, but for the moment I don't have a lot of known options. This update is intended to make up for the one I missed the other day while unconscious due to sickness, but I do hope to be able to do a lot more of these as time permits so that I have things in readiness for June. Some tweaks and changes to the original Doom Watcher, and I'd be happy to discuss... well... anything, as usual. Wish I could playtest anything. Any objections to the name change, please get them in early.

**Monster: Bloodthirsty Rager**   
Posted By: **Keithric**, 3/4/2008 10:51:52 PM

  
  
**Bloodthirsty Rager**  
Heroic Brute  
  
m **Greataxe** (standard;at-will) \* Weapon  
  Moderate Attack vs. AC; High Damage  
  
**Bloodrage** Bonus to damage while bloodied.  
**Bloodthirsty** Bonus to damage against bloodied creatures.  
  
**Blood's Taste** (reaction, after injuring a bloodied creature or making a creature bloodied; encounter) Gain +2 attack and gain High temporary hp.  
  
Discussion:  I considered making blood's taste a minor action to better  show it pausing a second to lick up the blood, but figured reaction was easier to deal with at the table. Easy to switch if there's a reason to. I also considered having blood's taste give a free attack but switched it to a +2 in case the mob would be too swingy (PC doing fine, doing fine... hits bloodied... hits the floor, maybe dead)

**Old Monster: Redfist Initiate**   
Posted By: **Keithric**, 3/5/2008 11:36:27 PM

  
  
**Redfist Initiate**  
Heroic Skirmisher  
  
m **Fist** (standard; at-will)  
  High Attack vs AC; Low Damage  
  
M **Flurry of Blows** (standard; at-will)  
  Make two fist attacks. If both attacks hit a single target, make a secondary attack against the same target. Secondary Attack: Moderate Attack vs Fort; target is dazed (save ends).  
M **Skirmish Strike** (standard; at-will)  
  Shift 3 squares and make a Fist attack at any point in the movement.  
  
**Combat Advantage** +1d6 damage  
  
Discussion: People are worried about how to represent monks and druids and such in their world, if there aren't official rules out yet... so may as well provide some solutions for NPCs at least.  If you missed my earlier post of the evening - two monsters in full 4e monster manual treatment - it was really quite a lot more work than this one and I'd value people checking it out more than this, so [please do](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=47586&pagemode=2&blogid=6580). Edited to make it dazed instead of stunned.

**Old Monster: Stormleaf Guardian**   
Posted By: **Keithric**, 3/6/2008 9:42:34 PM

  
  
**Stormleaf Guardian**  
Heroic Controller  
  
m **Scimitar** (standard; at-will) \* Weapon  
  Low Attack vs AC; Low Damage  
R **Call Lightning** (standard; at-will) \* Lightning  
  Range 10; Moderate Attack vs. Reflex; Moderate Damage  
A **Call Lightning Storm** (standard; sustain minor; recharge 4 5 6) \* Lightning, Zone  
  Burst 2 within 10; Moderate Attack vs. Reflex; Moderate Lightning Damage. Anyone who enters the zone takes Low Lightning Damage.  
A **Entangle** (standard; recharge 6)   
  Burst 2 within 10; Moderate Attack vs. Reflex; Low Damage and Immobilize (save ends).   
  
Discussion: And now something druid-like... I think the actual druid they do will be a lot more about its wild shape and less about its lightning bolts, of course. But this one gets to raise her staff and have lightning leap down at people and thump it into the ground and have roots and earth rise up and grab people.

**Old Monster: Travelling Bard**   
Posted By: **Keithric**, 3/7/2008 11:31:17 PM

  
  
**Travelling Bard**  
Heroic Controller (Leader)  
  
**Song of Courage** Aura 10; Whenever scoring a critical hit, allies deal 1d10 extra damage and gain 10 temporary hit points.  
  
m **Sword** (standard; at-will) \* Weapon  
  Moderate Attack vs. AC; Low Damage  
R **Fascinate** (standard; at-will)  
  Range 10; Moderate Attack vs. Will; Target is dazed (save ends).  
A **Lure** (standard; at-will)   
  Burst 2 within 10, only dazed creatures; Moderate Attack vs. Will; Slide target 5 squares.  
  
Discussion: I'm pretty happy with how fascinate and lure look together - if I had to change anything, I assume it would be the song of courage. And all the powers probably get some appropriate descriptor.

**Monster: Dashing Fencer**   
Posted By: **Keithric**, 3/8/2008 11:07:53 PM

  
 **Dashing Fencer**  
Heroic Skirmisher  
  
m **Rapier** (standard; at-will) \* Weapon  
  High Attack vs. AC; Low Damage  
M **Lunging Strike** (standard; at-will) \* Weapon  
  Shift up to 3 before attack. High Attack vs. AC; Moderate Damage  
  
**Riposte** (reaction, when missed with a melee attack; at-will)  
  Make a basic melee attack against attacker.  
  
Discussion: So lunging strike and riposte probably both make reasonable character powers, except they're in between at-will (Deft Strike) and encounter (Fox's Cunning) in level of power.

**Monster: War Drake**   
Posted By: **Keithric**, 3/9/2008 9:08:30 PM

  
  
**War Drake**  
Paragon Solo Soldier  
Huge Dragon  
  
m **Bite** (standard; at-will) \* Poison  
  Reach 2; Moderate Attack vs. AC; Moderate Damage and ongoing Low poison Damage (save ends).  
M **Claw** (standard; at-will)  
  Reach 2; Low Attack vs. AC; Low Damage  
M **Double Attack** (standard; at-will)  
  The dragon makes two claw attacks. If both claws hit the same target, slide target 1 square.  
M **Headbutt** (standard; recharge 5 6)  
  Reach 2; Moderate Attack vs. Fortitude; Moderate Damage and stuns until end of target's turn.  
C **Breath Weapon** (standard; recharge 5 6) \* Poison  
  Close Blast 5; Moderate poison Damage and weakened and ongoing Low poison Damage (save ends both).  
  
**Tail Slash** (immediate reaction, when an enemy moves adjacent)  
  Low Attack vs. AC; Low Damage and knocks prone and ongoing Low Damage (save ends).  
**Bloodied Breath** (immediate reaction, when first bloodied; encounter) \* Poison  
  The dragon's breath weapon recharges automatically, and the dragon uses it Immediately.  
  
Discussion: Very High AC. I mean, it's a dragon surrounded in armor. Actually comes in a couple colors - blue and green, at a minimum. Probably worth changing the breath weapon and bite if you have the blue version.

**Monsters: Shielded Warriors**   
Posted By: **Keithric**, 3/10/2008 11:27:53 PM

It's War Week, so today I give you five different warriors. Each of these uses a shield - a ubiquitous device among those sent to war - but each should play in interesting and different ways at the table.  
   


**Goblin Butcher**  
Low Heroic Soldier

m **Goblin Cleaver** (standard; at-will) \* Weapon  
  Moderate Attack vs. AC; Low Damage   
M **Off at the Knee** (standard; recharge 5 6) \* Weapon  
  Moderate Attack vs. AC; Moderate Damage and slows (save ends)

**Goblin Tactics** (immediate reaction; at-will)  
  Whenever a melee attack against a goblin misses, the goblin may shift 1 square.  
**Combat Advantage** +1d6 damage



**Northman Hero**   
High Heroic Brute

m **Bastard Sword** (standard; at-will) \* Weapon  
  Moderate Attack vs. AC; Moderate Damage  
M **Sweeping Strike** (standard; recharge 5 6) \* Weapon  
  High Attack vs. AC; Moderate Damage and push 1 and make a basic attack against another enemy.  
M **Reckless Advance** (standard; recharge 5 6) \* Weapon  
  Move 5 and attack up to three enemies during the movement. Moderate Attack vs. AC; Moderate Damage and push 1. Reduce AC by 2 until start of northman's next turn.

**Hero's Stand** (immediate reaction, when reduced to 0 hp; encounter) \* Weapon  
  Make a basic attack against an adjacent enemy. If the attack hits, northman is restored to Low hp.



**Tigerfolk Infantry**  
Heroic Soldier

m **Longsword** (standard; at-will) \* Weapon  
  High Attack vs. AC; Moderate Damage  
M **Slash and Bash** (standard; at-will) \* Weapon  
  High Attack vs. AC; Moderate Damage and secondary shield bash. Secondary: vs. Fort; Low Damage and knocks target prone.

**Retaliatory Bite** (immediate reaction, on being hit by a melee attack; at-will)   
  Low Attack vs. AC; Moderate Damage  
**Hunter's Superiority**  
  Low damage bonus against prone targets.  
**Pounce**  
  Tigerfolk gain a +2 bonus to speed and damage when making charge attacks.



**Hobgoblin Pickfighter**Low Heroic Soldier

m **War Pick** (standard; at-will) \* Weapon  
  Moderate Attack vs. AC; Moderate Damage (extra damage on critical)  
M **Challenging Strike** (standard; at-will) \* Weapon  
  Moderate Attack vs. AC; Moderate Damage (extra damage on critical) and pull 1 and may mark target.

**Strike the Unwary** (immediate reaction, marked target attacks any other ally; at-will) \* Weapon  
  May shift 1 before making attack; High Attack vs. AC; Moderate Damage and pull 1.

**Hobgoblin Resilience** (immediate reaction; encounter)  
  When a hobgoblin suffers an effect a save can end, the hobgoblin makes an immediate save against the effect.



**Imperial Shieldman**Heroic Soldier

m **Longsword** (standard; at-will) \* Weapon  
  Moderate Attack vs. AC; Low Damage  
C **Hold the Line** (minor; at-will)  
  Close Range 5; Target is marked. Shieldman gains resist damage 5 against marked target and reduces any forced movement from marked target by 2.

**Shieldwall**  Shieldman gains +1 AC and Reflex per adjacent Imperial Shieldman.

Discussion: Little late and I want to work on some other stuff. Feel free to chat at me, though, and I'll be happy to respond. I think tomorrow maybe mounted creatures.

**Monster: Dragonbow**   
Posted By: **Keithric**, 3/11/2008 10:50:08 PM

Today, an animated magical ballista. While siege weapons are a staple of war, I've never found them to really matter much in D&D. After all, you've got wizards who are faster, more mobile, and do more damage.

[](http://www.wizards.com/dnd/images/war_drums_gallery/Arcane_Ballista.jpg)

**Dragonbow**Paragon Artillery

R **Flaming Shot** (standard; recharge 5 6) \* Fire  
  Ranged 30/60, Minimum Range 5; Moderate Attack vs. Reflex; Moderate Fire Damage and Low Ongoing Fire Damage (save ends)  
R **Harpoon Shot** (standard; recharge 5 6) \* Weapon  
  Ranged 30/60, Minimum Range 5; Moderate Attack vs. Reflex; Low Damage and target pulled 5 squares.  
R **Blast Shot** (standard; recharge 5 6) \* Force  
  Ranged 30/60, Minimum Range 5; Moderate Attack vs. Reflex; Moderate Damage and target pushed 5 squares.  
  
C **Breath Weapon** (standard; recharge 5 6) \* Fire  
  Blast 5; Low Attack vs. Reflex; Moderate Fire Damage and Low Ongoing Fire Damage (save ends).

**Assisted Firing**  
  The Dragonbow gains a +2 bonus to attacks while an ally is adjacent and directing its firing (a free action).

Discussion: Pretty bad reflex, not terribly fast. I've been passing by that mini over and over going 'Huh, wonder how the heck I'd ever use this... so figured I'd leap on it for War Week'

**Monster: Dwarf Tuskerknight**   
Posted By: **Keithric**, 3/12/2008 11:12:03 PM

Continuing with the War Week theme, I've moved on to cavalry. Additional speed, the ability to shatter defensive lines, and additional protection for its rider... what's not to love about being mounted? Horse poop, that's what.  
  


**Dwarf Tuskerknight**High Heroic Elite Soldier

m **Battleaxe** (standard; at-will)  
  Low Attack vs. AC; Moderate Damage and may mark enemy.  
m **Tusk** (standard; at-will)  
  Low Attack vs. AC; Moderate Damage  
M **Crushing Assault** (standard; at-will) \* Weapon  
  Make a battleaxe attack and a tusk attack. If both hit the same opponent, make a secondary shield attack. Secondary: Low Attack vs. Fort; Low Damage and Stun until end of target's turn.  
C **Thundering Strike** (standard; recharge 5 6)   
  Close Blast 2. Moderate Attack vs. AC; High Damage and push target 2 squares. May shift into area of blast.

**Ferocious Toughness** (minor; encounter)  
  Heal High Damage and gain +5 to all defenses until end of next turn.

**Relentless Assault** (interrupt; at-will)   
  If a marked enemy attempts to shift or move away from the Boar Captain, make a Low Attack vs. AC; Moderate Damage and knocks prone.

**Stability**  
  Reduce any forced movement inflicted on the tuskerknight by 2 squares.

**Bonded Mount**  Despite being a mount and rider, treat as one creature for all purposes. Effects which target only beasts or only humanoids suffer a -5 penalty to attack rolls against the tuskerknight. When bloodied, reduce attack rolls and all defenses by 2.

Discussion: Usual elite bonuses like action point, +2 saving throws and usual soldier stuff like high AC and fort. Decent Will too. Just toying with doing a mounted foe (who has a cool mount) as one elite creature. I actually have 4 other mounted minis I'd not mind going through, so I'll probably do at least some more before War Week is done. I'll get to tinker with them a bit later when we get more rules, no doubt since there's probably a much better route than bonded mount.

**Monster: Blue Drakehound**   
Posted By: **Keithric**, 5/10/2008 11:18:47 PM

  
  
**Blue Drakehound  
Level 5 Soldier**  
XP 200  
Small natural beast (dragon)  
  
**Initiative** +2  
**Senses** Perception +8; darkvision   
**HP** 63; **Bloodied** 31  
**AC** 21; **Fortitude** 19, **Reflex** 14, **Will** 17   
**Resist** 5 lightning  
**Speed** 6   
  
m **Bite** (standard; at-will)   
  +10 vs. AC; 1d6 + 2 damage and target takes a -2 penalty to attacks until the end of the blue drakehound's next turn.  
  
C **Breath Weapon** (minor; recharge 5 6) \* **Lightning**  
  Close burst 2; +8 vs. Reflex; 1d6 + 2 lightning damage and target is slowed.

**Shocking Opportunity \* Lightning**  
   When the blue drakehound hits with an opportunity attack, it deals an additional 1d6 lightning damage and the target may not move until the start of its next turn.  
  
**Alignment** Any  
**Languages** -  
**Skills** Endurance +9  
  
**Str** 14 (+4) **Dex** 11 (+2) **Wis** 13 (+3)  
**Con** 15 (+4) **Int** 4 (-1) **Cha** 10 (+2)  
  
Discussion: Almost forgot to do some more drakehounds, to go with the [black one I did](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=53022&pagemode=2&blogid=6580). Uses for small/medium dragon minis, now that basic dragons are large. Tomorrow is the start of 'Any game but D&D' week here at Gleemax, so the column is on a break for a week. I should have several monsters backlogged by then to show for the break. See ya then.  
  
If you're not familiar with this daily column and want an explanation or would like to find a lot more monsters, please look [here](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=17458&pagemode=2&blogid=6580).

**Monster: Young Lifebane Dragon**   
Posted By: **Keithric**, 5/9/2008 11:56:20 PM

  
  
**Young Lifebane Dragon  
Level 8 Solo Skirmisher**  
XP 1750  
Large shadow beast (dragon)  
  
**Initiative** +4  
**Senses** Perception +6;darkvision  
**Lifesapping Aura (Necrotic)** Aura 5; enemies within the aura heal 5 less when using a healing surge and take a -5 penalty to death saves.   
**HP** 440; **Bloodied** 220  
**AC** 25; **Fortitude** 23, **Reflex** 23, **Will** 21   
**Resist** 10 Necrotic  
**Saving Throws** +5  
**Speed** 6, fly 8 (clumsy)   
**Action Points** 2  
  
m **Bite** (standard; at-will) \* **Necrotic**  
  Reach 2; +13 vs. AC; 1d8 + 5 damage and 1d8 necrotic damage and target is weakened until the end of its next turn. See also *lifebane*.  
m **Claw** (standard; at-will) \* **Necrotic**  
  Reach 2; +11 vs. AC; 1d6 + 5 damage and 1d8 necrotic damage. See also *lifebane*.  
M **Double Attack** (standard; at-will) \* **Necrotic**  
  Make two claw attacks.  
  
C **Breath Weapon** (standard; recharge 5 6) \* **Necrotic**  
  Close blast 5; +11 vs. Fortitude; 2d8 + 7 necrotic damage and target loses a healing surge and is immobilized until the end of the lifebane dragon's next turn. See also *lifebane*.  
C **Frightful Presence** (standard; encounter) \* **Fear**  
  Close burst 5; +11 vs. Will; target is stunned until the end of the dragon's next turn. Aftereffect: Target suffers a -2 penalty to attacks (save ends). See also *lifebane*.  
  
**Deathstep** (move; at-will) \* **Teleportation**  
  The lifebane dragon teleports to a dead, dying, or unconscious target within 10 squares.  
  
**Bloodied Breath** (immediate reaction, when first bloodied; encounter) \* **Necrotic**  
  Recharge and immediately use breath weapon.  
  
**Lifebane**  
 Against bloodied targets, the lifebane dragon gains a +2 bonus to attack rolls and a +5 bonus to damage.  
  
**Alignment** Evil  
**Languages** Common, Draconic  
**Skills** Insight +11, Stealth +9  
  
**Str** 20 (+9) **Dex** 11 (+4) **Wis** 14 (+6)  
**Con** 16 (+7) **Int** 15 (+6) **Cha** 17 (+7)  
  
Discussion: I'm a little dubious about the 'see also lifebane' bit I'm seeing done for powers in stat blocks. I mean, it makes sense, but I just did it 4 times which seems a bit much. I wonder how many of each dragon type I'll do - it might get tricky for some. Not like I have a bigger shadow dragon mini. Anyhow, this is a companion for the lifebane wraith in theory... it might be a cool thing for a shadar kai to ride, though.Original had a couple different things - it healed on its bite, could possess corpses as zombies, and could inflict damage on itself to cause damage to others. I added the aura instead of some of that, and it did gain lifebane, but I might consider adding back a minor heal on the bite or a burst power that damages itself and everything around it.

**Monster: Blood-crazed Orc Berserker**   
Posted By: **Keithric**, 5/9/2008 6:25:17 PM

My template, wotc's orc. Not my actual column submission for the day, just for fun.  
  
  
**Blood-crazed Orc Berserker  
Level 7 Elite Brute**  
XP 600  
Medium natural humanoid  
 **Initiative** +4  
**Senses** Perception +3; low-light vision  
**HP** 182; **Bloodied** 91; see also *warrior's surge*.  
**AC** 18; **Fortitude** 24, **Reflex** 16, **Will** 19   
**Saving Throws** +2  
**Speed** 6 (8 while charging)  
**Action Point** 1  
  
m **Greataxe** (standard; at-will) \* **Weapon**  
  +11 vs. AC; 1d12 + 5 damage (crit 1d12 + 17); see also bloodthirst and battle frenzy.  
  
M **Warrior's Surge** (standard, usable only while bloodied; encounter) \* **Healing**, **Weapon**  
  The blood-crazed orc berserker makes a melee basic attack and regains 45 hit points.  
  
M **Bloodlust** (minor 1/round; at-will) \* **Weapon**  
  The blood-crazed orc berserker makes a basic melee or charge attack against a bloodied enemy. If the attack hits, it gains 12 temporary hit points.  
  
**Bloodthirst**  
  The blood-crazed orc berserker deals 5 extra damage against bloodied creatures.  
  
**Battle Frenzy**  
  The blood-crazed orc berserker gains 5 temporary hit points every time it successfully hits an enemy with a melee attack.   
  
**Alignment** Chaotic Evil  
**Languages** Common, Giant  
**Skills** Endurance +11, Intimidate +7  
  
**Str** 20 (+8) **Dex** 13 (+4) **Wis** 10 (+3)  
**Con** 16 (+6) **Int** 8 (+2) **Cha** 9 (+2)  
  
**Equipment** leather armor, greataxe  
  
Discussion: [Blood-crazed template](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=60772&pagemode=2&blogid=6580) applied to an orc berserker from [Wotc's most recent preview](http://www.wizards.com/dnd/files/MonsterManual_orcs.zip) . I drew this up solely so I could compare it to the elite Orc Bloodrager - I had to up the berserker 3 levels first, but honestly I'm really quite happy with how things compare. Very well, I think. I may rethink how focused I made the AC/defense upgrade for blood-crazed... I had it be all Fort and Will, instead of AC and Reflex, to reflect it hurling itself into the fray instead of paying attention to its defenses, but it may be too much. At any rate, the big difference between the two is only when they can't manage to fight bloodied opponents: in that circumstance, theirs does more damage with its immediate counterattacks, and mine lasts longer with battle frenzy's continual temporary hit points. When fighting bloodied opponents, they mostly work out almost the same.

**Monster: Astral Cube**   
Posted By: **Keithric**, 5/8/2008 10:53:44 PM

  
  
**Astral Cube  
Level 24 Elite Controller**  
XP 12,100  
Large immortal animate  
  
**Initiative** +16  
**Senses** Perception +22; darkvision  
**HP** 436; **Bloodied** 218  
**AC** 39; **Fortitude** 36, **Reflex** 37, **Will** 35   
**Resist** 10 radiant  
**Saving Throws** +2  
**Speed** 5, fly 5 (hover), teleport 10  
**Action Point** 1  
  
m **Warp Space** (standard; at-will) \* **Teleportation**  
  +28 vs. Reflex; 2d8 + 10 damage and target is teleported 10 squares and astral cube may make a free *imprison* attack on target.  
  
R **Imprison** (standard; at-will) \* **Teleportation**  
  Large or smaller target only; Range 10; +28 vs. Will; target is teleported into a space within the cube and grabbed (until escape). Target takes a -5 penalty to attempts to escape.  
  
**Eject** (minor; at-will) \* **Teleportation**  
  Grabbed target only; target is teleported 20.  
   
**Deflect** (immediate reaction, astral cube is missed by a ranged attack; at-will) \* **Teleportation**  
  Attack is redirected to a target within 10 squares and the attacker must reroll the attack.  
  
**Resonance** (immediate interrupt, astral cube is the target of a melee or ranged attack; at-will) \* **Teleportation**  
  The astral cube may cause the attack to also be directed against a grabbed or adjacent target other than the attacker.  
   
**Gate Surface**   
  Large or smaller creatures may move or be moved into or through the astral cube. As a free action it may either place these creatures inside it, as if automatically hit by an Imprison attack, or place the creatures in any legal adjacent square. Moving through the astral cube in this way costs 1 square of movement.  
  
