

Random Monster Grab Bag

Playtest: Lurkers

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This document is for playtesting and quality assurance purposes. A fully featured layout will be released in the future. Some abilities may seem odd or lacking without the flavor text or miniature for context. Look for regular updates and further information at
<http://www.enworld.org/showthread.php?t=221551>

Gravedelver		Level 3 Lurker	
Medium shadow humanoid		XP 150	
Initiative +7		Senses Perception +2; tremorsense 5	
HP 36; Bloodied 18			
AC 18; Fortitude 16, Reflex 15, Will 14			
Speed 6, burrow 4 (tunneling)			
Ⓢ Claw (standard; at-will)			
+8 vs. AC; 1d8 + 4 damage.			
⚡ Buried Claws (standard; recharge ⓂⓂⓂ)			
Gravedelver must be burrowing and have combat advantage on target. It may burrow up to 2 squares before the attack; +10 vs. AC; 2d8 + 4 damage and the gravedelver makes a secondary attack. <i>Secondary</i> : +8 vs. Fortitude; the target is knocked prone and is restrained (Athletics or Acrobatics DC 15 escapes). The gravedelver may burrow up to 2 more squares.			
Nourishment of the Grave (standard; encounter) * Healing			
Gravedelver must be burrowing; the gravedelver heals 12 hp.			
Alignment Evil		Languages -	
Skills Stealth +8			
Str 18 (+5)	Dex 15 (+3)	Wis 13 (+2)	
Con 12 (+2)	Int 6 (+1)	Cha 10 (+1)	



Serpentfolk Assassin		Level 4 Lurker	
Medium natural humanoid (reptile)		XP 175	
Initiative +10		Senses Perception +9	
HP 44; Bloodied 22			
AC 17; Fortitude 14, Reflex 15, Will 13			
Speed 6			
Ⓢ Bite (standard; at-will) * Poison			
+8 vs. AC; 1d4 damage and ongoing 5 poison damage (save ends).			
⚡ Throat Strike (standard; at-will) * Poison			
+8 vs. AC; 1d4 damage and the serpentfolk assassin makes a secondary attack. <i>Secondary</i> : +8 vs. Fortitude; ongoing 10 poison damage and the target is dazed (save ends both).			
Combat Advantage			
The serpentfolk assassin deals an extra 2d6 damage against any target it has combat advantage against. Additionally, targets it hits with its poison attacks take a -2 penalty to saves against the poison.			
Alignment Unaligned		Languages Draconic	
Skills Stealth +11, Thievery +11			
Str 11 (+2)	Dex 18 (+6)	Wis 14 (+4)	
Con 14 (+4)	Int 10 (+2)	Cha 12 (+3)	

Faceless Stalker		Level 5 Lurker	
Medium natural humanoid		XP 200	
Initiative +9		Senses Perception +3	
HP 48; Bloodied 24			
AC 20; Fortitude 16, Reflex 18, Will 18			
Speed 7			
Ⓢ Short Sword (standard; at-will) * Weapon			
+10 vs. AC; 1d6 + 2 damage.			
⚡ Steal Identity (minor 1/round; at-will) * Illusion, Teleportation			
+7 vs. Will; the faceless stalker may either switch positions with the target or switch appearances with the target for the encounter. The faceless stalker gains combat advantage against all allies of the target until the end of its next turn.			
Mislead (immediate interrupt, when attacked; recharge ⓂⓂ) *			
Teleportation			
The faceless stalker may switch positions with a creature within 10 squares who it has successfully used <i>steal identity</i> on last turn. The attack is redirected to the switched creature.			
Combat Advantage			
The faceless stalker deals an extra 1d6 damage against any target it has combat advantage against. It also dazes the target until the end of the target's next turn.			
Alignment Unaligned		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)	



Poxling Illblade		Level 6 Lurker	
Small fey humanoid		XP 250	
Initiative +7		Senses Perception +8; darkvision	
HP 52; Bloodied 26			
AC 21; Fortitude 16, Reflex 19, Will 17; see <i>darkcloak</i>			
Resist 8 poison			
Speed 6			
Ⓢ Poisoned Blade (standard; at-will) * Poison, Weapon			
+11 vs. AC; 1d4 + 4 damage and ongoing 5 poison (save ends).			
Darkcloak			
The poxling illblade begins the encounter invisible and remains invisible until it has attacked.			
Combat Advantage			
The poxling illblade deals an extra 2d6 damage against any target it has combat advantage against and target contracts fey pox (below).			
Alignment Chaotic Evil		Languages Elven	
Skills Nature +8, Stealth +14			
Str 10 (+3)	Dex 19 (+7)	Wis 11 (+3)	
Con 10 (+3)	Int 11 (+3)	Cha 12 (+4)	

Poxling Chieftain		Level 8 Lurker (Leader)	
Small fey humanoid		XP 350	
Initiative +13		Senses Perception +10; darkvision	
HP 66; Bloodied 33			
AC 22; Fortitude 18, Reflex 20, Will 19; see <i>darkcloak</i>			
Resist 9 poison			
Speed 6			
Ⓢ Poisoned Blade (standard; at-will) * Poison, Weapon			
+12 vs. AC; 1d4 + 5 damage and ongoing 6 poison (save ends).			
Ⓢ Amplify Poison (free, when an adjacent enemy is affected by an ongoing poison effect; at-will) * Poison			
The adjacent enemy takes a -5 penalty to saves against the poison.			
Darkcloak			
The poxling chieftain begins the encounter invisible and remains invisible until it has attacked.			
Combat Advantage			
The poxling chieftain deals an extra 2d6 damage against any target it has combat advantage against and the target contracts fey pox (below).			
Alignment Chaotic Evil		Languages Elven	
Skills Nature +10, Stealth +16			
Str 10 (+4)	Dex 21 (+9)	Wis 12 (+5)	
Con 12 (+5)	Int 13 (+5)	Cha 17 (+7)	

Mist Grue		Level 9 Lurker	
Medium elemental humanoid (air, water)		XP 400	
Initiative +13		Senses Perception +6; darkvision	
HP 72; Bloodied 36			
AC 22; Fortitude 18, Reflex 20, Will 19; see <i>darkcloak</i>			
Immune disease, poison; Resist 10 fire, insubstantial			
Speed flight 8 (hover)			
Ⓢ Draining Mist (standard; at-will)			
+12 vs. Reflex; 1d6 + 5 damage and the target is weakened and slowed (save ends both).			
Ⓢ Suffocating Smoke (standard; at-will)			
Weakened target only; +12 vs. Fortitude; ongoing 10 damage and the target is immobilized (save ends both).			
Dissipate (standard; at-will)			
The mist grue becomes invisible until it hits with an attack.			
Combat Advantage			
The mist grue deals an extra 1d6 damage against any target it has combat advantage against and its target takes a -2 penalty to saves against any powers with which the mist grue hits.			
Alignment Chaotic Evil		Languages Abyssal	
Skills Stealth +14			
Str 8 (+3)	Dex 21 (+9)	Wis 14 (+6)	
Con 12 (+5)	Int 10 (+4)	Cha 13 (+5)	



Fey Pox		Level 5 Disease		Endurance stable DC 17, Improve DC 22	
The target is cured.		◀ Initial Effect: The target takes a -2 penalty to attacks against fey	▶▶ The target takes a -2 penalty to Fortitude defense.	▶ Final Effect: The target takes a -5 penalty to Fortitude defense and a -5 penalty to attack rolls against fey.	