**Alignment** Unaligned  
**Languages** Supernal  
**Skills** Arcana +20, Stealth +23  
  
**Str** 30 (+22) **Dex** 19 (+16) **Wis** 20 (+17)  
**Con** 18 (+16) **Int** 17 (+15) **Cha** 17 (+15)  
  
Discussion: Epic fun with a gelatinous cube mini. [original post](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=33888&pagemode=2). Basically a free roaming 'Gate' construct. It wanders through the Astral Sea, but can wreak all sorts of havoc by establishing standing gates as rituals. Like going to the bottom of an ocean and gating it as a steady flood ontop of a nearby kingdom, that kind of thing. It should be fairly difficult to kill in terms of defenses. It can potentially imitate standing gates or display scenes of other places to lure people to stepping into it or missing it.

**Monster: Living Flare**   
Posted By: **Keithric**, 5/7/2008 11:51:36 PM

  
  
**Living Flare  
Level 9 Minion**  
XP 100  
Small elemental humanoid  
  
**Initiative** +12  
**Senses** Perception +6; darkvision  
**HP** 1; a missed attack never damages a minion.  
**AC** 23; **Fortitude** 21, **Reflex** 23, **Will** 19   
**Immune** Fire  
**Speed** 7  
  
m **Burn** (standard; at-will) \* **Fire**  
 +12 vs Reflex; 5 fire damage.  
  
C **Flare** (standard; encounter) \* **Fire**  
 Close burst 5; +12 vs. Reflex; 5 fire damage plus 5 fire damage for every ally living flare in area. Miss causes half damage. All ally living flares in the area are stunned until the end of their next turn. Living flare is reduced to 0 hit points.  
  
C **Death Burst** (immediate reaction, when reduced to 0 hit points; encounter) \* **Fire**  
 Close burst 5; +12 vs. Reflex; 5 fire damage.  
  
**Alignment** Unaligned  
**Languages** -  
**Skills** -  
  
**Str** 9 (+3) **Dex** 17 (+7) **Wis** 14 (+6)  
**Con** 12 (+5) **Int** 4 (+1) **Cha** 6 (+2)  
  
Discussion: Probably a bit complex for a minion, especially Flare, but that was the basic idea (a minion that blows itself up, amplified by its fellow minions), so maybe I'll tinker with it tomorrow when I'm actually awake.

**Monster: Lifebane Wraith**   
Posted By: **Keithric**, 5/6/2008 9:56:14 PM

  
  
**Lifebane Wraith  
Level 10 Soldier**  
XP 500  
Medium shadow humanoid  
  
**Initiative** +9  
**Senses** Perception +7; darkvision  
**HP** 102; **Bloodied** 51  
**AC** 27; **Fortitude** 25, **Reflex** 25, **Will** 22   
**Resist** Insubstantial  
**Speed** 7, fly 5 (hover)  
  
m **Clutch Life** (standard; at-will) \* Necrotic  
 +13 vs Reflex; 1d8 + 4 necrotic damage and target is grabbed (escape ends). Target takes a -5 penalty to escape attempts. Also, see *Lifebane*.  
  
M **Drain Life** (standard; recharge 5 6) \* Necrotic  
 Grabbed target only; +13 vs. Fortitude; 1d8 + 4 necrotic damage and target loses a healing surge and is immobilized until the end of the lifebane wraith's next turn. Also, see *Lifebane*.  
  
**Lifebane**  
 Lifebane wraith gains +2 to attack rolls and +5 to damage against bloodied targets.  
  
**Alignment** Evil  
**Languages** Common  
**Skills** Stealth +16  
  
**Str** 13 (+6) **Dex** 19 (+9) **Wis** 14 (+7)  
**Con** 14 (+7) **Int** 10 (+5) **Cha** 19 (+9)  
  
Discussion: [Old version](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=21294&pagemode=2) used to heal itself as well, but with 4E's lower damage output and insubstantial to halve damage I figured better off leaving it off. At least for the normal version. An elite or higher level upgrade that can heal some could work out. I'd do it now, but I've got to sleep earlier tonight.

**Monster: Demonweb Spider**   
Posted By: **Keithric**, 5/5/2008 11:49:21 PM

  
  
**Demonweb Spider  
Level 25 Soldier**  
XP 7,000  
Huge elemental beast  
  
**Initiative** +16  
**Senses** Perception +21; darkvision  
**HP** 235; **Bloodied** 117  
**AC** 41; **Fortitude** 39, **Reflex** 34, **Will** 34   
**Speed** 8, climb 8 (spider climb)  
  
m **Venomous Bite** (standard; at-will) \* Poison  
 Reach 2; +32 vs AC; 2d8 + 11 damage and 10 ongoing poison damage and target is weakened and slowed (save ends all three).   
  
c **Web** (minor; recharge 6)  
 One enemy within 5 squares; +30 vs. Reflex; target may not teleport for the encounter and is immobilized (save ends). Aftereffect: target is slowed (save ends).  
  
**Alignment** Evil  
**Languages** Elven  
**Skills** Athletics +28  
  
**Str** 32 (+23) **Dex** 19 (+16) **Wis** 19 (+16)  
**Con** 27 (+20) **Int** 10 (+12) **Cha** 10 (+12)  
  
Discussion: Bit of a controller in my soldier, hmm. Too much? dunno.

**Monster: Horrid Puppeteer and Puppet Master**   
Posted By: **Keithric**, 5/4/2008 10:49:23 PM

  
  
**Horrid Puppeteer  
Level 11 Controller (Leader)**  
XP 600  
Medium aberrant humanoid  
  
**Initiative** +7  
**Senses** Perception +9  
**Puppet Strings** Aura 10; Allies in the aura gain +2 bonus to attack rolls.  
**HP** 111; **Bloodied** 55  
**AC** 23; **Fortitude** 21, **Reflex** 21, **Will** 24   
**Speed** 6  
  
m **Controlling Tentacles** (standard; at-will) \* **Psychic**  
 Reach 2; +13 vs Will; 1d6 + 4 psychic damage and target is dazed (save ends). If target fails 3 consecutive saves against the daze, target becomes dominated until the horrid puppeteer is slain.  
  
C **Domination Wave** (immediate reaction, when first bloodied; encounter) \* **Charm**  
 Close burst 5, targets enemies; +13 vs. Will; target is dominated until the end of its next turn.  
  
**Threatening Reach**  
 The horrid puppeteer can make opportunity attacks against all enemies within its reach (2 squares).  
  
**Alignment** Evil  
**Languages** Deep Speech  
**Skills** Diplomacy +14, Insight +14  
  
**Str** 17 (+8) **Dex** 14 (+7) **Wis** 19 (+9)  
**Con** 15 (+7) **Int** 16 (+8) **Cha** 18 (+9)  
  
Discussion: [2nd Monster Idea](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=8558&pagemode=2&blogid=6580) I did on here - Knight Broken Cross did this cool full-fledged [writeup](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=28860&pagemode=2) inspired by it.Oh, and I totally wish I could name its aura or domination wave 'Dance Puppets Dance'.  
  
**Horrid Puppet Master  
Level 11 Elite Controller (Leader)**  
XP 1200  
Medium aberrant humanoid  
  
**Initiative** +7  
**Senses** Perception +10  
**Puppet Strings** Aura 10; Allies in the aura gain +2 bonus to attack rolls and damage.  
**HP** 226; **Bloodied** 113  
**AC** 25; **Fortitude** 22, **Reflex** 23, **Will** 26   
**Speed** 6  
  
m **Controlling Tentacles** (standard; at-will) \* **Psychic**  
 Reach 2; +14 vs Will; 1d10 + 5 psychic damage and target is dazed (save ends). Target must make a free basic melee attack against a target of the puppet master's choosing. If target fails 3 consecutive saves against the daze, target becomes dominated until the horrid puppet master is slain.  
  
C **Domination Wave** (free; recharges when first bloodied) \* **Charm**  
 Close burst 5, targets enemies; +14 vs. Will; target is dominated (save ends).  
  
**Threatening Reach**  
 The horrid puppet master can make opportunity attacks against all enemies within its reach (2 squares).  
  
**Alignment** Evil  
**Languages** Deep Speech  
**Skills** Diplomacy +15, Insight +15  
  
**Str** 17 (+8) **Dex** 14 (+7) **Wis** 20 (+10)  
**Con** 17 (+8) **Int** 18 (+9) **Cha** 21 (+10)  
  
Discussion: Domination Wave might be too good. I'm a little iffy on the best way to state the forced attack from the tentacles and it's possibly worth stating whether a target can be forced to hit itself or not.

**Monster: Terror Carver and Horrow Claw**   
Posted By: **Keithric**, 5/3/2008 11:25:56 PM

  
  
**Terror Carver  
Level 11 Skirmisher**   
XP 600  
Large shadow humanoid  
  
**Initiative** +9  
**Senses** Perception +7, darkvision  
**HP** 112; **Bloodied** 56  
**AC** 24; **Fortitude** 22, **Reflex** 22, **Will** 22   
**Speed** 7, fly 7 (hover)  
  
m **Claw** (standard; at-will)  
 +16 vs AC; 2d6 + 4 damage (2d6 + 16 crit) plus an extra 2d6 damage against an immobilized creature and the target slides 1 square.   
  
R **Cowering Gaze** (minor 1/round; at-will) \* **Fear**  
 Range 5; +16 vs. Will; target is immobilized until the end of the terror carver's next turn.  
     
**Alignment** Evil  
**Languages** Common  
**Skills** Insight +12, Intimidate +16, Stealth +14  
  
**Str** 19 (+9) **Dex** 18 (+9) **Wis** 15 (+7)  
**Con** 16 (+8) **Int** 14 (+7) **Cha** 19 (+9)  
  
Discussion: While we'll never have too many wraiths, shades, witch kings, or dementors, I decided to focus on those impressive claws this time. May be too much damage, at least on crit and/or immobilized.   
  
**Horror Claw  
Level 21 Controller**   
XP 3200  
Large shadow humanoid  
  
**Initiative** +14  
**Senses** Perception +18, darkvision  
**HP** 194; **Bloodied** 97  
**AC** 33; **Fortitude** 31, **Reflex** 31, **Will** 33   
**Speed** 7, fly 9 (hover)  
  
m **Claw** (standard; at-will)   
 +26 vs AC; 2d8 + 6 damage and the target slides 2 squares and takes a -5 penalty to saves until the end of the horrow claw's next turn.  
  
C **Cowering Gaze** (minor 1/round; at-will) \* **Fear**  
 Close Burst 5, targets enemies; +26 vs. Will; target is immobilized (save ends). Aftereffect: target is slowed (save ends).  
     
**Alignment** Evil  
**Languages** Supernal  
**Skills** Insight +18, Intimidate +23, Stealth +19  
  
**Str** 22 (+16) **Dex** 18 (+14) **Wis** 17 (+13)  
**Con** 18 (+14) **Int** 18 (+14) **Cha** 23 (+16)

Discussion: May be too big of a save penalty. Amusingly, the gaze is the effect that instills horror in the characters, while the claw would instill horror in the players (at least at -5). Which is nice.

**Monster: Antfolk Minion and Hivelord**   
Posted By: **Keithric**, 5/2/2008 11:11:34 PM

  
  
**Antfolk Minion  
Level 5 Minion**  
XP 40  
Small natural humanoid  
  
**Initiative** +9  
**Senses** Perception +2, darkvision  
**HP** A minion dies when hit by an attack that deals damage.  
**AC** 21; **Fortitude** 15, **Reflex** 16, **Will** 14   
**Speed** 5  
  
m **Crystal Sword** (standard; at-will)  
 +7 vs AC; 2 damage.  
C **Hivemove** (minor; at-will)  
 Antfolk minion within 5 squares shifts 1 square.  
  
**Hiveshield**  
 When adjacent to another antfolk, antfolk minion gains a +2 bonus to AC and all defenses.  
  
**Hivestrike**  
 When adjacent to another antfolk, antfolk minion gains a +2 bonus to attack rolls and damage.  
     
**Alignment** Unaligned  
**Languages** Common  
**Skills** Endurance +10  
  
**Str** 11 (+2) **Dex** 14 (+4) **Wis** 10 (+2)  
**Con** 12 (+3) **Int** 11 (+2) **Cha** 9 (+2)  
  
Discussion: [Original](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=45264&pagemode=2&blogid=6580)     
  
**Antfolk Hivelord  
Level 7 Soldier (Leader)**  
XP 300  
Small natural humanoid  
  
**Initiative** +10  
**Senses** Perception +4, darkvision  
**HP** 77; **Bloodied** 38  
**AC** 24; **Fortitude** 19, **Reflex** 18, **Will** 18   
**Speed** 5  
  
m **Crystal Sword** (standard; at-will)  
 +12 vs AC; 1d6 + 2 damage and target takes 5 damage if it makes an attack (save ends).  
  
C **Hive Command** (standard; recharge 4 5 6)  
 Close burst 5, targets antfolk allies; target may make a free basic attack.  
  
**Hiveshield**  
 When adjacent to another antfolk, antfolk hivelord gains a +2 bonus to AC and all defenses.  
  
**Hivestrike**  
 When adjacent to another antfolk, antfolk hivelord gains a +2 bonus to attack rolls and damage.  
     
**Alignment** Unaligned  
**Languages** Common  
**Skills** Diplomacy +10, Endurance +11, Insight +9  
  
**Str** 12 (+4) **Dex** 14 (+5) **Wis** 13 (+4)  
**Con** 13 (+4) **Int** 14 (+5) **Cha** 15 (+5)  
  
Discussion: May be too powerful with lots and lots of minions to command - but with the way minions fight, as I understand things, should be okay. I think.

**Monster: Redfist Initiate**   
Posted By: **Keithric**, 5/1/2008 11:58:34 PM



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Redfist Initiate** | | | **Level 6 Skirmisher** | | |
| Medium natural humanoid | | | | XP 250 | |
| **Initiative** +10 | **Senses** Perception +10 | | | | |
| **HP** 70; **Bloodied** 35 **AC** 18; **Fortitude** 17, **Reflex** 17, **Will** 17 **Speed** 7 | | | | | |
| b **Fist** (standard; at-will) | | | | | |
| +11 vs. AC; 1d6 + 2 damage. | | | | | |
| w **Flurry of Blows (standard; at-will)** | | | | | |
| Make two fist attacks. If both hit the same target, make a secondary attack. Secondary: +11 vs. Fortitude; target is dazed (save ends). | | | | | |
| w **Skirmish Strike** (standard; at-will) | | | | | |
| Shift 3 squares. Make a Fist attack at any point in the movement. | | | | | |
| **Combat Advantage** | | | | | |
| The Redfist Initiate deals an extra 1d6 damage on melee attacks against any target it has combat advantage against. | | | | | |
| **Alignment** Any | | | | **Languages** Common | |
| **Skills** Acrobatics +10, Athletics +10, Intimidate +7 | | | | | |
| **Str** 15 (+5) | | **Dex** 15 (+5) | | | **Wis** 14 (+5) |
| **Con** 14 (+5) | | **Int** 11 (+3) | | | **Cha** 9 (+2) |

Discussion: One monk possibility. I suppose I should probably make some others. Wish I knew why the table looks bad after submit, but looks fine on edit. Like it acquires extra new lines on everything. Ah well.

**Monster: Cultist Chainfighter**   
Posted By: **Keithric**, 5/1/2008 11:33:50 PM

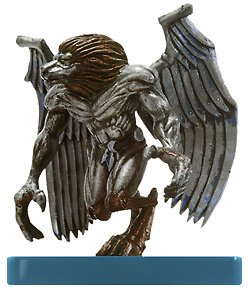
Still probably notdealing right with the table, but trying a second time, cause I'm stubborn.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Cultist Chainfighter** | | | **Level 3 Skirmisher** | | |
| Medium natural humanoid | | | | XP 150 | |
| **Initiative** +8 | **Senses** Perception +1 | | | | |
| **HP** 45; **Bloodied** 22 **AC** 15; **Fortitude** 14, **Reflex** 15, **Will** 13 **Speed 6** | | | | | |
| b **Chainblades** (standard; at-will) \* **Weapon** | | | | | |
| Reach 2; +6 vs. AC; 1d8 + 2 damage. | | | | | |
| w **Pulling Strike (standard; recharge 4 5 6) \* Weapon** | | | | | |
| Reach 3; Shift 1 before or after attack. +6 vs. Reflex; 1d8 + 2 damage and target is pulled 1 square. | | | | | |
| **Capture Attack** (immediate reaction, when a melee attack misses the chainfighter; at-will) | | | | | |
| Targets attacker. +6 vs. AC; 1d4 + 1 damage and target slides 1 square. | | | | | |
| **Alignment** Evil | | | | **Languages** Common | |
| **Skills** Endurance +7 | | | | | |
| **Str** 12 (+2) | | **Dex** 15 (+3) | | | **Wis** 10 (+1) |
| **Con** 13 (+2) | | **Int** 9 (+0) | | | **Cha** 11 (+1) |

Discussion: I'll admit - I'd probably have a lot more time for monsters right now if [Gleemax Games](http://www.gleemaxgames.com) hadn't launched. I particularly recommend Robo Rally and Vegas Showdown.

**Monster: Iron King**   
Posted By: **Keithric**, 4/30/2008 7:30:55 PM

It's being a little weird with handling formatting, so... [here's the PDF version of the template I'm copying out of](http://www.random-mayhem.com/keith/4e/IronKing.pdf) - made a default template today, in the hopes that maybe I can enter them directly into stat blocks in the editor instead. Should save me some time over the next month.



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Iron King** | **Level 12 Elite Skirmisher (Leader)** | | | | |
| Large natural animate | | | | XP 1,400 | |
| **Initiative** +12 | | **Senses** Perception +12 | | | |
| **Iron Crown Aura 10; All iron allies gain a +2 bonus to AC and all defenses. HP** 246; **Bloodied** 123 **AC** 26; **Fortitude** 24, **Reflex** 24, **Will** 24 Regeneration 10 (functions only so long as an iron ally is within 10 squares) **Speed** 7, Fly 7 | | | | | |
| b **Slashing Claws** (standard; at-will) | | | | | |
| +17 vs. AC; 1d10 + 4 damage and target is dazed until the end of the Iron King's turn. | | | | | |
| w **Inspiring Strike** (standard; at-will) | | | | | |
| +17 vs. AC; 1d10 + 4 damage and iron ally within 5 squares gains 15 temporary hit points. | | | | | |
| c **Iron Heart** (minor 1/round; at-will) | | | | | |
| Iron ally within 10 squares may make a free save and move. | | | | | |
| c **Intimidating Roar** (minor; recharge 5 6) \* **Fear** | | | | | |
| Close burst 10, targets enemies; +15 vs. Will; target takes a -2 penalty to AC and all defenses (save ends). | | | | | |
| c **Rallying Roar** (minor; encounter) | | | | | |
| Close burst 10, targets allies; target gains a +2 bonus to attack and damage rolls and heals 20 hit points. | | | | | |
| **Eye for an Eye** (immediate reaction, iron ally is hit by an attack that does not include the Iron King; recharge 5 6) | | | | | |
| Iron king charges the attacker. The charge movement does not provoke opportunity attacks. | | | | | |
| **Alignment** Unaligned | | | | **Languages** Common | |
| **Skills** Arcana +15, Diplomacy +15, Insight +12, Intimidate +15 | | | | | |
| **Str** 18 (+10) | | | **Dex** 13 (+7) | | **Wis** 12 (+7) |
| **Con** 19 (+10) | | | **Int** 18 (+10) | | **Cha** 19 (+10) |

**Monster: Bone Lord**   
Posted By: **Keithric**, 4/30/2008 9:10:21 AM

  
  
**Bone Lord  
Level 5 Elite Brute (Leader)**  
XP 400  
Large natural animate (undead)  
  
**Initiative** +2  
**Senses** Perception +2  
**Skeletal Strength** Aura 20; Undead animate allies in the aura gain +2 to AC and damage.  
**HP** 152; **Bloodied** 76  
**AC** 19; **Fortitude** 19, **Reflex** 16, **Will** 16   
**Speed** 6  
  
m **Claw** (standard; at-will)  
Reach 2; +10 vs. AC; 1d6 + 5 damage and target is grabbed.   
M **Bone Shatter** (minor; recharges when it Hurls) \* Necrotic  
Grabbed target only; +10 vs. Fortitude; 1d6 + 5 necrotic damage and target takes a -2 penalty to attack rolls and is slowed (save ends both).  
M **Hurl** (standard; at-will)  
Grabbed target only; +10 vs. Fortitude; 1d6 + 5 damage and target is knocked prone and slides 5 squares. On a miss, slide target 2 squares.  
M **Tail Sting** (standard; at-will) \* Necrotic, Poison  
Reach 2; +10 vs. AC; 2d6 + 5 damage and 5 ongoing poison damage and target is weakened (save ends both).  
     
**Alignment** Evil  
**Languages** Common  
**Skills** Intimidate +7  
  
**Str** 20 (+7) **Dex** 11 (+2) **Wis** 10 (+2)  
**Con** 16 (+5) **Int** 11 (+2) **Cha** 11 (+2)  
  
Discussion: [Original](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=16662&pagemode=2&blogid=6580) - the idea is that it's the bones of many skeletons (such as in a mass grave or crypt) melted together... with a poison stinger. Sometimes the medium (using minis) places some restrictions ;) It's possible it should have some penalty to escape its grab. I expect the recharge mechanic to spark some objection, or something similar, though I may be wrong.

**Monster: Runestone Hurler**   
Posted By: **Keithric**, 4/29/2008 11:52:41 PM

  
  
**Runestone Hurler  
Level 9 Artillery**  
XP 400  
Large natural humanoid  
  
**Initiative** +5  
**Senses** Perception +5  
**HP** 77; **Bloodied** 38  
**AC** 19; **Fortitude** 20, **Reflex** 18, **Will** 16   
**Speed** 6  
  
m **Hammer** (standard; at-will) \* **Weapon**  
  +12 vs. AC; 1d10 + 6 damage and Runestone Hurler gains a +2 bonus to attack rolls against the target for the encounter.   
R **Runestone** (standard; recharge when regain runestone) \* **Weapon**  
  Range 10/20; +12 vs. AC; 2d8 + 3 damage and target is pushed 3 squares. Make a secondary attack against any target within 5 squares. Secondary: +12 vs. AC; 1d8 + 3 damage and target is pushed 1 square. Place runestone in nearest legal space to target. Any other creature ending its turn on or adjacent to the runestone takes 3 damage.  
  
R **Call Runestone** (minor; at-will)  
  Range 20, runestone only; Pull runestone 5 squares.   
    
**Alignment** Any  
**Languages** Common  
**Skills** Arcana +11, Athletics +15, Endurance +12  
  
**Str** 22 (+10) **Dex** 17 (+7) **Wis** 12 (+5)  
**Con** 17 (+7) **Int** 15 (+6) **Cha** 10 (+4)  
  
**Equipment** Runestone, Hammer  
  
Runestone is a two hundred pound Small-sized boulder that causes Con modifier damage to any creature other than the runestone hurler that touches it or comes too close.  
  
Discussion: [Original](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=39480&pagemode=2&blogid=6580) - feels a little clumsy, but I like the idea of moving the stone around. Anyhow, race lives working the magical stone of an area. They're not giants.

**Monster: Iron Hound and Mastiff**   
Posted By: **Keithric**, 4/28/2008 11:32:59 PM

Two monsters, one picture, today.  
  
  
**Iron Hound  
Level 9 Brute**  
XP 400  
Large natural construct  
  
**Initiative** +5  
**Senses** Perception +12  
**HP** 117; **Bloodied** 58  
**AC** 22; **Fortitude** 22, **Reflex** 18, **Will** 18   
**Speed** 8  
  
m **Bite** (standard; at-will)  
  +14 vs. AC; 1d10 + 6 damage and secondary shake. Secondary: +10 vs. Fortitude; 1d4 + 6 damage and target is dazed (save ends). If target is bloodied, it is also knocked prone.   
  
**Heel** (move; at-will)  
  Until the start of its next turn, iron hound may freely move to follow an adjacent target. Iron Hound may move up to 8 squares in this manner.  
    
**Alignment** Unaligned  
**Languages** -  
**Skills** Endurance +12  
  
**Str** 23 (+10) **Dex** 12 (+5) **Wis** 16 (+7)  
**Con** 17 (+7) **Int** 3 (+0) **Cha** 8 (+3)  
  
Discussion: [Original](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=41046&pagemode=2&blogid=6580) could stagger, but I think that might not have made the cut for condition types and I'm mostly avoiding stun so, daze. I guess it's better than a broken neck, but I may swap a new condition in when I see the rules.  
  
**Iron Mastiff  
Level 9 Soldier**  
XP 400  
Large natural construct  
  
**Initiative** +6  
**Senses** Perception +17  
**HP** 97; **Bloodied** 48  
**AC** 25; **Fortitude** 24, **Reflex** 19, **Will** 19   
**Speed** 7  
  
m **Bite** (standard; at-will)  
  +13 vs. AC; 1d10 + 5 damage and target is grabbed (until escape). A target trying to escape the grab takes a -5 penalty to the check.  
M **Growl** (minor 1/round; at-will)   
  Target is marked until the end of the iron hound's next turn and secondary fear attack. Secondary: +10 vs. Will; target takes a -2 penalty to attack and damage rolls until the end of its next turn. The Iron Mastiff may only mark one creature at a time.  
  
**Pounce** (immediate reaction, marked target attacks any other target; at-will)  
  Charge marked target or shift 1 and make a basic attack against marked target.  
    
**Alignment** Unaligned  
**Languages** -  
**Skills** Endurance +12, Insight +12  
  
**Str** 21 (+9) **Dex** 14 (+6) **Wis** 16 (+7)  
**Con** 17 (+7) **Int** 5 (+1) **Cha** 10 (+4)  
  
Discussion: I'm currently assuming there's some rule for marking ending when the marked target dies - doesn't seem like a big leap. Anyhow, seemed like a decent 'two sides of a coin' test.

**Template and Monster: Blood-Crazed Orc Rager**   
Posted By: **Keithric**, 4/27/2008 11:17:45 PM

**Blood-Crazed**  
  
"Blood-Crazed" is a template you may add to any brute or skirmisher.  
  
**Prerequisite**: Level 1, Strength 13, Constitution 13  
  
**Blood-Crazed**  
XP Elite  
  
**Defenses** +4 Fortitude, +4 Will  
**Saving Throws** +2  
**Action Point** 1  
**Hit Points** +10 per level + Constitution score (brute) or +8 per level + Constitution score (skirmisher)  
 **POWERS**  
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Bloodlust** (minor 1/round; at-will)  
Make a basic melee or charge attack against a bloodied enemy. If the attack hits, gain 5 + level temporary hit points.  
 **Bloodthirst**   
The blood-crazed deal 2 + half level extra damage against bloodied creatures.  
  
**Battle Frenzy**   
The blood-crazed gains 2 + half level temporary hit points every time it successfully hits an enemy with a melee attack.   
  
Discussion: Best used on monsters with lots of attacks, including opportunity attacks. The real power is if it can have a bloodied enemy to attack almost every round. Really give that 'Frenzied Berserker' feel.  
  
  
  
**Blood-Crazed Orc Rager  
Level 1 Elite Brute**  
XP 200  
Medium natural humanoid  
  
**Initiative** +1  
**Senses** Perception +0  
**HP** 56; **Bloodied** 28  
**AC** 14; **Fortitude** 19, **Reflex** 11, **Will** 14   
**Saving Throws** +2  
**Speed** 6, *see Rapid Charge***Action Point** 1  
  
http://www.wizards.com/dnd/images/symbol/S2.gif**Greataxe** (standard; at-will) \* Weapon  
  +5 vs. AC; 1d12 + 3 damage, or 1d12 + 6 damage while bloodied.  *See Bloodthirst.*   
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Powerful Charge** (standard; at-will) \* Weapon  
  Make a charge attack with an additional +2 bonus attack and damage.  
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Bloodlust** (minor 1/round; at-will)  
Make a basic melee or charge attack against a bloodied enemy. If the attack hits, gain 6 temporary hit points.  
  
**Rapid Charge**  
  +2 Speed when charging.  
  
**Bloodthirst**   
The blood-crazed orc rager deals +2 extra damage against bloodied creatures.  
  
**Battle Frenzy**   
The blood-crazed orc rager gains 2 temporary hp every time it successfully hits an enemy with a melee attack.   
    
**Alignment** Any  
**Languages** Orc  
**Skills** Athletics +8, Endurance +6   
  
**Str** 17 (+3) **Dex** 12 (+1) **Wis** 10 (+0)  
**Con** 13 (+1) **Int** 8 (-1) **Cha** 11 (+0)  
  
Discussion: Building, in a very different way, off the original [bloodthirsty rager](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=47174&pagemode=2&blogid=6580) idea. I'm very curious if the template to make a level 1 monster elite thing really works all that well - I guess it puts it on par with a level 5 monster.   Anyhow, the [base orc rager](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=60764&pagemode=2&blogid=6580) I'm building off of.  


**Monster: Orc Rager**   
Posted By: **Keithric**, 4/27/2008 10:33:28 PM

  
  
**Orc Rager  
Level 1 Brute**  
XP 100  
Medium natural humanoid  
  
**Initiative** +1  
**Senses** Perception +0  
**HP** 33; **Bloodied** 16  
**AC** 14; **Fortitude** 15, **Reflex** 11, **Will** 10   
**Speed** 6, *see Rapid Charge*  
  
http://www.wizards.com/dnd/images/symbol/S2.gif**Greataxe** (standard; at-will) \* Weapon  
  +5 vs. AC; 1d12 + 3 damage, or 1d12 + 6 damage while bloodied.    
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Powerful Charge** (standard; at-will) \* Weapon  
  Make a charge attack with an additional +2 bonus attack and damage.  
  
**Rapid Charge**  
  +2 Speed when charging.  
    
**Alignment** Any  
**Languages** Orc  
**Skills** Athletics +8, Endurance +6   
  
**Str** 17 (+3) **Dex** 12 (+1) **Wis** 10 (+0)  
**Con** 13 (+1) **Int** 8 (-1) **Cha** 11 (+0)  
  
Discussion: Just making this so I can apply a template to it, oddly enough. I wonder if greataxes do +1d12 on crits. Seems like an awful lot of damage for a 1st level monster if so, so I ignored it. Anyhow, ultra simple level 1 Orc. I'm sure we'll get something better in the monster manual.

**Monster: Powerful Sage**   
Posted By: **Keithric**, 4/27/2008 7:56:37 PM

  
 **Powerful Sage  
Level 12 Controller**  
XP 700  
Medium natural humanoid  
  
**Initiative** +7  
**Senses** Perception +13  
**HP** 107; **Bloodied** 53  
**AC** 25; **Fortitude** 22, **Reflex** 25, **Will** 23   
**Speed** 5, teleport 5  
  
r **Magic Missile** (standard; at-will) \* Force  
  Range 20; +18 vs. Reflex; 2d4 + 6 force damage.    
A **Smoke Ring** (standard; sustain minor; recharge 4 5 6) \* Fire, Zone  
  Burst 2 within 10 squares; +18 vs. Fortitude; 1d4 + 6 fire damage and target is dazed (save ends). The zone blocks line of sight. Any creature entirely within the area is blinded. Any creature entering or ending its turn within the area is dazed (save ends).   
C **Escort** (standard; recharge 4 5 6) \* Teleportation  
  Close burst 3, enemies only; +18 vs. Will; slide target 4 squares.  
    
**Alignment** Any  
**Languages** Common  
**Skills** Arcana +17, History +17, Insight +13, Religion +17   
  
**Str** 10 (+6) **Dex** 12 (+7) **Wis** 15 (+8)  
**Con** 13 (+7) **Int** 22 (+12) **Cha** 13 (+7)  
  
Discussion: [Original 3/2](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=46500&pagemode=2&blogid=6580).  Been playing around with formatting things into a pdf - one thing I did as part of it was color recharge powers different, to bring them to the DM's attention. What do you think of how it looks above? I'll have one PDF to show soon. Just wrestling with my options that don't cost hundreds of dollars.

**Monster: Frostvale Warder**   
Posted By: **Keithric**, 4/27/2008 6:11:25 PM

  
 **Frostvale Warder  
Level 21 Artillery**  
XP 3200  
Medium immortal humanoid  
  
**Initiative** +17  
**Senses** Perception +22  
**HP** 147; **Bloodied** 73  
**AC** 35; **Fortitude** 27, **Reflex** 32, **Will** 30   
**Speed** 7 (icewalking)  
  
r **Frost Bow** (standard; at-will) \* Weapon, Cold  
  Range 20/40; +26 vs. AC; 1d10 + 7 damage and 1d10 cold.    
R **Chill Shot** (standard; at-will) \* Weapon, Cold  
  Range 20/40; +26 vs. AC; 1d10 + 7 damage (+12 against immobilized targets) and 1d10 cold and 5 ongoing cold and target is slowed (save ends both).   
R **Freezing Shot** (standard; at-will) \* Cold  
  Slowed target only. Range 20/40; +26 vs. Fortitude; 2d10 + 12 cold damage and target is immobilized (save ends).  
  
**Coldfend** (immediate interrupt, before an enemy moves adjacent; at-will) \* Cold  
  +26 vs. Reflex; 1d10 + 5 cold damage and target is slowed until the end of its next turn.    
    
**Alignment** Any  
**Languages** Supernal  
**Skills** Nature +19, Stealth +22  
  
**Str** 12 (+11) **Dex** 25 (+17) **Wis** 21 (+15)  
**Con** 15 (+12) **Int** 14 (+12) **Cha** 12 (+11)  
  
Discussion: [Original 3/1](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=46244&pagemode=2). I keep having this hazy line between controllers and artillery. Which one does AoE? Is it okay for artillery to immobilize? Artillery more fragile and more damaging than Controllers?

**Monster: Glacial Smasher**   
Posted By: **Keithric**, 4/26/2008 10:48:55 PM

  
  
**Glacial Smasher  
Level 15 Brute**  
XP 1200  
Medium elemental construct  
  
**Initiative** +8  
**Senses** Perception +8  
**HP** 176; **Bloodied** 88  
**AC** 27; **Fortitude** 26, **Reflex** 24, **Will** 24  
**Immune** disease, poison; **Resist** 20 cold; **Vulnerability** 5 fire  
**Speed** 5  
  
http://www.wizards.com/dnd/images/symbol/S2.gif**Ice Maul** (standard; at-will) \* Weapon, Cold  
  +20 vs. AC; 1d12 + 6 (crit 2d12 cold + 18) damage and 5 ongoing cold damage (save ends).  
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Freezing Smash** (standard; recharge 5 6) \* Cold  
  +20 vs. Fortitude; 1d12 + 6 cold and 5 ongoing cold damage and target is immobilized  (save ends both) and make a secondary attack against all enemies adjacent to target. Secondary: +19 vs. Fortitude; 1d10 + 3 cold and 5 ongoing cold damage (save ends).  
  
**Ice Burst** (immediate reaction, when reduced to 0 hit points; encounter)  
  Close burst 5; +20 vs. Reflex; 2d8 + 3 cold damage.  
  
**Shatter**  
  Any attack that deals at least 40 damage reduces the glacial smasher to 0 hit points.  
  
**Alignment** Unaligned  
**Languages** -  
  
**Str** 22 (+13) **Dex** 13 (+8) **Wis** 13 (+8)  
**Con** 16 (+10) **Int** 10 (+7) **Cha** 9 (+6)

Discussion: Time to upgrade some [previously done monsters](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=56548&pagemode=2) I figure. I'm a little fuzzy on what the shatter number should be.

**Monster: Orc Blood Magus**   
Posted By: **Keithric**, 4/25/2008 9:46:36 PM

  
  
**Orc Blood Magus  
Level 3 Artillery**  
XP 150  
Medium natural humanoid  
  
**Initiative** +1  
**Senses** Perception +1  
**HP** 39; **Bloodied** 19 **AC** 15**; Fortitude** 14, **Reflex** 15, **Will** 15   
**Speed** 6  
  
m **Dagger** (standard; at-will) \* Weapon  
  +6 vs. AC; 1d4 + 2 damage and 2 ongoing damage (save ends).   
R **Boil Blood** (standard; at-will) \* Fire  
  Range 20; +6 vs. Fortitude; 1d6 + 3 fire and 5 ongoing fire damage (save ends).  
R **Blood Burst** (standard; at-will) \* Fire  
  Target afflicted by Boil Blood; Range 20; +6 vs. Fortitude; 2d8 + 3 fire damage. If blood magus bloodied, target is also stunned until the end of its next turn.  
  
C **Fireblood** (minor 1/round; at-will) \* Fire  
  While bloodied only; Close burst 1; +6 vs. Reflex; 1d6 + 3 fire damage.    
  
**Bloodletting** (minor; at-will)   
  Orc blood magus takes 5 damage and gains a +5 bonus to attack rolls and saves until the end of its next turn. Orc blood magus may make a free saving throw.  
    
**Alignment** Any  
**Languages** Common  
**Skills** Arcana +9, Athletics +8  
  
**Str** 14 (+3) **Dex** 11 (+1) **Wis** 10 (+1)  
**Con** 15 (+3) **Int** 16 (+4) **Cha** 15 (+3)  
  
Discussion: [Original Idea 2/2](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=39246&pagemode=2) - some minor changes since then.

**Monster: Nightblade Dancer**   
Posted By: **Keithric**, 4/24/2008 5:58:27 PM

  
 **Nightblade Dancer  
Level 9 Skirmisher**  
XP 400  
Medium natural humanoid  
  
**Initiative** +13  
**Senses** Perception +5  
**HP** 92; **Bloodied** 46  
**AC** 23; **Fortitude** 16, **Reflex** 21, **Will** 17   
**Speed** 7  
  
http://www.wizards.com/dnd/images/symbol/S2.gif**Shortsword** (standard; at-will) \* Weapon  
  +12 vs. AC; 1d6 + 5 damage and nighblade dancer may shift 1 square.   
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Dual Wield** (standard; at-will) \* Weapon  
  Make two shortsword attacks.  
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Blade Dance** (standard; recharge 5 6) \* Weapon  
  Move up to 7 squares and attack up to four targets anywhere during the movement. +12 vs. AC; 1d6 + 5 damage.  
  
**Shifting Dance** (immediate reaction, subject to forced movement; at-will)  
  Whenever the nightblade dancer is pushed, pulled, or slid, shift 1 square. The nightblade dancer may not shift back into a square it was forced from.  
    
**Alignment** Any  
**Languages** Common  
**Skills** Acrobatics +13, Bluff +11  
  
**Str** 11 (+4) **Dex** 19 (+8) **Wis** 12 (+5)  
**Con** 12 (+5) **Int** 13 (+5) **Cha** 15 (+6)  
  
Discussion: Pretty straightforward.

**Monster: Solo Pit Fiend**   
Posted By: **Keithric**, 4/24/2008 11:29:42 AM

As promised, a solo Pit Fiend. This one has more extensive changes than the phane, as I'm trying to address many of the other complaints about the previewed Pit Fiend. This is honestly really quite complex so I'm not sure I'd suggest using it, but it was a fun exercise.  
  
  
**Pit Fiend   
Level 26 Solo Soldier (Leader)**  
Large immortal humanoid (devil)   
XP 45,000  
  
**Initiative** +22   
**Senses** Perception +23; darkvision  
**Aura of Fear** (Fear) aura 5; enemies in the aura take a –2 penalty on attack rolls.  
**Aura of Fire** (Fire) aura 5; enemies that enter or start their turns in the aura take 15 fire damage.  
**HP** 1215; **Bloodied** 607  
**AC** 44; **Fortitude** 42, **Reflex** 38, **Will** 40  
**Resist** 30 fire, 15 poison  
**Saving Throws** +5  
**Speed** 12, fly 12 (clumsy), teleport 10  
**Action Points** 2  
  
http://www.wizards.com/dnd/images/symbol/S2.gif **Flametouched Mace** (standard; at-will) • Fire, Weapon  
Reach 2; +31 vs. AC; 1d12 + 11 damage (crit 2d12 fire + 23) + plus ongoing 10 fire damage (save ends).  
http://www.wizards.com/dnd/images/symbol/S2.gif**Tail Sting** (standard; at-will) • Poison  
+31 vs. AC; 1d6 + 11 damage, and the pit fiend may make a free followup attack. Followup: +29 vs. Fortitude; ongoing 15 poison damage, and the target is weakened (save ends both effects).  
http://www.wizards.com/dnd/images/symbol/S2.gif**Claw** (standard; at-will)  
+31 vs. AC; 1d6 + 11 damage and target is grabbed (escape ends).  
  
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Pit Fiend Frenzy** (standard; at-will)  
The pit fiend makes a flametouched mace attack and a tail sting attack.  
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Grasp Soul** (standard; at-will) \* Charm, Fear  
Grabbed target only; +30 vs. Will; target is dominated (save ends, at a -2 penalty). The target may choose to not save against this effect. Each time a save is rolled against this effect, the target takes 10 damage.   
  
http://www.wizards.com/dnd/images/symbol/Z3a.gif**Point of Terror** (minor; at-will) • Fear  
Range 20; +30 vs. Will; the target is immobilzed and takes a –5 penalty to all defenses until the end of the pit fiend's next turn.  
http://www.wizards.com/dnd/images/symbol/Z3a.gif**Irresistible Command** (minor 1/round; at-will) • Charm  
Range 20; the target immediately slides up to 5 squares.  
  
**Pyrrhic Assault** (immediate reaction, an allied devil within 10 squares has been reduced to 0 hit points; at-will) \* Fire  
  Allied devil of lower level explodes, dealing 2d10 + 5 fire damage to all enemies in a close burst 2. The exploding devil is destroyed.  
**Sacrificial Shield** (immediate interrupt, pit fiend is attacked; at-will) \* Charm  
  Attack is redirected to an adjacent allied devil.  
   
**Infernal Summons** (standard; encounter) • Conjuration  
The pit fiend summons a group of devil allies. Summoned devils roll initiative to determine when they act in the initiative order and gain a +4 bonus to attack rolls as long as the pit fiend is alive. They remain until they are killed, dismissed by the pit fiend (free action), or the encounter ends. PCs do not earn experience points for killing these summoned creatures. The pit fiend summons 2 war devils (level 22) and 8 legion devils legionnaires (level 21)  
  
**Tactical Teleport** (minor 1/round; at-will) • Teleportation  
The pit fiend can teleport up to 2 allies within 10 squares of it. The targets appear in any other unoccupied squares within 10 squares of the pit fiend.  
  
**Alignment** Evil  
**Languages** Supernal  
**Skills** Bluff +27, Intimidate +27, Religion +24  
**Str** 32 (+24) **Dex** 24 (+20) **Wis** 20 (+18)  
**Con** 27 (+21) **Int** 22 (+19) **Cha** 28 (+22)  
**Equipment** flametouched mace, noble signet ring  
  
Discussion: So, I made some pretty big changes. I added Claw, Grasp Soul, and Sacrifical Shield entirely. I split Irresistable Command's movement and explosion facets - now irresistable command works on allies and enemies alike, with no attack roll and Pyrrhic Assault now does damage to enemies only and is an immediate. Point of Terror now also immobilizes. Combined with range 20 on point of terror and irresistable command it can now deal handily with enemies who attempt to avoid it. Tactical Teleport is now a minor action instead of a standard and Infernal Summons summons twice as many devils (but with only one option, cause honestly I'd added a bunch of text, nice to remove 4 lines). The Flametouched Mace  now deals weapon damage as well as fire, deals 10 ongoing instead of 5, and has a big crit. Hit Points, Saves, and Action Points all raised to match being a Solo but I left its defenses alone as they felt quite high already. I suspect that creatures used to have higher defenses and lower hit points and that the monster manual version of the pit fiend will look a bit different [than the one I'm working off of from January](http://www.wizards.com/default.asp?x=dnd/dramp/20080125) (more hp than 350 at least!). If I'm wrong and the hit points are just because it has minions, then this version should also have lower hit points. Extra grain of salt on the balance on this one, but I guess the alternative would be a couple pit fiends with 1 or more other devils to back them up, so that's at least where I figured the action and summon changes from.

**Monster: Psyworm Detainer**   
Posted By: **Keithric**, 4/23/2008 10:59:15 PM

  
  
**Psyworm Detainer  
Level 18 Soldier**  
XP 2,000  
Large aberrant humanoid  
  
**Initiative** +9  
**Senses** Perception +20  
**HP** 171; **Bloodied** 85  
**AC** 32; **Fortitude** 30, **Reflex** 31, **Will** 32   
**Speed** 5  
  
m **Claw** (standard; at-will) \* Weapon  
  Reach 2; +23 vs. AC; 2d6 + 9 damage and target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the attempt.  
  
C **Arrest Mobility** (standard; at-will) \* Psychic  
  Close burst 1; +23 vs. Will; target is immobilized (save ends). Aftereffect: target is slowed (save ends).  
    
**Alignment** Evil  
**Languages** Deep Speech  
**Skills** Insight +20, Intimidate +21  
  
**Str** 20 (+14) **Dex** 11 (+9) **Wis** 22 (+15)  
**Con** 19 (+13) **Int** 23 (+15) **Cha** 24 (+16)  
  
Discussion: Great mini - never used it for its actual monster, but I hope to use it for a demon later on in the Shackled City campaign that I'm running.

**Monster: Faceless Stalker**   
Posted By: **Keithric**, 4/22/2008 11:31:40 PM

  
  
**Faceless Stalker  
Level 4 Lurker**   
XP 175  
Medium natural humanoid  
  
**Initiative** +5  
**Senses** Perception +3  
**HP** 42; **Bloodied** 21  
**AC** 19; **Fortitude** 15, **Reflex** 17, **Will** 17   
**Speed** 7  
  
http://www.wizards.com/dnd/images/symbol/S2.gif**Short sword** (standard; at-will)  
  +7 vs. AC; 1d6 + 3 damage.   
  
http://www.wizards.com/dnd/images/symbol/Z1a.gif**Steal Identity** (free action 1/round; at-will)  
  Close burst 5, any one target faceless stalker has injured this encounter; +7 vs. Will; the faceless stalker may either swap spaces with the target or swap appearance with the target for the encounter. The faceless stalker deals +5 bonus damage against allies of the target until the end of its next turn.  
    
**Alignment** Any  
**Languages** Common  
**Skills** Bluff +12, Stealth +10, Thievery +10  
  
**Str** 13 (+3) **Dex** 17 (+5) **Wis** 12 (+3)  
**Con** 12 (+3) **Int** 14 (+4) **Cha** 17 (+5)  
  
Discussion: May be too chaotic, but I'm guessing initiative order would do a lot to help players keep things straight - even if they had to do a lot of delaying. Some kind of ritual that requires a steady supply of a target's blood to maintain a specific appearance would be good, plot-wise. Could have the bonus damage against allies only be if their passive perception is below a certain amount or let them have a way to get out of it, but, eh, seemed easier this way.

**Monster: Solo Phane**   
Posted By: **Keithric**, 4/22/2008 10:29:55 PM

Like the Pit Fiend before it, people seem to object to non-solo iconic 'big bads'. Honestly, I think solo monsters may be one of the weaker rules elements in 4e in actual execution, but that doesn't mean I won't take a stab at designing a solo phane and pit fiend. So, adjust the Phane's stats to Solo in terms of hit points and defenses and realize that the fight will last a long, long time. Lots of hit points with insubstantial, weaken, and stunned being thrown around just adds up.

New Abilities:

**Steal Time** (immediate interrupt, when phane would be hit; recharge 5 6)  
+29 vs. Will; attacker loses an action point. If the attacker has no action points, it is instead stunned from the end of its current turn until the end of its next turn. The phane may then either make the attack miss automatically, as if it was never a target, or it may immediately take a standard action.

**Reversal of Fortune** (immediate interrupt, when an enemy within 10 squares would use a healing surge to heal; recharge 5 6)  
+29 vs. Fortitude; enemy loses the healing surge and does not heal.

**Time Duplicate** (standard; recharge 6) \* Conjuration  
Conjure a creature that is an identical duplicate of the phane, except that it has only 50 hit points, is never bloodied, and cannot use Time Duplicate. While a duplicate exists, the phane may choose to swap positions with it at the end of its turn as a free action. The duplicate lasts for the encounter and the phane may not have more than one duplicate at a time. The duplicate may be dismissed as a free action.

Discussion: I'm not sure if it's base damage should increase (I increased it slightly, from two dice to three for each power), but it can get extra actions, prevent healing, and create a duplicate to deal more damage, so that's something at least. There are those who would have the phane summon duplicates of the party, but honestly I think that almost any solution for that will feel  at least somewhat unsatisfactory in terms of lack of ability or complexity of use. If you absolutely must do it, perhaps making a target disappear and create a dominated version of the target. The real trick is whether to mirror damage done to the target, to make dominate go away with a save or what.

**Phane**   
**Level 26 Solo Controller**  
Large immortal magical beast   
XP 45,000

**Initiative** +23 **Senses** Perception +25; darkvision  
**HP** 1195; **Bloodied** 597  
**AC** 43; **Fortitude** 40, **Reflex** 43, **Will** 40  
**Resist** insubstantial  
**Saving Throws** +5  
**Speed** 10, fly 10  
**Action Points** 2

**http://www.wizards.com/dnd/images/symbol/S2.gifTemporal Touch** (standard; at-will)   
Reach 2; +29 vs. Reflex; 3d8 + 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.

**http://www.wizards.com/dnd/images/symbol/Z3a.gifWizening Ray** (standard; at-will)   
Ranged 10; +29 vs. Fortitude; 3d6 + 9 damage, and the target is dazed and weakened (save ends both). Aftereffect: The target is weakened (save ends). The target appears elderly until the effects of the wizening ray end.

**http://www.wizards.com/dnd/images/symbol/Z1a.gifWizening Tempest** (standard, usable only while bloodied; at-will)   
Close burst 1; phanes are immune; +29 vs. Fortitude; 3d6 + 10 damage, and the target is stunned (save ends). Aftereffect: 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.   
  
**Steal Time** (immediate interrupt, when phane would be hit; recharge 5 6)  
+29 vs. Will; attacker loses an action point. If the attacker has no action points, it is instead stunned from the end of its current turn until the end of its next turn. The phane may then either make the attack miss automatically, as if it was never a target, or it may immediately take a standard action.

**Reversal of Fortune** (immediate interrupt, when an enemy within 10 squares would use a healing surge to heal; recharge 5 6)  
+29 vs. Fortitude; enemy loses the healing surge and does not heal.

**Time Duplicate** (standard; recharge 6) \* Conjuration  
Conjure a creature that is an identical duplicate of the phane, except that it has only 50 hit points, is never bloodied, and cannot use Time Duplicate. While a duplicate exists, the phane may choose to swap positions with it at the end of its turn as a free action. The duplicate lasts for the encounter and the phane may not have more than one duplicate at a time. The duplicate may be dismissed as a free action.

**Alignment** Unaligned   
**Languages** Supernal

**Str** 24 (+20) **Dex** 30 (+23) **Wis** 25 (+20)   
**Con** 23 (+19) **Int** 28 (+22) **Cha** 22 (+19)

**Template and Monster: Grim Hound Devourer-Spawn**   
Posted By: **Keithric**, 4/21/2008 10:44:11 PM

**Devourer-spawn**  
  
The Devourer is a horrific entity from the Far Realms whose tentacles drag reality and the Far Realms closer together. When a creature dies in an area touched by the Devourer's power, it may be reborn as a tool of the Devourer.  
  
"Devourer-spawn" is a template you can add to any living creature.  
  
**Devourer-spawn**  
aberrant  
XP Elite  
  
**Senses** Blindsight 5  
**Defenses** +2 AC; +2 Fortitude, +4 Will  
**Saving Throws** +2  
**Action Point** 1  
**Hit Points** Add additional hit points for a monster of this level and type (see the “Monster Statistics by Role” table on page 184 of the Dungeon Master's Guide)  
**Regeneration** 5 at 1st level, 10 at 11th level, 15 at 21st level. If the devourer-spawn is critically hit, its regeneration does not function for the encounter.  
**POWERS**  
http://www.wizards.com/dnd/images/symbol/S2.gif  **Tentacles** (standard; at-will)  
  Reach 2 (4 if Huge or larger); Level + 5 vs. AC; 1d8 + Strength modifier damage and target is pulled 2 squares.  
http://www.wizards.com/dnd/images/symbol/Z3.gif**Seed of Insanity** (minor; recharge 5 6) \* Psychic  
  Ranged 5; Level + 2 vs. Will; 1d8 + Charisma modifier psychic damage and target is confused (save ends).  
**Far Step** (move; recharge 5 6)  
  Teleport 10

Discussion: It may be that making a template that works for any type isn't kosher, or that I need a full chart with each type and the number of hit points per role instead of referring to the table.



**Grim Hound Devourer-Spawn  
Level 8 Solo Soldier**  
XP 1750  
Large aberrant beast   
  
**Initiative** +11  
**Senses** Perception +9, blindsight 5  
**Grim Gaze** (Fear) Aura 5; Enemies within the aura suffer a -2 penalty to attack rolls and saves.  
**HP** 534; **Bloodied** 267  
**Regeneration** 5 (Regeneration does not function for encounter after grim hound devourer-spawn is critically hit)  
**AC** 24; **Fortitude** 23, **Reflex** 20, **Will** 23  
**Saving Throws** +5  
**Speed** 7  
**Action Points** 2  
  
http://www.wizards.com/dnd/images/symbol/S2.gif**Bite** (standard; at-will)   
  +15 vs. AC; 1d8 + 5 damage and the target is grabbed (escape ends).   
http://www.wizards.com/dnd/images/symbol/S2.gif**Tentacles** (standard; at-will)  
  Reach 2; +13 vs. AC; 1d8 + 5 damage and target is pulled 2 squares.  
http://www.wizards.com/dnd/images/symbol/Z2a.gif**Impending Death** (minor 1/round; at-will) \* Necrotic  
  Grabbed target only; +15 vs. Fortitude; 5 ongoing necrotic damage and target gains vulnerability 5 all (save ends both).  
  
http://www.wizards.com/dnd/images/symbol/Z1.gif**Bone Chilling Howl** (standard; recharge 4 5 6) \* Fear  
  Close burst 2, enemies only; +13 vs. Will; target moves 3 squares away from the grim hound devourer-spawn. The target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks. Aftereffect: Target is slowed (save ends).  
http://www.wizards.com/dnd/images/symbol/Z3.gif**Seed of Insanity** (minor; recharge 5 6) \* Psychic  
  Ranged 5; +10 vs. Will; 1d8 + 1 psychic damage and target is confused (save ends).  
  
**Far Step** (move; recharge 5 6)  
  Teleport 10  
   
**Alignment** Evil  
**Languages** -  
**Skills** Athletics +14, Endurance +14  
  
**Str** 21 (+9) **Dex** 14 (+6) **Wis** 10 (+4)  
**Con** 17 (+7) **Int** 8 (+3) **Cha** 12 (+5)

Discussion: Not sure if the tentacle / seed damage should be higher - depends how 'modifier' works out. [Original Grim Hound](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=57010&pagemode=2&blogid=6580) - the pic being the important part:



**Monster: Astral Demolisher**   
Posted By: **Keithric**, 4/20/2008 10:57:40 PM

  
  
**Astral Demolisher  
Level 22 Brute**  
XP 4,150  
Large immortal humanoid  
  
**Initiative** +15  
**Senses** Perception +15  
**HP** 253; **Bloodied** 126  
**AC** 37; **Fortitude** 35, **Reflex** 30, **Will** 30   
**Resist** 20 force *See Force Adaptation*  
**Speed** 10, teleport 8  
  
http://www.wizards.com/dnd/images/symbol/S2.gif**Hammerfist** (standard; at-will) \* Force   
  Reach 2; +26 vs. AC; 3d6 + 11 force damage and the target is knocked prone.  
http://www.wizards.com/dnd/images/symbol/Z2.gif**Smashing Charge** (standard; recharge 4 5 6) \* Force  
  Attack must be made as a charge; Reach 2; +28 vs. AC; 4d6 + 16 force damage and the target is pushed 4 squares and the target is dazed (save ends).  
    
**Astral Sidestep** (minor; recharge 4 5 6)  
  Teleport 8 and make a saving throw.   
  
**Force Adaptation** (immediate reaction, when damaged by a non-force attack; encounter)  
  Choose one of the damage types used by the attack. Either gain resist 10 against that type or all attacks deal +5 damage of that type and gain that type as a descriptor, for the encounter.  
  
**Alignment** Unaligned  
**Languages** -  
**Skills** Endurance +22  
  
**Str** 33 (+22) **Dex** 18 (+15) **Wis** 18 (+15)  
**Con** 23 (+17) **Int** 12 (+12) **Cha** 15 (+13)  
  
Discussion: Way back machine (or at least Random Monster Grab Bag) [set to 11/3](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=19426&pagemode=2) - upped its level a good chunk since Astral is all epic-y. May need to tweak force adaptation, but I kinda like the idea of it absorbing a fire attack and either hardening against it or utilizing it.

**Monster: Spore Brute**   
Posted By: **Keithric**, 4/19/2008 10:43:57 PM

  
  
**Spore Brute  
Level 4 Brute**  
XP 175  
Medium fey humanoid  
  
**Initiative** +2  
**Senses** Perception +1  
**HP** 66; **Bloodied** 33  
**AC** 14; **Fortitude** 17, **Reflex** 12, **Will** 11  
**Resist** 5 poison  
**Speed** 5  
  
http://www.wizards.com/dnd/images/symbol/S2.gif**Spore Slam** (standard; at-will) \* Poison   
  +6 vs. Fortitude; 1d6 + 3 damage and 5 ongoing poison damage and target is weakened (save ends both).  
  
http://www.wizards.com/dnd/images/symbol/Z1a.gif**Spore Burst** (minor; recharge 4 5 6) \* Poison  
  Only when bloodied; Close burst 2; 1d6 + 3 poison and 5 ongoing poison damage and target is weakened (save ends both).  
  
**Alignment** Unaligned  
**Languages** -  
**Skills** Endurance +10  
  
**Str** 12 (+3) **Dex** 11 (+2) **Wis** 8 (+1)  
**Con** 16 (+5) **Int** 9 (+1) **Cha** 9 (+1)  
  
Discussion: Pretty straight forward critter.  I think I can use this in next week's Shackled City game. Light weekend for mobs - went to New York and read Wrath of a Mad God so far, running Dragonlance tomorrow. Good times. Aside: I apologize if I'm missing any 'd's in these posts for the next bit. The d key is going and I don't use a spellchecker for these posts (long story).

**Monster: Bone Caller**   
Posted By: **Keithric**, 4/18/2008 9:09:33 PM

  
 **Bone Caller  
Level 14 Controller**  
XP 1000  
Large shadow animate (undead)  
  
**Initiative** +8  
**Senses** Perception +9  
**HP** 132; **Bloodied** 66  
**AC** 27; **Fortitude** 25, **Reflex** 24, **Will** 27  
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant  
**Speed** 7  
  
http://www.wizards.com/dnd/images/symbol/S2.gif **Claw** (standard; at-will)    
  Reach 2; +16 vs. AC; 1d10 + 5 damage and target slides 1 square.  
http://www.wizards.com/dnd/images/symbol/Z2a.gif **Claim Skeleton** (standard; at-will) \* Necrotic  
  Reach 2; +18 vs. Fortitude; 1d10 + 5 necrotic damage and 5 ongoing necrotic damage and target is dazed (save ends both). If target dies before successfully saving, target animates as a Bone Puppet minion under the control of the Bone Caller.  
http://www.wizards.com/dnd/images/symbol/Z3a.gif**Bone Call** (standard; sustain minor; at-will) \* Charm, Necrotic  
  Range 20; +18 vs. Will; 1d10 + 5 necrotic damage and target is pulled 5 squares and target is immobilized (save ends). If target has not saved, may sustain effect to pull target 5 squares.  
  
**Alignment** Evil  
**Languages** Common  
**Skills** Arcana +14, Religion +14  
  
**Str** 16 (+10) **Dex** 13 (+8) **Wis** 14 (+9)  
**Con** 12 (+8) **Int** 15 (+9) **Cha** 21 (+12)  
  
Discussion: The 4E version of this mini is a 14 soldier and I wanted it to be a paragon controller, so why not the same level to make them easy to compare? The spawning a skeleton bit (by bursting out from the creature) needs a little more info, but I'm assuming there are some appropriate low level skeletons to use as options or I just create a new minion type. [Originally posted 12/22](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=30220&pagemode=2&blogid=6580).

**Monster and Template: Flameblessed Arya Sunblade**   
Posted By: **Keithric**, 4/17/2008 11:45:58 PM

In celebration of [today's example templates](http://www.wizards.com/default.asp?x=dnd/4ex/20080418a), one of my own for tonight's 15 minute monster mayhem.  
  
**Flameblessed**  
Flameblessed are the chosen instruments of a higher power associated with fire, usually either an appropriate god, an archdevil, demon prince, or a primordial. They are more easily excitable, impulsive, and devastating in melee.  
  
In some cases this template is acquired as a form of punishment, in which cases the endless burning causes pain. In other cases, it is a gift that gives constant pleasure. Rarely is the personality of a creature unaffected by this template.  
  
"Flameblessed" is a template that can add to any creature. It best complements a melee oriented monster.  
  
**Flameblessed** **Elite Brute or Soldier**  
XP Elite  
  
**Defenses** +2 AC; +2 Fortitude, +4 Reflex  
**Resist** 5 + 1/2 level fire  
**Saving Throws** +2  
**Action Point** 1  
**Hit Points** +10 per level + Constitution score (brute) or +8 per level + Constitution score (soldier)  
**Speed** Increase all movement speeds except swim by 2.  
  
**POWERS**  
**Fire Aura** (Fire) Aura 2  
Any enemy that ends its turn in the aura takes 5 fire damage.  
  
**Flame Weapons**   
Add 1d6 fire damage to any melee attack a flameblessed makes. Add the fire keyword to every melee power.  
  
**Searing Retribution**  
Opportunity attacks gain a +2 bonus to attack rolls and add 5 ongoing fire damage (save ends).  
  
Example: An [Arya Sunblade](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=51606&pagemode=2) increased to level 7 and given the template.  
  


**Arya Sunblade  
Level 7 Elite Soldier**XP 600  
Medium natural humanoid

**Initiative** +4  
**Senses** Perception +10  
**Dazzling Light** Aura 2; Creatures other than Arya in the aura take a -2 penalty to attack rolls.  
**Fire Aura** (Fire) Aura 2; Any enemy that ends its turn in the aura takes 5 fire damage.  
**HP** 144; **Bloodied** 72  
**AC** 23; **Fortitude** 21, **Reflex** 21, **Will** 19  
**Resist** 8 fire  
**Saving Throws** +2  
**Speed** 7, Flight 7 (Clumsy)  
**Action Point** 1

m **Longsword** (standard; at-will) \* Weapon, Fire  
  +10 vs. AC; 1d8+2 and 1d6 fire damage    
M **Sunblade** (standard; at-will) \* Radiant, Fire  
  +12 vs Reflex; 1d8+4 radiant damage and 1d6 fire damage (crit 1d8+12 radiant and 6 fire) and target is marked for encounter. Arya sunblade may only mark one target at a time. *See Sun's Focus and Sun's Fury*.

**Sun's Fury** (immediate reaction, when marked target attacks anyone other than sunblade; at-will)  
  Close range 10; +10 vs. Will; 1d8+4 radiant damage and target is blinded until end of its next turn.  
 **Sun's Focus**  
  Arya sunblade deals +4 damage against marked targets.  
  
**Searing Retribution**  
  Opportunity attacks gain a +2 bonus to attack rolls and add 5 ongoing fire damage (save ends).

**Alignment** Any  
**Languages** Common  
**Skills** Endurance +9

**Str** 14 (+5)      **Dex** 13 (+4)    **Wis** 15 (+5)  
**Con** 12 (+4)     **Int** 11 (+3)     **Cha** 18 (+7)

**Equipment** plate armor, longsword

Discussion: Usual grain of salt applies for me having to alter things come game time, but with only 2 examples to compare to - neither for melee - I'd say that applies doubly this time. This really just might not balance right. Still, it was fun and let me use the Asura as a templated version of an earlier used mini (below) which was amusing.  


**Monster: Goatfolk Bard**   
Posted By: **Keithric**, 4/16/2008 9:38:10 PM

  
  
**Goatfolk Bard  
Level 4 Controller (Leader)**  
XP 175  
Medium fey humanoid   
  
**Initiative** +5  
**Senses** Perception +3  
**Song of Swiftness** Aura 10; Allies who start their turn in the aura gain +2 Speed and may shift as a minor action.  
**HP** 52; **Bloodied** 26  
**AC** 16; **Fortitude** 14, **Reflex** 16, **Will** 16  
**Speed** 8  
  
M **Powerful** Kick (standard; recharge 5 6)   
  +6 vs. AC; 2d6 damage and target is pushed 1 square.  
R **Encouraging Shot** (standard; at-will) \* Weapon  
  Range 10/20; +8 vs. AC; 1d6 + 3 and an ally within 5 squares of the target may charge the target.  
R **Dancing Beat** (minor 1/round; at-will)   
  Range 10; +6 vs. Will; slide target 1 square. Allies may allow to automatically hit.  
  
**Alignment** Any  
**Languages** Common, Elven  
**Skills** Athletics +7, Diplomacy +10, Nature +8  
  
**Str** 10 (+2) **Dex** 17 (+5) **Wis** 12 (+3)  
**Con** 12 (+3) **Int** 13 (+3) **Cha** 17 (+5)  
  
Discussion: [Goatfolk](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=50812&pagemode=2&blogid=6580) - back by popular request. No accounting for taste ;) Playing around with more bard options.

**Monster: Forest Preserver**   
Posted By: **Keithric**, 4/15/2008 6:49:49 PM

  
  
**Forest Preserver  
Level 5 Soldier (Leader)**  
XP 200  
Medium fey humanoid   
  
**Initiative** +1  
**Senses** Perception +9  
**Forest's Ward** Aura 5; Allies within the aura gain a +2 bonus to AC.  
**HP** 67; **Bloodied** 33  
**AC** 21; **Fortitude** 19, **Reflex** 14, **Will** 17  
**Speed** 5  
  
m **Grasping Branch** (standard; at-will)  
  Reach 2; +10 vs. AC; 1d8 + 3 and target is immobilized until the end of the forest preserver's next turn.  
  
C **Preservation** (standard; sustain minor; encounter) \* Zone  
  Close burst 5; Forest Preserver and allies starting their turn in the zone heal 5 hp and gain a +2 bonus to all defenses until the start of their next turn. While zone is active, forest preserver moves 2 squares less when pushed, pulled, or slid. If the forest preserver moves or is moved, the zone ends.  
  
**Alignment** Unaligned  
**Languages** -  
**Skills** Nature +9  
  
**Str** 16 (+5) **Dex** 8 (+1) **Wis** 14 (+4)  
**Con** 19 (+6) **Int** 11 (+2) **Cha** 12 (+3)  
  
Discussion: [Originally posted 12/4](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=26828&pagemode=2&blogid=6580) - druidic theme day continues.

**Monster: Thorn Horror**   
Posted By: **Keithric**, 4/15/2008 4:53:48 PM

Krogerg - ask, and ye shall receive.  
  
  
  
**Thorn Horror  
Level 8 Brute**  
XP 350  
Large natural beast   
  
**Initiative** +5  
**Senses** Perception +4  
**HP** 107; **Bloodied** 53  
**AC** 17; **Fortitude** 19, **Reflex** 15, **Will** 15  
**Speed** 7  
  
m **Claw** (standard; at-will)  
  +13 vs. AC; 1d8 + 5 damage and 2 ongoing damage (save ends).  
M **Double Attack** (standard; at-will)  
  Make two claw attacks.  
  
**Bloody Sap** (immediate reaction, damaged by a melee weapon while bloodied; at-will)  
  +9 vs. Reflex; weapon used is disarmed.  
**Thorn Burst** (immediate reaction, when reduced to 0 hit points; encounter)  
  Close Burst 2; +11 vs. Reflex; 1d8 + 5 damage and 5 ongoing damage (save ends).  
  
**Alignment** Unaligned  
**Languages** -  
**Skills** Athletics +14, Nature +9  
  
**Str** 20 (+9) **Dex** 13 (+5) **Wis** 11 (+4)  
**Con** 17 (+7) **Int** 8 (+3) **Cha** 12 (+5)  
  
Discussion: [Originally posted 1/22](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=36372&pagemode=2&blogid=6580) - may as well make a decent scary druid encounter set. I really have

**Monster: Travelling Bard**   
Posted By: **Keithric**, 4/15/2008 9:34:48 AM

How will DMs ever be able to function without bards and druids in the player's handbook!?  
  
  
  
**Travelling Bard  
Level 5 Controller (Leader)**  
XP 200  
Medium natural humanoid   
  
**Initiative** +5  
**Senses** Perception +7  
**Song of Courage** Aura 10; Allies in the aura gain +2 to attack rolls and gain 2 temporary hit points when they hit.  
**HP** 60; **Bloodied** 30  
**AC** 17; **Fortitude** 14, **Reflex** 16, **Will** 16  
**Speed** 6  
  
m **Shortsword** (standard; at-will) \* Weapon  
  +10 vs. AC; 1d6 + 3 damage.  
R **Fascinate** (minor; at-will) \* Charm  
  Range 10; +10 vs. Will; target is dazed (save ends).  
A **Lure** (standard; at-will) \* Charm  
  Burst 2 within 10 squares, only dazed creatures; +10 vs. Will; slide target 5 squares.  
   
**Alignment** Any  
**Languages** Common  
**Skills** Bluff +11, Diplomacy +11, Insight +7  
  
**Str** 11 (+2) **Dex** 16 (+5) **Wis** 11 (+2)  
**Con** 12 (+3) **Int** 13 (+3) **Cha** 18 (+6)

I did consider making it a minor action, but you might be undervaluing the effect of daze (save ends), depending on the allies of the bard. I'll change it for now, however - makes it easier for it to do the pied piper effect at a minimum, but might make it too dangerous with two or three attacks per round. I also considered making Lure a sustain minor and/or pull instead of slide.

**Monster: Root Lasher**   
Posted By: **Keithric**, 4/15/2008 8:18:50 AM

Goes well with [yesterday's druid](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=57524&pagemode=2), thematically and tying enemies down in storms.  
  
  
  
**Root Lasher  
Level 5 Minion**  
XP 50  
Small natural humanoid   
  
**Initiative** +4  
**Senses** Perception +3  
**HP** A minion dies when hit by an attack that deals damage  
**AC** 17; **Fortitude** 15, **Reflex** 15, **Will** 13  
**Speed** 6  
  
m **Lashing Roots** (standard; at-will)   
  +9 vs. Reflex; 2 damage and target is slowed until the end of its next turn. If the target has at least two other root lashers adjacent to it, the target is instead immobilized until the end of its next turn.  
   
**Alignment** Unaligned  
**Languages** Common, Elven  
**Skills** Nature +7, Stealth +9  
  
**Str** 10 (+2) **Dex** 15 (+4) **Wis** 11 (+2)  
**Con** 14 (+4) **Int** 6 (+0) **Cha** 10 (+2)  
  
Discussion: [Originally posted 2/12](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=41758&pagemode=2&blogid=6580) - a bit more of a 'soldiery' minion.

**Monster: Stormleaf Guardian**   
Posted By: **Keithric**, 4/14/2008 10:51:11 PM

Catching up on some older monsters for the next day or two - feeling a little behind.  
  
  
 **Stormleaf Guardian  
Level 6 Controller**  
XP 250  
Medium natural humanoid   
  
**Initiative** +5  
**Senses** Perception +11  
**HP** 69; **Bloodied** 34   
**AC** 18; **Fortitude** 15, **Reflex** 16, **Will** 17  
**Speed** 6  
  
m **Scimitar** (standard; at-will) \* Weapon  
  +8 vs. AC; 1d8 + 2 damage.   
R **Call Lightning** (standard; at-will) \* Electricity  
  Range 10; +11 vs. Reflex; 2d8    qaqwq     + 3 electricity.  
A **Call Lightning Storm** (standard; sustain minor; recharge 5 6) \* Electricity, Zone  
  Burst 1 within 10 squares; +11 vs. Reflex; 2d8 + 3 electricity. Any enemy entering or ending its turn in the zone takes 5 electricity.   
A **Entangle** (standard; recharge 6)  
  Burst 2 within 10 squares; +11 vs. Reflex; 1d8 + 3 damage and target is immobilized (save ends).  
   
**Alignment** Unaligned  
**Languages** Common, Elven  
**Skills** Nature +11, Stealth +11  
  
**Str** 10 (+3) **Dex** 14 (+5) **Wis** 17 (+6)  
**Con** 13 (+4) **Int** 12 (+4) **Cha** 17 (+6)  
  
Discussion: [Originally posted 3/6](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=47862&pagemode=2&blogid=6580) - figure it's a decent druid 'monster'. Need to wake up early in the morning, so I think I'll stop there but I've got another 5 or 6 on tap for tomorrow. Spreading them out over the course of the day makes a bit more sense anyways.

**Monster: Corpse Cavalry Archer**   
Posted By: **Keithric**, 4/13/2008 11:33:03 PM

  
  
**Corpse Cavalry Archer  
Level 8 Artillery**  
XP 350  
Large natural animate (undead)   
  
**Initiative** +13  
**Senses** Perception +4  
**HP** 67; **Bloodied** 33  
**AC** 22; **Fortitude** 18, **Reflex** 18, **Will** 15  
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant  
**Speed** 9  
  
m **Double Hoof** (standard; at-will)   
  +11 vs. AC; 2d4 + 4 damage and target is pushed 1 square.  
R **Shot on the Run** (standard; at-will)  \* Weapon  
  Move up to six squares and make attack at any point during movement. Range 20/40; +11 vs. AC; 1d10 + 5 (crit 1d12 + 15) damage.  
  
**Alignment** Evil  
**Languages** Common  
  
**Str** 18 (+8) **Dex** 19 (+8) **Wis** 10 (+4)  
**Con** 13 (+5) **Int** 6 (+2) **Cha** 11 (+4)  
  
Discussion: Yeah, he's got a sword, but it's for decoration. A necromancer took a horse skeleton and a soldier's skeleton and molded them together. In theory I can have more corpse cavalry figures at some point. This one pretty much wants a defender or controller to pin it down before it runs around doing too much damage. Or ranged attacks to just take it down, of course. Poor rogue, perhaps.

**Monster: Grim Hound**   
Posted By: **Keithric**, 4/12/2008 10:57:47 PM

  
  
**Grim Hound  
Level 8 Elite Soldier**  
XP 700  
Large shadow beast   
  
**Initiative** +11  
**Senses** Perception +9  
**Grim Gaze** (Fear) Aura 5; Enemies within the aura suffer a -2 penalty to attack rolls and saves.  
**HP** 178; **Bloodied** 89  
**AC** 22; **Fortitude** 21, **Reflex** 20, **Will** 19  
**Saving Throws** +2  
**Speed** 7  
**Action Points** 1  
  
m **Bite** (standard; at-will)   
  +15 vs. AC; 1d8 + 5 damage and the target is grabbed (escape ends).   
M **Impending Death** (minor 1/round; at-will) \* Necrotic  
  Grabbed target only; +15 vs. Fortitude; 5 ongoing necrotic damage and target gains vulnerability 5 all (save ends both).  
  
C **Bone Chilling Howl** (standard; recharge 4 5 6) \* Fear  
  Close burst 2, enemies only; +13 vs. Will; target moves 3 squares away from the grim hound. The target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks. Aftereffect: Target is slowed (save ends).  
   
**Alignment** Evil  
**Languages** -  
**Skills** Athletics +14, Endurance +14  
  
**Str** 21 (+9) **Dex** 14 (+6) **Wis** 10 (+4)  
**Con** 17 (+7) **Int** 8 (+3) **Cha** 12 (+5)  
  
Discussion: Bone Chilling Howl is pretty controllery, but the idea is it uses it to get people away from its squishier allies. Dunno if that's reasonable or not.

**Monster: Vampiric Bat**   
Posted By: **Keithric**, 4/11/2008 11:16:53 PM

  
  
**Vampiric Bat  
Level 8 Elite Skirmisher**  
XP 700  
Medium shadow beast (undead)   
  
**Initiative** +9  
**Senses** Perception +9; blindsight 12  
**HP** 164; **Bloodied** 82  
**AC** 22; **Fortitude** 18, **Reflex** 18, **Will** 18  
**Saving Throws** +2  
**Speed** 3, flight 8 (hover)  
**Action Points** 1  
  
m **Draining Bite** (standard; at-will) \* Necrotic  
  +13 vs. AC; 1d10 + 5 damage and ongoing 5 necrotic damage and target is weakened (save ends both). When a living creature within 10 squares takes necrotic damage from this ability, the vampiric bat heals an equal amount.  
   
R **Captivating Keening** (minor; recharge 5 6)   
  Range 5; +10 vs. Will; target is confused (save ends).  
  
**Flitter** (minor; at-will)  
  Vampiric bat shifts 1 square.  
  
**Alignment** Evil  
**Languages** -  
**Skills** Acrobatics +14, Stealth +14  
  
**Str** 16 (+7) **Dex** 21 (+9) **Wis** 10 (+4)  
**Con** 14 (+6) **Int** 11 (+4) **Cha** 15 (+6)  
  
Discussion: Very simple elite, trying out an alternate healing method. Interesting trying to compare it to the pregen party of six and wondering how much of a challenge it would provide. If it can keep the bites going and not get pinned down, it should be an interesting fight. Almost all in how well the paladin or fighter holds it down I suspect.  Unless they pull out the guns early and just daily and action point it down, of course, but it's not supposed to be too threatening for such a party.

**Monster: Frosthammer**   
Posted By: **Keithric**, 4/10/2008 11:02:26 PM

  
  
**Frosthammer   
Level 2 Brute**  
XP 125  
Medium elemental construct  
  
**Initiative** +1  
**Senses** Perception +1  
**HP** 43; **Bloodied** 21  
**AC** 14; **Fortitude** 14, **Reflex** 12, **Will** 12  
**Immune** disease, poison; **Resist** 15 cold; **Vulnerability** 5 fire  
**Speed** 5  
  
m **Icehammer** (standard; at-will) \* Weapon  
  +6 vs. AC; 1d10 + 4 damage and 5 ongoing cold damage (save ends).  
  
**Frostblast** (immediate reaction, when reduced to 0 hit points; encounter)  
  Close burst 1; +6 vs. Reflex; 2d6 + 1 cold damage.  
  
**Shatter**  
  Any attack that deals at least 20 damage reduces the frosthammer to 0 hit points.  
  
**Alignment** Unaligned  
**Languages** -  
  
**Str** 16 (+4) **Dex** 10 (+1) **Wis** 11 (+1)  
**Con** 13 (+2) **Int** 6 (-1) **Cha** 7 (-1)

Discussion: This figure looks like a nice fit for a 'Glassjaw' mechanic, so trying it out. Pretty straightforward, otherwise. I'm thinking these guys could get a ritual to create them as part of their package.

**Monster: Dwarf Regnant**   
Posted By: **Keithric**, 4/9/2008 11:56:32 PM

Today is per special request of Kenneth White, who has been [compiling the 4E monsters](http://wayfound.webng.com/KETERYSv1-6.pdf) I've been making on enworld. It's the most detailed request by far, so I treated this slightly differently.  
  
Request:  
DWARF REGNANT

   1. This fellow would be a dwarf, and he would use a spiked chain  
   2. He would have the threatening reach ability  
   3. He would have a basic attack with the chain  
   4. He would have an at-will ability (using the chain) that allows him to grab an opponent, with the possibility of either pulling it prone or bowling it into another nearby (say within 2 squares) to do minor damage and either knock that creature down or at least slide it 1 square (on a miss?)  
   5. He would have an immediate action that allows him to attack an enemy creature that just scored a hit or maybe a shift response, like the fighter's Combat Challenge. Call this one Turnabout  
   6. He would have a rechargeable ability (5,6) that allows him to engage multiple creatures at once, kind of holding them up for a round, like a multi-mark engage  
   7. He has a ranged rechargeable (or just at-will?) that allows him to throw firebombs which fill a burst (2x2) and remain for the encounter, dealing 1d6+int fire damage (with ongoing 5 damage) to struck creatures and creates difficult terrain that might catch creatures on fire (deals ongoing fire damage that requires a save to end?).  
   8. In addition to these, there is probably some cool something or other that I have not thought of.  
  


**Dwarf Regnant  
Level 5 Solo Controller**  
XP 1000  
Medium natural humanoid

**Initiative** +4  
**Senses** Perception +4  
**HP** 330; **Bloodied** 165  
**AC** 20; **Fortitude** 18, **Reflex** 18, **Will** 18  
**Saving Throws** +5  
**Speed** 5  
**Action Points** 2

m **Spiked Chain** (standard; at-will) \* Weapon  
  Reach 2; +12 vs. AC; 1d10 + 3 damage and slide target 1 square and target is slowed until the end of dwarf regnant's next turn.  
M **Moving Strike** (standard; at-will) \* Weapon  
  Reach 2; +12 vs. AC; 1d10 + 3 damage and slide target 2 squares and target is knocked prone. If target ends adjacent to another enemy, make a secondary attack against that enemy. Secondary: +12 vs. AC; 3 damage and target is knocked prone.

C **Whirlwind** (standard; recharge 5 6) \* Weapon  
  Close burst 2; +12 vs. AC; 1d10 + 3 damage and push target 2 squares and target is knocked prone.

A **Fire Bomb** (standard; at-will) \* Fire, Zone  
  Area burst 1 within 10 squares; +10 vs. Reflex; 1d6 + 5 fire damage and 5 ongoing fire damage (save ends). The zone lasts for 3 rounds and is considered difficult terrain. Any creature entering or ending its turn in the zone takes 5 fire damage.  
   
**Swift Throw** (minor; recharge 5 6)   
  Make a fire bomb attack.

**Turnabout** (immediate reaction, when hit by a melee attack; at-will) \* Weapon  
  Make a spiked chain attack against the attacker. The dwarf regnant may shift 1 square before or after making this attack.

**Threatening Reach**  
  The dwarf regnant can make opportunity attacks against all enemies within its reach (2 squares).

**Stand Your Ground**  Dwarves move 1 less square when pushed, pull, or slid; when knocked prone, make an immediate save to remain standing.

**Alignment** Unaligned  
**Languages** Common, Dwarven  
**Skills** Athletics +10, Intimidate +7

**Str** 17 (+5)**Dex** 15 (+4)    **Wis** 14 (+4)  
**Con** 18 (+6)    **Int** 12 (+3)      **Cha** 11 (+2)

**Equipment** Spiked Chain, 3 Fire Bombs

Alternate Bombs (In addition to or instead):  
  **Flash Bomb**  
    +10 vs. Fortitude; Target is blinded (save ends).  
  **Smoke Bomb**  
    Zone blocks line of sight and lasts for 3 rounds. Any creature wholly within the zone is treated as blind.  
  **Thunder Bomb**  
    +10 vs. Fortitude; 1d6 + 5 thunder damage and target is dazed (save ends).  
All are Area burst 1 within 10 squares and take a standard (or minor with swift throw)

Alternate Power Ideas  
**Steel Cyclone** (Weapon) Aura 2; Any enemy who starts its turn in the aura takes 3 damage.

**Opportunistic**  Opportunity attacks deal +1d6 damage. Targets hit by an opportunity attack suffer a -2 penalty to attacks until the end of their next turn.

**Menacing Stare** (minor 1/round; recharge 5 6) \* Fear  
  +10 vs. Will; Target is immobilized and suffers a -2 penalty to attack rolls until the end of its next turn.

**Wary Strike** (Immediate interrupt, enemy within 2 squares attempts to shift; at-will) \* Weapon  
  Make a spiked chain attack on target.

**Primal Scream** (as Dragon **Frightful Presence**)

Discussion: I'm actually not big on the fire bombs, partially cause I don't really see it on the character, and if the goal is a martial controller I'd rather avoid something that might fall under another power source (tech of some kind) and feels a lot like a magic effect. They're in the request, though, so there you go. I offered a bunch of alternate ideas. I thought about doing something with the head on its hip, but ultimately decided I didn't need to give him a medusa head or any weird bowling ball deal, so it could be campaign specific.

Now, to play around with something to make things a little more exciting. A level 5 solo is 1000 XP, which is also the value of a level 10 elite... and also the value of a level 14 normal. So how would this look different in those cases?

**Dwarf Regnant  
Level 10 Elite Controller**XP 1000  
Medium natural humanoid

**Initiative** +7  
**Senses** Perception +7  
**HP** 212; **Bloodied** 106  
**AC** 24; **Fortitude** 22, **Reflex** 22, **Will** 22  
**Saving Throws** +2  
**Speed** 5  
**Action Points** 1

m **Spiked Chain** (standard; at-will) \* Weapon  
  Reach 2; +17 vs. AC; 1d10 + 5 damage and slide target 1 square and target is slowed until the end of dwarf regnant's next turn.  
M **Moving Strike** (standard; at-will) \* Weapon  
  Reach 2; +17 vs. AC; 1d10 + 5 damage and slide target 2 squares and target is knocked prone. If target ends adjacent to another enemy, make a secondary attack against that enemy. Secondary: +17 vs. AC; 5 damage and target is knocked prone.

C **Whirlwind** (standard; recharge 5 6) \* Weapon  
  Close burst 2; +17 vs. AC; 2d10 + 5 damage and push target 2 squares.

A **Fire Bomb** (standard; encounter) \* Fire, Zone  
  Area burst 1 within 10 squares; +13 vs. Reflex; 2d8 + 5 fire damage and 5 ongoing fire damage (save ends). The zone lasts for 3 rounds and is considered difficult terrain. Any creature entering or ending its turn in the zone takes 5 fire damage.

**Threatening Reach**  The dwarf regnant can make opportunity attacks against all enemies within its reach (2 squares).

**Stand Your Ground**  
  Dwarves move 1 less square when pushed, pull, or slid; when knocked prone, make an immediate save to remain standing.

**Alignment** Unaligned  
**Languages** Common, Dwarven  
**Skills** Athletics +14, Intimidate +10

**Str** 18 (+9) **Dex** 15 (+7) **Wis** 15 (+7)  
**Con** 18 (+9) **Int** 12 (+6) **Cha** 11 (+5)

Discussion 2: Hmm, feels slightly weak (and definitely less controllery) compared to the Grell Philosopher (level 11 elite), but I'm not entirely sure. Not enough data points.  
  
**Dwarf Regnant  
Level 14 Controller**  
XP 1000  
Medium natural humanoid

**Initiative** +10  
**Senses** Perception +9  
**HP** 138; **Bloodied** 69  
**AC** 27; **Fortitude** 25, **Reflex** 25, **Will** 25  
**Speed** 5

m **Spiked Chain** (standard; at-will) \* Weapon  
  Reach 2; +20 vs. AC; 1d10 + 6 damage and slide target 1 square and target is slowed until the end of dwarf regnant's next turn.  
M **Moving Strike** (standard; at-will) \* Weapon  
  Reach 2; +20 vs. AC; 1d10 + 6 damage and slide target 1 square and target is knocked prone.

C **Whirlwind** (standard; recharge 5 6) \* Weapon  
  Close burst 2; +20 vs. AC; 2d10 + 6 damage and target is pushed 2 squares.

**Threatening Reach**  The dwarf regnant can make opportunity attacks against all enemies within its reach (2 squares).

**Stand Your Ground**  
  Dwarves move 1 less square when pushed, pull, or slid; when knocked prone, make an immediate save to remain standing.

**Alignment** Unaligned  
**Languages** Common, Dwarven  
**Skills** Athletics +16, Intimidate +12

**Str** 19 (+11)     **Dex** 16 (+10)      **Wis** 15 (+9)  
**Con** 18 (+11)    **Int** 12 (+8)         **Cha** 11 (+7)  
  
Discussion 3: This is tricky - comparing against the boneclaw (14 soldier) this certainly has a lot more going on in terms of specials, but too much or not enough to be a controller? Not sure.

**Monster: Doomwhisper Bat**   
Posted By: **Keithric**, 4/8/2008 11:59:01 PM



**Doomwhisper Bat  
High Paragon Lurker**

M **Abduct** (standard; at-will)  
  Combat Advantage only. Grab medium or smaller target. May fly up to normal speed after attack, carrying target. May drop target as a free action.  
M **Drain Life** (standard; at-will)  
  Grabbed or immobilized target only. vs. Fort; High damage and gain temporary hit points.  
C **Doomwhisper** (minor; recharge 5 6) \* Fear  
  Close burst 2; vs Will; immobilize and blind until end of its next turn.  
  
**Shadowflight**  
  Fly at least 5 squares and gain concealment.

Discussion: Very good stealth, it begins by descending onto an area and whispering to paralyze a group, then wrapping its wings around one and launching itself into the air. It drinks its fill rapidly, then drops its target to fall to its death so it can hide again. Course, PCs can probably take a decent length fall.

**Monster: Kapak Scout**   
Posted By: **Keithric**, 4/7/2008 11:09:36 PM

I ran Dragonlance this weekend, so I felt like seeing what a draconian might look like. Not strictly original, but gotta keep you guessing.



**Kapak Scout  
Level 5 Artillery**XP 200  
Medium natural humanoid (dragon)

**Initiative** +6  
**Senses** Perception +9  
**HP** 48; **Bloodied** 24  
**AC** 20; **Fortitude** 16, **Reflex** 18, **Will** 15  
**Speed** 7, jump 5 *See Glide*

m **Bite** (standard; at-will) \* Poison  
  +6 vs. AC; 1d4 + 1 damage and target is immobilized until the end of the kapak scout's next turn.  
R **Longbow** (standard; at-will)  
  Range 20/40; +9 vs. AC; 1d10 + 4 damage.

**Venom Lick** (minor 1/round; at-will) \* Poison  
  Add 'and target is immobilized until the end of the kapak scout's next turn' to the next longbow attack kapak scout makes.

**Death Burst** (immediate reaction, when reduced to 0 hit points; encounter) \* Acid, Zone  
  Close burst 1; +9 vs. Reflex; 1d10 + 1 acid damage and 5 ongoing acid damage (save ends). Zone persists for 3 rounds. Any creature entering the zone or starting its turn in the zone takes 5 acid damage.

**Glide**  
  The kapak scout may choose to glide instead of falling. It gains flight 7, but must descend at least 2 squares every turn and cannot fly up.

**Combat Advantage**  The kapak scout deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

**Alignment** Evil  
**Languages** Common, Draconic  
**Skills** Stealth +11

**Str** 13 (+3)    **Dex** 19 (+6)    **Wis** 15 (+4)  
**Con** 12 (+3)**Int** 10 (+2)    **Cha** 12 (+3)

Discussion: Glide definitely needs some better language. As a playable race, something like +2 Dex and +2 Wis, Venom Lick and/or Bite as an encounter ability, improved movement, but it feels slightly heavy so maybe drop the wis bonus. Could give a bonus to stealth and/or a damage bonus with combat advantage (though more like +1 or +2). Some of that and the better versions of it can be feats. Death Burst as a player is... interesting. Not sure it's an advantage, at least. Looking at the stats from DLCS, they apparently have a wisdom penalty, despite 'vicious cunning' 'cruel creativity' and 'are adept at handling dangerous and constantly changing situations'.

In the 3.x dragonlance game I'm running, they just made it to the High Clerist Tower. They've got two steps left after that: Sanction and Neraka. That should put things on track to end not too long after 4E comes out (we don't play often) I figure.

**Monster: Bloodblade Knight**   
Posted By: **Keithric**, 4/6/2008 11:01:14 PM



**Bloodblade Knight  
Level 18 Brute**  
XP 2,000  
Medium shadow animate (undead)

**Initiative** +10  
**Senses** Perception +11  
**HP** 207; **Bloodied** 103  
**AC** 30; **Fortitude** 29, **Reflex** 25, **Will** 26  
**Immune** disease, poison; **Resist** 20necrotic; **Vulnerable**5 radiant  
**Speed** 5

m **Bloodblade** (standard; at-will) \* Necrotic  
  +23 vs. AC; 1d12 + 7 damage and 10 ongoing necrotic damage (save ends) and bloodblade knight gains 10 temporary hit points.  
C **Whirlwind of Blood** (standard; encounter) \* Necrotic  
  Close burst 1; +21 vs. Fortitude; 2d12 + 4 necrotic damage. Target is marked for encounter or until the bloodblade knight dies. If target makes an attack that does not include the bloodblade knight, target takes 10 necrotic damage.

**Grim Charge** (minor; recharge 5 6)  
  Bloodblade knight may make a charge attack against a living creature.

**Alignment** Evil  
**Languages** Common  
**Skills** Intimidate +18

**Str** 25 (+16)      **Dex** 12 (+10)      **Wis** 14 (+11)  
**Con** 17 (+12)      **Int** 12 (+10)      **Cha** 19 (+13)

Discussion: 'Living creature' may not be a usable term anymore - thought about making it just against marked or just against bloodied opponents, but I want it to be useful for an initial run in to melee so it can't just be avoided with its slow speed. A knight or paladin that in life slaughtered innocents, killed in cold blood, etc and that blood will never leave its weapon. It hurls itself recklessly into combat and invites destruction by marking the most dangerous foes with whirlwind of blood.

**Monster: Spirit of Treachery**   
Posted By: **Keithric**, 4/5/2008 10:46:09 PM

  
  
**Spirit of Treachery  
Level 16 Controller**   
XP 1,400  
Medium shadow humanoid (undead)  
  
**Initiative** +9  
**Senses** Perception +10; darkvision  
**Aura of Despair** (Fear, Psychic) aura 5; Enemies in the aura take a -2 penalty to attack rolls and saves.  
**HP** 148; **Bloodied** 74  
**AC** 26; **Fortitude** 24, **Reflex** 26, **Will** 30  
**Speed** 6, flight 6 (Hover)  
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant  
  
R **Betrayer's Lament** (standard; at-will) \* Psychic, Necrotic  
  Range 10; +20 vs. Will; 1d8 + 6 psychic damage and 1d8 necrotic damage and target takes 15 necrotic damage if it has not attacked an ally before the end of each turn (save ends).  
  
A **Rampant Treachery** (standard; recharge 5 6) \* Psychic, Necrotic  
  Burst 2 within 20 squares; +20 vs. Will; Target may be slid 1 square and target must use its most effective basic attack against nearest ally.  
  
**Just Punishment** (immediate reaction, when damaged by enemy within 20 squares; encounter) \* Psychic  
  Any allies adjacent to damaging enemy; +20 vs. Will; Target must use its most effective basic attack against damaging enemy.  
  
**Alignment** Evil  
**Languages** Common  
**Skills** Diplomacy +19, History +16  
  
**Str** 6 (+6)       **Dex** 13 (+9)      **Wis** 15 (+10)  
**Con** 12 (+9)    **Int** 16 (+11)      **Cha** 23 (+14)  
  
Discussion: A spirit that lives only to inflict on others the misery of its own betrayal. I don't know how incorporeal/insubst antial undead like ghosts will work so I expect to have to make some serious changes to this once I do. There might be something more elegant than 'most effective basic attack', but I didn't want folks going 'uhh, okay, I'll make an unarmed attack'. Overall, probably a lot cleaner language I can use once I see how other effects like this are being done.

**Monster: Human Dreamblade**   
Posted By: **Keithric**, 4/4/2008 11:41:47 PM



**Human Dreamblade  
Level 7 Elite Lurker**XP 600  
Medium natural humanoid

**Initiative** +3  
**Senses** Perception +8  
**HP** 124; **Bloodied** 62  
**AC** 20; **Fortitude** 17, **Reflex** 19, **Will** 17  
**Saving Throws** +2  
**Speed** 6  
**Action Points** 1

m **Dreamblade** (standard; at-will) \* Psychic  
  +11 vs. Will; 1d8 + 5 psychic damage and target gains vulnerability 5 psychic (save ends).  
M **Nightmare Strike** (standard; at-will) \* Psychic  
  +11 vs. Will; 1d8 + 5 psychic damage and 5 ongoing psychic damage (save ends) and target slides 1 square.  
C **Dreamscape** (standard, sustain minor; recharge 4 5 6) \* Psychic, Zone  
  Close burst 1; +9 vs. Will; 1d8 + 5 psychic damage and target is blinded (save ends). The zone blocks line of sight. Any creature entering the zone is blinded (save ends). The dreamblade is immune to all effects of this ability.  
   
**Ephemeral Target** (immediate reaction, enemy moves into an adjacent square; recharge 4 5 6)  
  The dreamblade slides 2 squares and gains concealment until hit by an attack.

**Cloak of Shadows**  The dreamblade is concealed at the start of the encounter and remains concealed until hit by an attack.

**Dream Step**  
  The dreamblade gains a +4 bonus to AC against opportunity attacks.

**Alignment** Any  
**Languages** Common  
**Skills** Acrobatics +12, Bluff +12, Stealth +12

**Str** 11 (+3)      **Dex** 18 (+7)      **Wis** 10 (+3)  
**Con** 14 (+5)     **Int** 11 (+3)        **Cha** 19 (+7)

Discussion: No relation to the mini product line - I named the class some time ago without actually thinking of the product at all. The last campaign I started before the 4E announcement was a Shackled City campaign, and I took a slightly different tactic for that game. I told everyone they should have some form of insanity that should grow over the course of the campaign, and that everyone would be getting custom made classes, feats, etc. Effectively, I wanted to use a lot of the basics of 3rd but without almost any of the details. Anyhow, one of the characters in that game is an artist who has discovered an uncontrolled talent for creating illusions and dreams. She has little control over these abilities except in combat where she instinctively conceals her location and strikes into the minds of her foes with a magical blade empowered by her dreams. So, in 4E terms, a Psionic/Shadow Striker. I made it elite so I could give it a couple extra abilities and have it be an interesting Lurker (she actually plays more like a skirmisher) bit more distinctive - she actually doesn't play like a Lurker - more a skirmisher who likes burning through healing surges, but for the monster and abilities I'm picking I think it works out.

**Monster: Dream Devourer**   
Posted By: **Keithric**, 4/3/2008 11:58:26 PM



**Dream Devourer  
Level 4 Solo Controller**XP 875  
Medium aberrant beast

**Initiative** +3  
**Senses** Perception +4  
**HP** 260; **Bloodied** 130  
**AC** 18; **Fortitude** 16, **Reflex** 16, **Will** 20  
**Speed** 5  
**Saving Throws** +5  
**Action Points** 2

m **Tentacle** (standard; at-will) \* Psychic  
  Reach 2; +8 vs. AC; 1d8 + 4 psychic damage and target is dazed until the end of its next turn. See Siphon Mind.  
M **Bite** (standard; at-will)  
  +8 vs. AC; 1d6 damage (crit 1d6+12 and 2d6 psychic and target is dazed for encounter). See Siphon Mind.

C **Devour Thoughts** (standard; recharge 5 6) \* Psychic  
  Close burst 2; +8 vs. Will; 1d8 + 4 psychic damage and target is dazed until the end of its next turn. See Siphon Mind. Dream devourer heals 10 hit points per target hit.

R **Dream** (minor 1/round; at-will) \* Psychic  
  Range 20; +8 vs. Will; target is slowed (save ends). If the target fails to save against this effect for two rounds, the target falls asleep (save ends). See Siphon Mind.  
R **Nightmare** (minor; recharge 6) \* Psychic,Fear  
  Range 20; +8 vs. Will; target is stunned for 1 round. Aftereffect: Target suffers a -2 penalty to attacks (save ends).  
  
**Bloodied Flailing** (immediate reaction, when first bloodied; encounter) \* Psychic  
  Recharge and immediately use devour thoughts.

**Siphon Mind**  
  Whenever the Dream Devourer hits with an attack, the target suffers a -1 penalty to will defense and saves (save ends). This penalty is cumulative with multiple attacks to a maximum penalty of -6.

**Threatening Reach**  The dream devourer may make opportunity attacks against all enemies within its reach (2 squares).

**Alignment** Evil  
**Languages** Deep Speech  
**Skills** Arcana +11

**Str** 11 (+2)     **Dex** 12 (+3)     **Wis** 14 (+4)  
**Con** 12 (+3)    **Int** 19 (+6)      **Cha** 19 (+6)

Discussion: So, weirdly, this should maybe just be a soldier despite the dazes, sleeps, etc. Still, its AC is poor so I'll stick with controller for now. I'm thinking the high level upgrade I do for it probably will be a soldier, though, for fun. Anyhow, wayback machine was [set to 11/6](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=20480&pagemode=2) and the tricky part of this encounter is avoiding siphon mind stacking up too much and being able to outdamage its ability to heal with devour thoughts as it picks people off one by one with dream and automatic crit bites to the head.

**Monster: Young Ice Dragon**   
Posted By: **Keithric**, 4/2/2008 11:51:48 PM



**Young Ice Dragon  
Level 3 Solo Controller**  
XP 750  
Large natural beast (dragon)

**Initiative** +6  
**Senses** Perception +3; darkvision  
**HP** 230; Bloodied 115  
**AC** 18; **Fortitude** 17, **Reflex** 14, **Will** 17  
**Resist** 15 cold  
**Speed** 6 (icewalking), flight 6 (hover)  
**Saving Throws** +5  
**Action Points** 2

m **Bite** (standard; at-will) \* Cold  
  Reach 2; +6 vs. AC; 1d6 + 3 damage and 1d6 cold and target is immobilized until the end of its next turn.  
m **Claw** (standard; at-will) \* Cold  
  Reach 2; +6 vs. AC; 1d4 + 3 damage and 1d6 cold and target is slowed (save ends).  
M **Double Attack** (standard; at-will) \* Cold  
  Make two claw attacks.

C **Tail Slash** (standard; at-will) \* Cold  
  Close blast 3; +6 vs. Reflex; 1d8 + 3 damage and 1d6 cold and target is slowed (save ends).  
C **Breath Weapon** (standard; recharge 5 6) \* Cold  
  Close blast 5; 1d8 + 2 damage and 2d6 cold and target is slowed (save ends)  
C **Frightful Presence** (standard; encounter) \* Fear  
  Close burst 5; +6 vs. Will; target is stunned until the end of the dragon's next turn. Aftereffect: Target suffers a -2 penalty to attacks (save ends).

R **Icy Prison** (standard; recharge 4 5 6) \* Cold  
  Range 20; +6 vs. Fortitude; 1d6 + 2 cold damage and target is trapped in icy prison. While trapped, target takes 5 ongoing cold damage and is immobilized. Attacks automatically hit the prison and it has 20 hit points and vulnerability 10 fire. The prison blocks line of effect.  
R **Hypothermia** (minor 1/round; at-will) \* Cold  
  Range 10; +6 vs. Fortitude; 2 ongoing cold damage and target is slowed (save ends both).

**Frost's Grasp** (immediate reaction, when hit by a melee attack; at-will) \* Cold  
  +6 vs. Reflex; 1d6 + 2 cold damage and target suffers a -5 penalty to melee attacks and cannot make opportunity attacks until the end of the target's next turn.

**Bloodied Breath** (immediate reaction, when first bloodied; encounter) \* Cold  
  Recharge and immediately use breath weapon.

**Alignment** Any  
**Languages** Common, Draconic  
**Skills** Bluff +7

**Str** 17 (+4)     **Dex** 11 (+1)     **Wis** 14 (+3)  
**Con** 14 (+3)**Int** 13 (+2)      **Cha** 12 (+2)

Discussion: I've been meaning to do something for this dreamblade mini for a long time... I actually had been considering making it a 'glass dragon'. Then I realized I could use a young version of the Ice Dragon [from long ago](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=13002&pagemode=2&blogid=6580), since that would also help me to set it up for later. Too many 'save ends'? Let me know. Decent chance I'll just tack on a couple levels when I get the Monster Manual and can compare to things. Icy Prison could instead be 'save ends both' and drop the line of effect, hit points, etc. I like that it makes you use up some actions and lets the dragon protect itself from some ranged folks. Thematically, it also lets you warn about the power because its lair is decorated with lots of people in blocks of ice. It might be reasonable to drop its attack value to +4 or +5 on any abilities (thinking the claw attack in particular) if it does too much damage. Could also make the cold damage static (+2) or d4 instead of +1d6.

**Monster: Hobgoblin Battlefist**   
Posted By: **Keithric**, 4/1/2008 11:59:26 PM

A while back I did a [bunch of hobgoblin ideas](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=27560&pagemode=2&blogid=6580) at once, making a guess at some things cause that's fun... time to put stats down for one of them.



**Hobgoblin Battlefist  
Level 3 Brute (Leader)**  
XP 150  
Medium natural humanoid

**Initiative** +7  
**Senses** Perception +3  
**Hobgoblin Standards** Aura 10; Hobgoblin allies gain +1 to attack rolls and AC.  
**HP** 56; **Bloodied** 28  
**AC** 16; **Fortitude** 16, **Reflex** 14, **Will** 16  
**Speed** 6

m **Mace** (standard; at-will) \* Weapon  
  +8 vs. AC; 1d8 + 3 damage. All hobgoblin allies deal +2 damage against target until end of hobgoblin battlefist's next turn.  
M **Grab and Smash** (standard; recharge 5 6) \* Weapon  
  +8 vs. Reflex; 1d6 + 3 damage and make secondary mace attack. Secondary: +10 vs. AC; 1d8 + 3 damage and target is pushed 1 square and knocked prone.

**Enforced Sacrifice** (immediate interrupt, when attacked; encounter)  
  Target an adjacent enemy other than the attacker. +8 vs. Reflex; redirect attack to target.

**Hobgoblin Resilience** (immediate reaction; encounter)  
  When a hobgoblin suffers an effect a save can end, the hobgoblin makes an immediate save against the effect.

**Alignment** Evil  
**Languages** Goblinoid  
**Skills** Athletics +6, Intimidate +9

**Str** 17 (+4)      **Dex** 13 (+2)     **Wis** 13 (+2)  
**Con** 16 (+4)     **Int** 12 (+2)      **Cha** 16 (+4)

**Monster: Hobgoblin Pickfighter**   
Posted By: **Keithric**, 4/1/2008 10:53:16 PM

During War Week I sketched out a bunch of [basic warrior ideas](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=48896&pagemode=2), so may as well flesh out a couple.   
  


**Hobgoblin Pickfighter  
Level 2 Soldier**  
XP 125  
Medium natural humanoid

**Initiative** +7  
**Senses** Perception +3  
**HP** 38; **Bloodied** 19  
**AC** 18 (20 with phalanx soldier); **Fortitude** 17, **Reflex** 16, **Will** 15  
**Speed** 6

m **War Pick** (standard; at-will) \* Weapon  
  +7 vs. AC; 1d8 + 4 damage (1d8+12 crit).   
M **Challenging Strike** (standard; at-will) \* Weapon  
  +7 vs. AC; 1d8 + 4 damage (1d8+12 crit) and slide target 1 square. Target is marked until the end of the hobgoblin pickfighter's next turn.

**Strike the Unwary** (immediate reaction, marked target attacks any other ally; at-will) \* Weapon  
  May shift 1 before making attack; +9 vs. AC; 1d8 +4 damage (1d8+12 crit) and slide target 1 square.

**Hobgoblin Resilience** (immediate reaction; encounter)  
  When a hobgoblin suffers an effect a save can end, the hobgoblin makes an immediate save against the effect.

**Phalanx Soldier**  The hobgoblin pickfighter gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

**Alignment** Evil  
**Languages** Goblinoid  
**Skills** Athletics +12

**Str** 19 (+5)      **Dex** 14 (+3)      **Wis** 14 (+3)  
**Con** 14 (+3)     **Int** 10 (+1)        **Cha** 10 (+1)

**Equipment** Leather armor, heavy shield, war pick

Discussion: Hobgoblin soldier from DDXP as base for stats. -1 level, -2 AC, -1 fort, -1 will, -1 damage, -9 hp, +1 speed, more of a meta piece but still similar flavor. Considered upping its level to 4, but with the lighter armor that felt a bit odd.

**Monster: Goblin Butcher**   
Posted By: **Keithric**, 4/1/2008 10:25:26 PM

During War Week I sketched out a bunch of [basic warrior ideas](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=48896&pagemode=2), so may as well flesh out a couple so I can use them myself.



**Goblin Butcher  
Level 3 Soldier**  
XP 150  
Small natural humanoid

**Initiative** +3  
**Senses** Perception +2  
**HP** 45; **Bloodied** 22  
**AC** 20; **Fortitude** 16, **Reflex** 16, **Will** 16  
**Speed** 5

m **Goblin Cleaver** (standard; at-will) \* Weapon  
  +8 vs. AC; 1d8 + 2 damage.  
M **Off at the Knee** (standard; recharge 5 6) \* Weapon  
  +8 vs. AC; 1d8 + 2 damage and target is knocked prone and slowed (save ends)

**Goblin Tactics** (immediate reaction, when an attack misses the goblin butcher; at-will)  
  Shift one square away from attacker.

**Combat Advantage**   
  The goblin butcher deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

**Alignment** Evil  
**Languages** Goblinoid

**Str** 12 (+2)      **Dex** 15 (+3)    **Wis** 12 (+2)  
**Con** 13 (+2)**Int** 9 (+0)       **Cha** 8 (+0)

Discussion: Considered giving it an immediate attack when someone tries to stand. You'd probably want a couple of these together - thankfully, they're commons. I suspect combat advantage on a soldier isn't normal but I like the cowardly dodge in and out, bringing things down to their size then off with their heads. Plus, it's using a crazy meat cleaver - clearly it knows which meat is more important ;)

**Monster: Ice Demon**   
Posted By: **Keithric**, 3/31/2008 11:42:30 PM



**Ice Demon  
Level 4 Artillery**  
XP 175  
Small elemental humanoid (demon)

**Initiative** +6  
**Senses** Perception +8  
**HP** 42; **Bloodied** 21  
**AC** 18; **Fortitude** 14, **Reflex** 16, **Will** 14  
**Resist** 15 cold  
**Speed** 5, flight (clumsy) 7

m **Frostwhip** (standard; at-will) \* Cold  
  Reach 2; +8 vs. AC; 1d8 cold damage and target is slowed and weakened (save ends both).  
R **Icebolt** (standard; at-will) \* Cold  
  Range 10; +8 vs. Reflex; 1d8 + 4 cold damage and target is slowed and weakened (save ends both).  
R **Shattering Bolt** (standard; at-will) \* Cold  
  Range 10, slowed target only; +8 vs. Reflex; 1d8 + 4 cold damage and make a secondary attack against any enemy adjacent to target. Secondary: +8 vs. Reflex; 1d8 + 4 cold damage.

**Alignment** Chaotic Evil  
**Languages** Abyssal

**Str** 7 (+0)      **Dex** 19 (+6)    **Wis** 12 (+3)  
**Con** 12 (+3)**Int** 13 (+3)**Cha** 10 (+2)

**Monster: Guardian Serpent**   
Posted By: **Keithric**, 3/30/2008 11:56:01 PM



**Guardian Serpent  
Level 2 Soldier**  
XP 125  
Medium natural construct

**Initiative** +7  
**Senses** Perception +2  
**HP** 37; **Bloodied** 18  
**AC** 18; **Fortitude** 15, **Reflex** 12, **Will** 14  
**Speed** 6

m **Bite** (standard; at-will) \* Acid  
  +7 vs. AC; 1d6+1 damage and 2 ongoing acid damage (save ends).  
R **Acid Spit** (standard; at-will) \* Acid  
  Range 5; +5 vs. Reflex; 1d6+1 acid damage and 2 ongoing acid damage (save ends).  
C **Hypnotize** (standard; encounter) \* Charm  
  Close burst 2, enemies only; target is marked for encounter or until the serpent is destroyed. If target makes an attack that does not include the guardian serpent, then the guardian serpent gains a +2 bonus to attack rolls against target for the encounter.

**Serpent's Strike** (immediate interrupt, when an adjacent enemy shifts; at-will)  
  Make a bite attack against the target.

**Alignment** Unaligned  
**Languages** -

**Str** 10 (+1)      **Dex** 13 (+2)      **Wis** 12 (+2)  
**Con** 13 (+2)**Int** 3 (-3)          **Cha** 10 (+0)

**Monster: Kobold Trapsmith**   
Posted By: **Keithric**, 3/29/2008 10:40:41 PM



**Kobold Trapsmith  
Level 1 Minion (Leader)**XP 25  
Small natural humanoid

**Initiative** +2  
**Senses** Perception +5; darkvision  
**Trapmaster** Aura 1; ally traps in the area gain a +2 bonus to attack rolls.  
**HP** A minion dies when hit by an attack that deals damage   
**AC** 14; Fortitude 11, Reflex 13, Will 11; see also trap sense  
**Speed** 6

m **Dagger** (standard; at-will) \* Weapon  
  +4 vs. AC; 1 damage.  
R **Dagger** (standard; at-will) \* Weapon  
  Range 5/10; 1 damage.  
  
C **Activate Trap** (standard; at-will)  
  The kobold trapsmith may activate an adjacent trap. It may redirect the trap to a different target or square that is adjacent to its normal target or area. Stationary or zone traps may be moved 1 square if the kobold trapsmith would be strong enough to move the trap.

**Kobold Caltrops** (minor; encounter) \* Zone  
  The kobold trapsmith may toss kobold caltrops over his own or an adjacent square, creating a trap zone. Creatures may either treat the square as difficult terrain or move through it normally. Any creature moving through the square normally or who starts its turn in the square takes 2 damage. A standard action or any attack to the square will destroy or scatter the caltrops.

**Shifty** (minor; at-will)  
  The kobold shifts 1 square as a minor action.

**Improved Trap Sense**   
  The kobold trapsmith gains a +5 bonus to all defenses against traps.

**Alignment** Evil  
**Languages** Draconic  
**Skills** Stealth +4, Thievery +9

**Str** 8 (-1)       **Dex** 15 (+2)     **Wis** 11 (+0)  
**Con** 12 (+1)   **Int** 13 (+1)       **Cha** 10 (+0)

**Equipment** 3 daggers, kobold caltrops, toolkit

**Kobold Caltrops** Kobolds make caltrops in many shapes and sizes. They are sometimes quite complex, resembling whirling blade contraptions and bear traps more than simple pointed weapons. Kobold caltrops are often trapped so that they injure anyone trying to pick them up or use them (+4 vs. Reflex; 2 damage). In some cases, caltrops are poisoned, but usually only when they are intended to be deployed carefully instead of flung quickly. A simple poisoned caltrop trap, prepared in advance and concealed by a kobold trapsmith would be Perception DC 19, deal 2 damage and 2 ongoing poison damage (save ends) to anyone moving through or starting its turn in the square. Such a trap would be worth 25XP per square.

Discussion: A minion leader? Madness! No, these are kobolds! Okay. Out of my system. So, I'd not be surprised if I drop the leader tag later, but it's a kobold minion that needs other traps to really be of much use. But... that's okay, right?

**Monster: Kerdat Executioner**   
Posted By: **Keithric**, 3/28/2008 11:59:09 PM

  
  
**Kerdat Executioner  
Level 7 Brute**XP 300  
Medium natural humanoid

**Initiative** +4  
**Senses** Perception +2  
**HP** 98; **Bloodied** 49 *See Blood Fury and Crimson Haze*  
**AC** 18; **Fortitude** 20, **Reflex** 16, **Will** 14  
**Speed** 6

m **Greataxe** (standard; at-will) \* Weapon  
  +12 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).  
M **Swipe** (standard; at-will) \* Weapon  
  +12 vs. AC; 1d12 + 5 damage (crit 1d12 + 17) and secondary attack against an enemy adjacent to target. Secondary: +12 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).  
M **Mighty Slash** (standard; recharge 4 5 6) \* Weapon  
  +10 vs. Fortitude; 1d12 + 9 (crit 1d12 + 21) damage and target is pushed 1 square. A bloodied target is also dazed (save ends).  
C **Howl of Terror** (minor action; special) \* Fear  
  Starts uncharged. Recharges after scoring a critical hit or reducing an enemy to 0 hit points. Close burst 5, enemies only; vs. Will; Target suffers a -2 penalty to all defenses (save ends).

**Blood Fury**  
  A bloodied kerdat deals an extra 5 damage on melee attacks. All melee attacks also gain 'and medium or smaller target is pushed 1 square', in addition to their normal effects.  
  
**Crimson Haze**  
  A bloodied kerdat gains a +5 bonus to saves against charm and fear.

**Alignment** Evil  
**Languages** Goblinoid  
**Skills** Athletics +13, Intimidate +12

**Str** 21 (+8)     **Dex** 13 (+4)    **Wis** 8 (+2)  
**Con** 18 (+7)**Int** 9 (+2)       **Cha** 15 (+5)

Discussion: No grimlock stats, so this can be a different race. A critical hit from one of these guys can be a real table turner... but perhaps something that wouldn't happen to a group even if it ended up fighting several of them in a campaign. Not sure how I feel on that. It could be made playable... +2 Str, +2 Cha, +2 Intimidate. That version of Blood Fury probably includes a feat (or two) beefing it up.

**Monster: Kobold Arcanist**   
Posted By: **Keithric**, 3/27/2008 11:51:32 PM



**Kobold Arcanist  
Level 1 Controller**XP 100  
Small natural humanoid

**Initiative** +2  
**Senses** Perception +1; darkvision  
**HP** 26; **Bloodied** 13  
**AC** 14; **Fortitude** 11, **Reflex** 13, **Will** 13  
**Speed** 6

m **Rod** (standard; at-will)   
  +3 vs. AC; 1d6 damage.  
R **Force Claw** (standard; at-will) \* Force  
  Range 10; +5 vs. Fortitude; 1d6+3 force damage and slide target 2 squares.  
R **Force Cage** (standard; recharge 4 5 6) \* Force  
  Range 10; +5 vs. Reflex; target is immobilized (save ends).

**Shifty** (minor; at-will)  
  The kobold shifts 1 square as a minor action.

**Trap Sense**  The kobold gains a +2 bonus to all defenses against traps.

**Alignment** Evil  
**Languages** Draconic  
**Skills** Arcana +8, Stealth +4, Thievery +9

**Str** 8 (-1)        **Dex** 15 (+2)     **Wis** 12 (+1)  
**Con** 10 (+0)**Int** 17 (+3)**Cha** 13 (+1)

Discussion: The theory is to put it near traps so it can push people into the traps or immobilize them so they can't get away from the traps. Someone wanted a level 1 controller, and I just like the mini. That and I got caught up reading Girl Genius and wanted something I could do in a few minutes. Not sure I'll have as much stuff this weekend as usual - running a pseudo 4E game Fri night, birthday Sat, and a bunch of Gleemax stuff to prep for Sunday. We'll see.

**Monster: Black Drakehound**   
Posted By: **Keithric**, 3/26/2008 11:53:39 PM



**Black Drakehound  
Level 4 Skirmisher**  
XP 175  
Small natural beast (dragon)

**Initiative** +5  
**Senses** Perception +9; darkvision  
**HP** 53; **Bloodied** 26  
**AC** 19; **Fortitude** 15, **Reflex** 17, **Will** 16  
**Resist** 5 acid  
**Speed** 8, jump 6, flight 4 (clumsy)

m **Bite** (standard; at-will) \* Acid  
  +9 vs. AC; 1d6 + 1 damage and 2 ongoing acid damage (save ends)  
R **Acidic Spittle** (minor; recharge 5 6) \* Acid  
  Range 5; +9 vs. Reflex; 1d4 + 1 acid damage and 2 ongoing acid damage and target takes a -2 penalty to AC (save ends both).

**Bounding Charge**   
  The black drakehound may freely shift 2 squares after making a charge attack.

**Alignment** Any  
**Languages** -

**Str** 13 (+3)     **Dex** 17 (+5)    **Wis** 14 (+4)  
**Con** 13 (+3)    **Int** 4 (-1)        **Cha** 10 (+2)

Discussion: With dragons all being Large or larger... what to do with all of those little dragon minis? Make 'em something else, I guess. I kinda like the idea of a powerful Lord skritching his loyal drakehound behind its ears before settling down for the night. Just don't let it put its (acid dripping) head on your lap.

**Monster: Mist Demon**   
Posted By: **Keithric**, 3/25/2008 11:12:03 PM

Another request, of a sorts - this time for a low level demon with elemental qualities (rest up to me).  
  
  
  
On the evershifting boundary of the Abyss and Elemental Chaos is a constantly churning miasma of elements and corruption. Creatures born in this tainted chaos are often referred to as lesser demons or elemental evils. Although they lack the raw power and malice of true demons, even one of these fiends can be the doom of a small village.  
  
Mist demons are formed from shifting levels of elemental air, fire, and water and may appear as a morning's dewy mist or a chimney's thick smoke. They delight in inflicting pain and often allow victims free just before death, only to hunt them down anew moments later. They are particularly easy to summon and bind within circles of salt and earth, so are most commonly encountered in the service of summoners or as a result of a botched summoning.  
  
Ritual: Summon Mist Demon  
(To be)  
  
Mist Demon Tactics  
Mist demons prefer to incite fear in a group, then pluck fleeing victims from the rear of a group one by one. If facing a brave group, it will typically wait for them to be distracted then strike a weak member hanging back alone or far away. In groups, mist demons often strike a single target together to make it suffocate, then dissipate.  
  
**Mist Demon  
Level 5 Lurker**  
XP 200  
Medium elemental humanoid (demon)  
  
**Initiative** +12  
**Senses** Perception +4; darkvision  
**HP** 47; **Bloodied** 23  
**AC** 19; **Fortitude** 14, **Reflex** 19, **Will** 16 *See Dissipate*.  
**Resist** 5 weapon, 5 fire  
**Speed** Flight 9 (hover)  
  
m **Draining Mist** (standard; at-will)   
  +9 vs. Reflex; 1d8 + 2 damage and target is slowed and weakened (save ends both)  
M **Suffocating Smoke** (standard; at-will)   
  Only against weakened target. +9 vs. Fortitude; 1d8 + 2 damage and 5 ongoing damage and target is immobilized (save ends both). The mist demon may end both effects as a free action.  
  
**Dissipate** (standard; at-will)  
  The mist demon becomes insubstantial and invisible. Both conditions end if the mist demon hits with an attack.   
  
**Alignment** Chaotic Evil  
**Languages** Abyssal  
**Skills** Stealth +12  
  
**Str** 8 (+1)     **Dex** 21 (+7)    **Wis** 14 (+4)  
**Con** 11 (+2)  **Int** 10 (+2)     **Cha** 13 (+3)  
  
Discussion: Wonder how resist weapon and insubstantial interact. I do like the idea of it gathering form to attack and dissipating to hide, but I don't want it to be way too tough for a lurker. Could drop the resistances, but it seemed appropriate - may need to tinker to make appropriate and balanced meet eye to eye. Could be that demons get some type of energy adaptation... could easily see that working for this guy. I was actually looking for some interesting artwork... perhaps two fiery sparks in an evil looking cloud of mist peering out of the darkness or somesuch. Yeah, google images, you have failed me. But, hey, the shadow mini still looks cool.  Oh... and just so it's said, when looking for demon with elemental qualities, DDM doesn't offer me a ton of choices if I don't feel like doing fire. In hindsight, I probably should have looked at spawntoys. Bet they have some cool demons.

**Monster Feral Ratbeast**   
Posted By: **Keithric**, 3/24/2008 11:56:23 PM



**Feral Ratbeast  
Level 1 Skirmisher**  
XP 100  
Small natural beast  
  
**Initiative** +2  
**Senses** Perception +6  
**HP** 27; **Bloodied** 13  
**AC** 14; **Fortitude** 11, **Reflex** 13, **Will** 12  
**Speed** 7, Climb 3  
  
m **Bite** (standard; at-will)   
  +5 vs. AC; 1d6 damage and feral ratbeast may shift 1 square.  
M **Attach** (standard; at-will)   
  Target must be medium or larger. +5 vs. Reflex; 1d6 damage and 2 ongoing damage and ratbeast attaches to target (escape ends both), gaining combat advantage against target and concealment to target. When target moves, ratbeast moves with the target. This movement does not provoke opportunity attacks, but ratbeast may make opportunity attacks against the target. Ratbeast may release target as a free action.  
  
**Mob Attack**  
  The feral ratbeast gains a +1 bonus to attack rolls per rat or ratbeast ally adjacent to the target.  
  
**Tenacious Flanker**  
  The feral ratbeast is treated as providing flanking when at least one other ally is adjacent to a creature it threatens.  
  
**Alignment** Unaligned  
**Languages** -  
**Skills** Stealth +7  
  
**Str** 8 (-1)        **Dex** 15 (+2)    **Wis** 12 (+1)  
**Con** 11 (+0)    **Int** 2 (-4)         **Cha** 9 (-1)  
  
Discussion: One rat, no disease. More of an RoUS - really, this is a pretty extreme looking dire rat.  There should almost assuredly also be a rat minion monster, but I'm sure WotC provides that. Made up a term... which I'll hopefully be able to replace with better rules, but who knows. Meantime, it's hopefully not more complex than is worthwhile.

**Monster: Arya Sunlord**   
Posted By: **Keithric**, 3/23/2008 11:21:05 PM

Friend for the [Arya Sunblade](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=51606&pagemode=2).  
  
  
**Arya Sunlord  
Level 6 Elite Brute**  
XP 500  
Large natural humanoid  
  
**Initiative** +5  
**Senses** Perception +11  
**Searing Radiance** **(Radiant)** Aura 2; Enemies who move into the aura or start their turn in the aura take 5 radiant damage.   
**HP** 170; **Bloodied** 85  
**AC** 18; **Fortitude** 18, **Reflex** 15, **Will** 18  
**Saving Throws** +2  
**Speed** 6, Flight 6 (Clumsy)  
**Action Points** 1  
  
m **Longsword** (standard; at-will) \* Weapon  
  Reach 2; +10 vs. AC; 1d8 + 5 damage.  
M **Sunblade** (standard; at-will) \* Radiant  
  Reach 2; +11 vs. Reflex; 1d8 + 5 radiant damage (crit 1d8 + 13) and target suffers -2 penalty to attack rolls (save ends).  
C **Searing Whirlwind** (standard; recharge 5 6) \* Radiant  
  Close burst 2; +11 vs. Reflex; 1d8 + 5 radiant damage (crit 1d8 + 13) and target is blinded until the end of the sunlord's next turn.  
R **Searing Light** (minor; recharge 5 6) \* Radiant  
  Range 10; +8 vs. Fortitude; 1d6 + 5 radiant damage and target is blinded until the end of the sunlord's next turn.  
  
**Alignment** Any  
**Languages** Common  
**Skills** Endurance +10, Intimidate +13  
  
**Str** 19 (+7)     **Dex** 14 (+5) **Wis** 16 (+6)  
**Con** 15 (+5)    **Int** 13 (+4)     **Cha** 20 (+8)  
  
Discussion: Searing Whirlwind visualized as sweeping the blades along both sides of it as the blades and its wings blaze with light.   
  
The arya sunlord is chosen from the most fanatical of those who defend arya and undergoes a ritual bonding magical blades into its arms. Violence is often the first and last resort for sunlords, who often hate outsiders and even distrust other arya as not dedicated enough to the safety of the true children of the sun. In an adventure, it might make sense for a ritual to need something from the plateau of these winged people (or need to occur there)... not only would combat potentially occur with an overzealous sunlord, but afterwards they might seek to permanently stop others from escaping with the secrets of their home. After first learning from the group how they found it in the first place and possibly silencing that source.

**Monster: Iron Smasher**   
Posted By: **Keithric**, 3/23/2008 7:25:10 PM

Updating [Iron Smasher](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=24628&pagemode=2) from 11/23   
  
  
  
**Iron Smasher  
Level 4 Soldier**   
XP 175  
Medium natural construct  
  
**Initiative** +2  
**Senses** Perception +2  
  
**HP** 55; **Bloodied** 27  
**AC** 21; **Fortitude** 18, **Reflex** 15, **Will** 15  
**Speed** 6  
**Immune** disease, poison  
  
m **Claw** (standard; at-will)  
  +9 vs. AC; 1d6 + 4 damage and target is grabbed.  
m **Hammer** (standard; at-will)  
  +9 vs. AC; 1d8 + 4 damage and target is pushed 1 square.  
M **Pincer Smash** (standard; at-will)  
  Grabbed target only. Make a claw  attack then a hammer attack. If both hit, target is stunned until the end of the smasher's next turn.  
  
**Alignment** Unaligned  
**Languages** -  
  
**Str** 18 (+6)     **Dex** 10 (+2) **Wis** 11 (+2)  
**Con** 15 (+4)    **Int** 6 (+0)        **Cha** 7 (+0)  
  
Discussion: Depending on how grabbed and forced movement interact, it may be necessary to add more wording to pincer smash. Ideally it squeezes the target then bashes it over the head, pushing it a square away stunned. Made it much lower level and not a minion... I may re-examine that decision later, but for now it feels less like something to fight in one shottable squads, even if the original miniature was common and I have bunches. Of course, at 10th level it'll be pretty easy to have a few extra of these in a fight.

**Monster: Gravedelver**   
Posted By: **Keithric**, 3/23/2008 5:19:34 PM

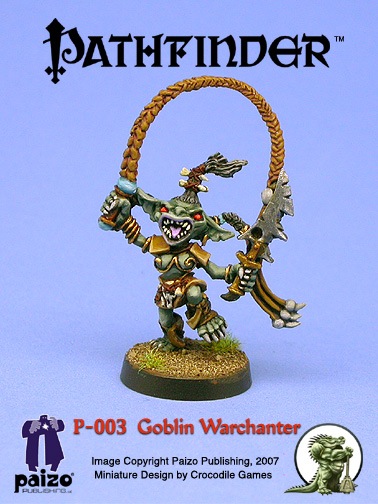
Updating the [Gravedelver](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=34968&pagemode=2) from 1/16  


**Gravedelver  
Level 3 Lurker**   
XP 150  
Medium shadow humanoid  
  
**Initiative** +8  
**Senses** Perception +2  
  
**HP** 36; **Bloodied** 18  
**AC** 16; **Fortitude** 14, **Reflex** 15, **Will** 14  
**Speed** 6, Burrow 4  
  
m **Claw** (standard; at-will)  
  +8 vs. AC; 1d8 + 4 damage.  
M **Buried Claws** (standard; recharge 5 6)  
  The gravedelver must be burrowed underground to use this attack. The gravedelver may burrow up to 4 squares and make the attack at any point in the movement. +8 vs. AC; 2d8 + 4 damage and target is knocked prone. If target bloodied, make a secondary attack to pull the target down into the ground after the delver. Secondary: +9 vs. Fortitude; pull 2 squares.  
  
**Nourishment of the Grave** (standard; encounter)  
  The gravedelver must be burrowed underground to use this ability. Heal 12 hit points.  
  
**Alignment** Evil  
**Languages** -  
**Skills** Stealth +8  
  
**Str** 18 (+5)    **Dex** 15 (+3)     **Wis** 13 (+2)  
**Con** 12 (+2)   **Int** 6 (-1)**Cha** 10 (+1)  
  
Discussion: This will probably need appropriate terminology for 'pull to where I'm moving, not where I am when I make the attack... next to you'. It may also need some appropriate sense to justify it knowing where people are... and finding buried bodies, it's #1 Snack.

**Monster: Goblin Minion**   
Posted By: **Keithric**, 3/22/2008 10:31:19 PM

  
  
**Goblin Minion  
Level 1 Minion**   
XP 25  
Small natural humanoid  
  
**Initiative** +2  
**Senses** Perception +0  
  
**HP** A minion dies when hit by an attack that deals damage  
**AC** 15; **Fortitude** 12, **Reflex** 13, **Will** 12  
**Speed** 6  
  
m **Dogslicer** (standard; at-will) \* Weapon  
  +6 vs. AC; 2 damage. See Shoddy Weapon.  
 **Glory Dance**  
  When goblin minions make a critical hit or defeat an enemy, they dance with joy and gain a +1 bonus to damage for the encounter.  
  
**Shoddy Weapon**  
  Whenever goblin minions roll a 1 on an attack roll, one of their dogslicers breaks. A minion usually attempts to flee combat at that point.  
  
**Goblin Tactics** (immediate reaction, when a melee attack against the goblin minion misses; at-will)  
  The goblin minion shifts one square away from the attacker.  
  
**Alignment** Evil  
**Languages** Common, Goblinoid  
**Skills** Stealth +7, Thievery +7  
  
**Str** 8 (-1)      **Dex** 15 (+2)     **Wis** 11 (+0)  
**Con** 12 (+1)  **Int** 8 (-1)         **Cha** 12 (+1)  
  
Discussion: Compared to the kobold minion it has slightly higher attack (+1), but no ranged attack and shoddy weapon disadvantage.  If minions can crit or defeat something (such as a nearby dog), then they become much more dangerous. Of course, Goblin Pyros will also be killing these guys quite a bit too... but sometimes it sucks to be a goblin. Anyhow, bit of a cheat I realize but felt like doing a quick one and sleeping :)

**Monster: Goblin Warchanter**   
Posted By: **Keithric**, 3/21/2008 10:46:23 PM

  
  
**Goblin Warchanter  
Level 2 Controller (Leader)**  
XP 125  
Small natural humanoid  
  
**Initiative** +4  
**Senses** Perception +7  
  
**Goblin Warchant** Aura 10; All goblin allies in the aura gain a +2 bonus to attack rolls.  
**HP** 37; **Bloodied** 18  
**AC** 15; **Fortitude** 12, **Reflex** 14, **Will** 12  
**Speed** 6  
  
m **Dogslicer** (standard; at-will) \* Weapon  
  +6 vs. AC; 1d6 damage.   
M **Whip** (standard; at-will) \* Weapon  
  Reach 3; +6 vs. Reflex; 1d4 damage and target is knocked prone.  
R **Daze** (standard; at-will) \* Psychic  
  Range 10; +4 vs. Will; 1d6+1 psychic damage and target is dazed until end of warchanter's next turn.  
  
**Whip Crack** (minor 1/round; at-will)   
  Goblin ally within 3 squares may make a basic melee attack.  
  
**Goblin Tactics** (immediate reaction, when a melee attack against the goblin warchanter misses; at-will)  
  The goblin warchanter shifts one square away from the attacker.  
  
**Alignment** Evil  
**Languages** Common, Goblinoid  
**Skills** Acrobatics +9, Stealth +9  
 **Str** 8 (+0)       **Dex** 16 (+4) **Wis** 12 (+2)  
**Con** 13 (+2)    **Int** 8 (+0)         **Cha** 13 (+2)  
  
Discussion: Only real concern is probably whip crack - if it's too good, could restrict it to minions only or give it a recharge.

**Monster: Bloat Brute**   
Posted By: **Keithric**, 3/21/2008 6:48:14 PM

Updating the [Bloat Brute](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=32736&pagemode=2) from 1/6  
  


**Bloat Brute  
Level 5 Brute**  
XP 200  
Medium natural humanoid

**Initiative** +1  
**Senses** Perception +1

**HP** 82; **Bloodied** 41 *See Death Burst***AC** 16; **Fortitude** 18, **Reflex** 12, **Will** 14  
**Speed** 5

m **Smash** (standard; at-will)  
  +10 vs. AC; 1d8+5 damage and target is pushed 1 square.  
M **Crush** (standard; recharge 5 6)  
  +10 vs. Reflex; 2d6+5 damage and target is immobilized until end of bloat brute's next turn. If the bloat brute moves, then the target is no longer immobilized.

**Death Burst** (immediate reaction, when bloat brute reduced to 0 hp) \* Poison  
  Close burst 2; +10 vs. Fortitude; 1d6+5 damage and 2 ongoing poison damage and target suffers a -2 penalty to fortitude defense (save ends both).

**Stable**  
  The bloat brute reduces any forced movement effect by 2 squares.

**Alignment** Evil  
**Languages** Common  
**Skills** Endurance +13

**Str** 20 (+7)      **Dex** 9 (+1)  **Wis** 8 (+1)  
**Con** 22 (+8)     **Int** 9 (+1)      **Cha** 11 (+2)

Discussion: Curiously, with 'brute' being a role, it almost feels like I should avoid it in names. A better penalty for 'covered in a sickening wash of gore' may manifest itself at some point. I suspect that boneshards are just a more solid level 5 brute, but I'm slightly worried they might be a little too good so I tried to peg this as comparable but slightly worse. Easy to adjust later if need be.

**Monster: Arya Sunblade**   
Posted By: **Keithric**, 3/20/2008 11:55:25 PM



**Arya Sunblade  
Level 6 Soldier**XP 250  
Medium natural humanoid

**Initiative** +4  
**Senses** Perception +10  
**Dazzling Light** Aura 2; Creatures other than Arya in the aura take a -2 penalty to attack rolls.  
**HP** 68; **Bloodied** 34  
**AC** 20; **Fortitude** 18, **Reflex** 16, **Will** 18  
**Speed** 5, Flight 5 (Clumsy)

m **Longsword** (standard; at-will) \* Weapon  
  +9 vs. AC; 1d8+2 damage   
M **Sunblade** (standard; at-will) \* Radiant  
  +11 vs Reflex; 1d8+4 radiant damage (crit 1d8+12) and target is marked for encounter. Arya sunblade may only mark one target at a time. *See Sun's Focus and Sun's Fury*.

**Sun's Fury** (immediate reaction, when marked target attacks anyone other than sunblade; at-will)  
  Close range 10; +9 vs. Will; 1d8+4 radiant damage and target is blinded until end of its next turn.  
 **Sun's Focus**  
  Arya sunblade deals +4 damage against marked targets.

**Alignment** Any  
**Languages** Common  
**Skills** Endurance +9

**Str** 14 (+5)      **Dex** 13 (+4)    **Wis** 15 (+5)  
**Con** 12 (+4)     **Int** 11 (+3)     **Cha** 18 (+7)

**Equipment** plate armor, longsword

Discussion: With the old pretty winged angels phasing out, I figure a new use for the old angel minis is in order - so this and the Sword Archon will be a winged race that lives on a high plateau and worships the sun. They imbue its magic into their weapons. They're fiercely territorial of their sacred plateau and occasionally go out on missions that might cause them to run afoul or work together with PCs. As a race, a bonus to charisma and wisdom and a balanced form of flight (somewhere in the gamut between gliding and requires a feat, I'm sure it's not that hard with the new race setup) seems in order. Perhaps a bonus to perception if a little extra is desirable.

**Monster: Goblin Pyro**   
Posted By: **Keithric**, 3/19/2008 11:43:01 PM

  
  
**Goblin Pyro  
Level 1 Skirmisher**  
XP 100  
Small natural humanoid  
  
**Initiative** +3  
**Senses** Perception +0  
  
**HP** 27; **Bloodied** 13  
**AC** 15; **Fortitude** 12, **Reflex** 14, **Will** 12  
**Speed** 6  
  
m **Dogslicer** (standard; at-will) \* Weapon  
  +5 vs. AC; 1d6 damage.   
M **Torch** (standard; at-will) \* Fire  
  +5 vs. Reflex; 1d4 fire damage and 2 ongoing fire damage (save ends).   
R **Pyromaniac** (standard; encounter) \* Fire  
  Range 5/10; +7 vs. Reflex; 1d8 fire damage and 5 ongoing fire damage (save ends). After making this attack, goblin pyro can no longer make Torch attacks. If the goblin pyro misses with this attack and does not roll a 1, make a secondary attack against a random goblin ally within range. Secondary Attack: +8 vs. Reflex; 1d4 fire damage and 2 ongoing fire damage (save ends).  
  
**Goblin Tactics** (immediate reaction, when a melee attack against the goblin pyro misses; at-will)  
  The goblin pyro shifts one square away from the attacker.  
  
**Danger to Themselves**  
  If a goblin pyro misses with any melee attack and there is an adjacent goblin minion, it kills the goblin minion. If the goblin pyro rolls a 1 on any attack roll, it hits itself.   
  
**Combat Advantage**  
  The goblin pyro deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.  
  
**Alignment** Evil  
**Languages** Common, Goblinoid  
**Skills** Stealth +7, Thievery +7  
  
**Str** 10 (+0)    **Dex** 15 (+2)    **Wis** 10 (+0)  
**Con** 11 (+0)   **Int** 9 (-1)        **Cha** 12 (+1)  
  
Discussion: Goblins in Pathfinder are both scary and comical little buggers... these particular ones are armed with fire. Not so safe, but oh so fun. Unfortunately, I can't locate the picture from paizo's site the other day of the goblins running around having set themselves on fire that prompted me wanting to do this. That and a desire to convert the Rise of the Runelords AP to 4th ed at some point. I considered making them minions but I wanted to make sure they got a chance to really act, set some stuff on fire, etc.

**Monster: Darkfang Constrictor**   
Posted By: **Keithric**, 3/18/2008 11:47:56 PM

  
  
**Darkfang Constrictor**  
Level 2 Soldier

m **Bite** (standard; at-will)   
  Moderate Attack vs. AC; Low Damage and slowed and 2 ongoing poison damage (save ends both)  
M **Grab** (standard; at-will)  
  Moderate Attack vs. Ref; Low Damage and target is grabbed (until escapes). -4 penalty to escape.  
M **Constrict** (standard; at-will)  
  Moderate Attack vs. Fort; High Damage

Discussion: That is one tough (armored, etc) looking snake. I briefly considered making it a lurker with it blending into darkness or somesuch, but eh... always use more soldiers.

**Monster: Goatfolk Slasher**   
Posted By: **Keithric**, 3/17/2008 11:09:13 PM

  
  
**Goatfolk Slasher  
Level 3 Skirmisher**XP 150  
Medium fey humanoid

**Initiative** +4  
**Senses** Perception +2

**HP** 44; **Bloodied** 22  
**AC** 15; **Fortitude** 13; **Reflex** 15; **Will** 13  
**Speed** 8

m **Sword** (standard; at-will) \* Weapon  
  +7 vs. AC; 1d6+1 damage  
M **Slashing Cuts** (standard; at-will) \* Weapon  
  Make two sword attacks. Slasher may shift up to 2 squares before, between, or after the attacks.  
M **Powerful Kick** (standard; recharge 5 6)   
  +7 vs. AC; 2d6+1 damage and target is pushed 1 square and knocked prone.  
r **Shortbow** (standard; at-will) \* Weapon  
  Range 10/20; +7 vs. AC; 1d6+3 damage

**Alignment** Any  
**Languages** Common, Elven  
**Skills** Athletics +7, Nature +6

**Str** 12 (+2)    **Dex** 17 (+4)   **Wis** 13 (+2)  
**Con** 12 (+2)   **Int** 11 (+1)    **Cha** 10 (+1)

Discussion: Pretty straight forward, but seems useful. As a player race, I'm guessing it would get +2 Dex and Wis, powerful kick as an encounter power, +2 Athletics and Nature, and the good speed. Possibly a slightly toned down powerful kick, and let a feat amp it (say adding the knockdown with a feat). With no proficiency or magic enhancement, it doesn't seem too powerful over time, so may be unnecessary.

**Monster: Squid Dog**   
Posted By: **Keithric**, 3/16/2008 11:08:29 PM

Something slightly different today - a request!   
  


**Squid Dog**  
These Aberrations are formed through the manipulation of the Far Realm upon the World. These hairless mutts can be seen scavenging through the alleys of cities, though some have found service as watchdogs or hunting dogs.

The most distinct feature of the Squid Dog is from its namesake, the back of the beast is covered with small tentacle appendages with a pair of larger appendages forming out of the mass.

This creature still retains its canine-personality, though some on occasion are driven mad during the mutation.

**Squid Dog  
Level 2 Skirmisher**XP 125  
Small aberrant beast

**Initiative** +3  
**Senses** Perception +8

**HP** 36; **Bloodied** 18  
**AC** 17; **Fortitude** 13, **Reflex** 15, **Will** 13  
**Speed** 8, Climb 4

m **Bite** (standard; at-will)  
  +6 vs. AC; 1d6 damage  
M **Tentacle Lash** (standard; at-will)  
  Reach 2; +6 vs. AC; 1d8+2 damage, and the target is grabbed (until escape) and pulled 1 square.  
M **Eviscerate** (standard; at-will)  
  Grabbed target only; +8 vs. AC; 2d6 damage and secondary attack. Secondary: +6 vs. Fort; target is stunned until end of its next turn.

**Alignment** Unaligned  
**Languages** -

**Skills** Athletics +7

**Str** 11 (+1)    **Dex** 15 (+3)    **Wis** 14 (+3)  
**Con** 12 (+2)   **Int** 2 (-3)        **Cha** 9 (+0)

Discussion: Name, picture, flavor text and level is all courtesy of Fallen Seraph who requested the creature. The creature is apparently from Resident Evil 4 which I'll actually admit that I \_own\_ but have never played. I hear it's great, though. I really need more time to play games, clearly. He didn't have any specifications for how it fights, etc, so the rest is me ;) The idea is that it can use the tentacles to climb around a little (perhaps more for the horror factor than anything, but it's good for getting around to the backline) and it grabs onto creatures and holds them in place with the tentacles while it burrows into their stomach and chest to eat their vitals.

**Monster: Peasant Militia**   
Posted By: **Keithric**, 3/15/2008 10:44:13 PM

Infantry, Cavalry, Commanders, Siege Weapons... but let's not forgot one of the most important members of any army. The peasant tying cleavers to sticks, herding along supplies, ready to get tossed into the meat grinder as reserves!



**Peasant Militia  
Level 1 Minion**  
XP 25  
Medium natural humanoid

**Initiative** +0  
**Senses** Perception +0  
**HP** A minion dies when hit by an attack that deals damage  
**AC** 14; **Fortitude** 13, **Reflex** 12, **Will** 12  
**Speed** 6

m **Polearm** (standard; at-will) \* Weapon  
  Reach 2; +6 vs. AC; 3 damage  
r **Dagger** (standard; at-will) \* Weapon  
  Range 5/10; +5 vs. AC; 2 damage

**Fallback** (immediate reaction, when an ally is reduced to 0 hp within 5; at-will)  
  Shift up to 2 away from the ally

**Flighty**  
  -2 to all defenses against fear attacks. Additional +2 move when making a run action.

**Alignment** Any  
**Languages** Common

**Skills** Athletics +6, Endurance +6

**Str** 13 (+1)    **Dex** 10 (+0)    **Wis** 11 (+0)  
**Con** 13 (+1)   **Int** 10 (+0)     **Cha** 10 (+0)

Discussion: I don't necessarily want to color all peasant militias as being cowardly, but in terms of interesting and iconic abilities 'Routing when charged' is up there, and at least it makes them different. So... I was planning on doing a blog all about the different types of fantasy troops, how they're used in the wargames I've played, compare it to some historical stuff and then I realized I'd much rather just play some and/or write some other game stuff. So, there you go. Lazy me. I think I meant to do an archer too and didn't, but I've done a few before so the mood just didn't strike.

**Monster: Chareet Trickster**   
Posted By: **Keithric**, 3/15/2008 8:11:10 PM

Updating the [Reacher](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=18814&pagemode=2) from 11/1   
  


**Chareet Trickster  
Level 3 Controller**XP 150  
Small natural humanoid

**Initiative** +4  
**Senses** Perception +1  
**HP** 43; **Bloodied** 21  
**AC** 18; **Fortitude** 13, **Reflex** 15, **Will** 13  
**Speed** 7

m **Claw** (standard; at-will)  
  Reach 2; +7 vs. AC; 1d4+1 damage and may pull target 1 square.  
M **Double Claw** (standard; at-will)  
  Make two claw attacks. If two separate creatures are hit and pulled adjacent to each other, make a secondary attack against each. Secondary: +7 vs. Fort; 1d6 damage and target is knocked prone.  
M **Fling** (standard; recharge 5 6)  
  Reach 2; +7 vs. AC; 2d4+2 damage and slide target 3 squares.

**Bounce** (immediate reaction, when hit by a melee attack; at-will)  
  Chareet may slide 2.

**Treacherous Reach**  
  Chareet may make opportunity attacks against all enemies within its reach (2 squares).

**Alignment** Unaligned  
**Languages** Common

**Skills** Acrobatics +9, Thievery +9

**Str** 13 (+2)    **Dex** 16 (+4)   **Wis** 10 (+1)  
**Con** 11 (+1)   **Int** 8 (+0)      **Cha** 11 (+1)

Discussion: Since I don't have the flavor text in yet, just think like Mr. Fantastic. Rubbery body and it grabs onto weapons as it's hit to carry itself or lets itself be launched in directions, grabs two people and slams them together, etc.

**Monster: Earthen Defender**   
Posted By: **Keithric**, 3/15/2008 4:48:08 PM

Revising the [Earthen Defender](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=28682&pagemode=2&blogid=6580) from 12/14  
  


**Earthen Defender  
Level 1 Soldier**XP 100  
Small elemental humanoid

**Initiative** +0  
**Senses** Perception +0  
  
**Earth Control** Aura 1; Enemies treat the ground around an earthen defender as hindered terrain.  
**HP** 32; **Bloodied** 16 (*see Crumble*)  
**AC** 20 (15 bloodied); **Fortitude** 15, **Reflex** 12, **Will** 12   
**Speed** 5, Burrow 5

m **Slam** (standard; at-will)  
  +4 vs. AC; 1d6+1 damage

**Stuck Weapon** (immediate reaction, when damaged by a melee weapon; recharge 6)  
  +4 vs. Reflex; disarm weapon. Weapon is trapped, but may be removed with a successful grapple.

**Crumble**   
  A bloodied earthen defender suffers a -5 penalty to AC and drops any stuck weapon.  
    
**Alignment** Unaligned

**Str** 13 (+1)      **Dex** 10 (+0)    **Wis** 11 (+0)  
**Con** 16 (+3)     **Int** 8 (-1)        **Cha** 9 (-1)

Discussion: I considered making earth control aura 2 - I have a slight concern that people will just avoid fighting it initially. On the other hand, it is just level 1, so eh. I think players would enjoy the switchup from 'man this guy is hard to hit and stole my weapon' to 'Whoa, he's just breaking apart in front of us'. Just a lot of neat things you can do with bloodied.

**Monster: Voracious Maw**   
Posted By: **Keithric**, 3/15/2008 11:04:39 AM

Revising the [Voracious Maw](http://www.gleemax.com/Comms/Pages/Communities/blogpost.aspx?blogpostid=21804&pagemode=2) from 11/11  
  
  
  
Voracious Maw Lore  
A character knows the following information with a successful Dungeoneering check.  
  **DC 15**: A voracious maw eats constantly, even while moving. It prefers flesh over plants over rocks, but it eats whatever it can get and is never full. Voracious maws often follow slower or larger predators around as a way to find tastier options.   
  **DC 20**: If not directly threatened, a voracious maw will consume dead and dying creatures (enemy and ally alike) while battle rages around it. They can be tamed with force and treats, so will sometimes grudgingl y follow orders.

Voracious Maw Tactics  
A voracious maw charges into battle, typically prefering larger and less armored foes over others. If nothing is attacking it and a dying creature is nearby, it will coup de grace the creature. It will take an action to bite something every round, even the ground, if it can't get to something better.  
   
**Voracious Maw  
Level 3 Brute**  
XP 150  
Medium aberrant beast

**Initiative** +3  
**Senses** Perception +2

**HP** 53; **Bloodied** 26  
**AC** 16; **Fortitude** 13, **Reflex** 13, **Will** 12  
**Speed** 7

m **Bite** (standard; at-will)  
  +6 vs. AC; 1d12+2. *See Devour.*

**Beheading Bite** (immediate reaction, on *killing* an enemy; encounter) \* Fear  
  Close Burst 5, enemies only; +6 vs. Will; target is dazed until end of target's turn and takes -2 penalty to defenses for encounter.

**Devour**  
  Voracious Maw deals +6 damage against bloodied opponents. If it reduces an enemy to 0 hp, death saves are made with a -5 penalty.

**Alignment** Unaligned  
**Languages** -

**Skills** Athletics +8  
**Str** 15 (+3)    **Dex** 14 (+3)    **Wis** 13 (+2)  
**Con** 13 (+2)   **Int** 2 (-3)        **Cha** 8 (+0)  
   
Discussion: Switched things up a bit to match the new death and dying rules... and made it's "I ate someone's head" ability have an in game effect... whether you're too shocked to defend as well or recklessly fighting for revenge. It does cheat a little in that attacking downed PCs isn't something you should normally do, but at least it's conditional and a possible detriment.

**Monster: Human Captain**   
Posted By: **Keithric**, 3/14/2008 11:39:35 PM

All that infantry, cavalry, and siege engines need someone to hold them together - commanders and champions are one mainstay of medieval and fantasy battles that I think makes them more appealing to me than more futuristic offerings where it's a bit more silly to think of 'The Crimson Hover Tank, always securing the gap and leading the charge'.  
  
  
**Human Captain  
Level 5 Skirmisher (Leader)**  
XP 200  
Medium natural humanoid

**Initiative** +8  
**Senses** Perception +3

**HP** 60; **Bloodied** 30  
**AC** 18; **Fortitude** 17, **Reflex** 16, **Will** 18  
**Speed** 6  
   
m **Longsword** (standard; at-will) \* Weapon  
  +8 vs. AC; 1d8+2 damage  
M **Commanding Strike** (standard; at-will) \* Weapon  
  +10 vs. AC; 1d8+4 damage and all allies within 20 gain +2 attack against target until start of Captain's next turn.

C **Coordinate Movement** (standard; recharge 5 6)  
  All allies within 20 may shift 2 and gain +2 Speed until end of Captain's next turn.  
C **Tactical Adjustment** (minor; at-will)   
  Ally within 20 may shift 1.

**Opportunistic Flanker**  
  When the captain makes a flanking attack, the ally he is flanking with may make a basic attack on the same target.

**Alignment** Unaligned  
**Languages** Common

**Skills** Diplomacy +11, History +8, Insight +8  
**Str** 14 (+4)    **Dex** 13 (+3)    **Wis** 12 (+3)  
**Con** 13 (+3)   **Int** 13 (+3)     **Cha** 18 (+6)  
  
Discussion: If I were adopting these to a character, I'd probably peg commanding as an encounter ability, coordinate movement as perhaps between an encounter and a daily, and tactical adjustment as probably an encounter that can be used multiple times (like Healing Word).

**Monster: Wind Sprite**   
Posted By: **Keithric**, 3/13/2008 11:57:46 PM

And the way back machine is set to 11/5's [Wind Sprite](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=20086&pagemode=2&blogid=6580)



**Wind Sprite  
Level 1 Controller**  
XP 100  
Small fey humanoid

**Initiative** +3  
**Senses** Perception +0  
**HP** 27; **Bloodied** 13  
**AC** 16; **Fortitude** 11, **Reflex** 16, **Will** 13  
**Speed** 5, Flight 7 (Hover)

m **Wind Slash** (standard; at-will)  
  +3 vs. AC; 1d6 damage   
R **Grasping Wind** (standard; at-will)  
  Range 12; +3 vs. Fortitude; Creature is slowed and sprite may slide creature 2 squares each round (save ends both)  
A **Whirlwind** (standard, sustain minor; at-will) \* Zone  
  Burst 1 within 12; +3 vs. Reflex; 1d6+2 damage and slide 1 square. The whirlwind is treated as hindering terrain. As a free action, the sprite may slide 1 square any creature ending its turn in a whirlwind.

**Alignment** Unaligned  
**Languages** Elvish  
**Skills** Acrobatics +8, Bluff +7  
**Str** 9 (-1)       **Dex** 17 (+3)    **Wis** 10 (+0)  
**Con** 11 (+0)   **Int** 12 (+1)      **Cha** 14 (+2)

Discussion: Tweaked its effects a fair amount from the original, but I think it's got the same flavor. Oh, and in case I didn't say it earlier - I'm churning rapidly through redoing the low level mobs so that people have more options for 4e playtesting. The fluff will return eventually - I still want every monster to have a full writeup for sometime in June.

**Monster: Orc Hordesmasher**   
Posted By: **Keithric**, 3/13/2008 11:33:26 PM

What do dwarves fight? Well, giants. But also, orcs, so here's an orc cavalry unit to fight against yesterday's dwarf...



**Orc Hordesmasher**Heroic Elite Brute

m **Battleaxe** (standard; at-will) \* Weapon  
  Moderate Attack vs. AC; Moderate Damage  
M **Twin Axe** (standard; at-will) \* Weapon  
  Make two battleaxe attacks. If both attacks hit, gain Moderate temporary hp.  
M **Gore** (standard; at-will)   
  Moderate Attack vs. AC; High Damage and knocks prone.

**Trample** (minor 1/round; at-will)  
  Against prone opponents only. Moderate Attack vs. AC; Moderate Damage.  
**Bloody Opportunity** (reaction, when adjacent enemy bloodies; at-will)  
  Make a battleaxe attack against enemy.

**Devastating Charge**  
  May charge 2 squares further. Charge attack deals +5 damage and target is pushed 2 squares.  
**Blood Rage**  When bloodied, gain +2 bonus to attack rolls and +5 damage.

**Bonded Mount**  Treat as one creature for all purposes. Any effect that only works against humanoids or beasts suffers a -5 penalty to the attack roll.

Discussion: Still keeping it elite rather than as two creatures. Should have a pretty different feel - it actually increases in power once it's hurt instead of decreasing like the dwarf, and it can output quite a lot more damage. Could give trample or bloody opportunity recharges. Could take out either or both.

**Monster: Syrdoc Watcher**   
Posted By: **Keithric**, 3/13/2008 2:25:42 PM

And now back to the [shredding watcher](http://www.gleemax.com/Comms/Pages/Communities/BlogPost.aspx?blogpostid=15292&pagemode=2&blogid=6580), which was supposed to work with the doom watchers (now myrdoc)

  
  
**Syrdoc Watcher  
Level 8 Skirmisher**  
XP 350  
Medium aberrant beast

**Initiative** +8  
**Senses** Perception +11, darkvision, blindsight 12

**AC** 23; **Fortitude** 19, **Reflex** 21, **Will** 19  
**HP** 86; **Bloodied** 43

**Speed** 9, Climb 6 (spider climb), Jump 6

m **Claw** (standard; at-will)  
  +13 vs. AC; 1d8+2 damage  
M **Double Claw** (standard; at-will)  
  Make two claw attacks.  
M **Leaping Strike** (standard; recharge 4 5 6)  
  Jump 6 before making attack. This movement does not provoke opportunity attacks. +15 vs AC; 2d8+4 damage and knocks prone.

**Gorge** (immediate reaction, after damaging a bloodied enemy; encounter)  
  Heal 20 hp.  
  
**Shred**  
  Syrdoc deals +5 damage against prone enemies.  
**Bleeding Strikes**  
  Against bloodied opponents, add 5 ongoing damage (save ends) to all melee attacks.

**Skills**  
Athletics +11

**Str** 15 (+6)    **Dex** 18 (+8)    **Wis** 15 (+6)  
**Con** 14 (+6)   **Int** 8 (+3)       **Cha** 11 (+4)

Discussion: I'll be adding a high level version later, and they'll have encounter groups where they work with the myrdocs and a similar background. I'm slightly worried about shred and bleeding strikes being forgotten... but it seems wasteful to add appropriate text into all 3 of its melee options.