

THIS MONSTER PRODUCT IS 4E COMPATIBLE

CRITTER·CACHE

FEY FOLK



AERYN "BLACKDIRGE" RUDEL



CRITTER • CACHE

FEY FOLK

CONTENTS

The Seelie & Unseelie Courts	Page 2	Redcap	Page 13
Faerie Beast	Page 3	Sasquatch	Page 16
Gremlin	Page 5	Sidhe	Page 19
Nymph	Page 8	Spriggan	Page 23
		Monsters by Level	Page 25

WRITTEN AND CREATED BY
Aeryn "Blackdirge" Rudel

EDITING/PROOFREADING
John Ball

PLAYTESTING
Erik Nowak, Jeremy Nowak, Noah Peery,
Samantha Styles, Christopher Vasey, Eric Vasey

ILLUSTRATIONS
Jesse Mohn

GRAPHIC DESIGN & LAYOUT
Erik Nowak

CRITTER CACHE: FEY FOLK • Published by Blackdirge Publishing, ©2009

Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.
Blackdirge Publishing and the Blackdirge Publishing logo are trademarks of Aeryn Rudel. All rights reserved.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20. DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, D&D 4E Game System License ©2008, 2009 Wizards of the Coast page 3 of 7 written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.



WWW.GOODMAN-GAMES.COM



THE SEELIE AND UNSEELIE COURTS

This product presents the fey creatures in its pages with notes on their allegiances to two fey courts. These courts, the Seelie and Unseelie Courts, are the two ruling bodies of the fey realm, and are at odds with one another over dominion of all fey. Both courts have a distinct theme and style, and the fey that belong to them often represent the ideals and philosophies of their chosen court. Allegiance to a court usually has little to do with the type of fey creature, and is more of a personal and ethical choice for each fey. However, some fey creatures, such as the wintry beanne sidhe, belong solely to one court or another.

A queen and her consort rule each of the two great fey courts. Queen Titania the Evergreen rules the Seelie Court along with her champion and consort, the peerless elven hunter Oberon. The enigmatic and cold-hearted Morgause, typically called the Queen of Air and Darkness, rules the Unseelie Court. Morgause is served by her own champion, the icy and skillful eladrin swordmaster, Mordred. The two queens hate each other with a fierce passion, and although a full-scale war between the courts has not occurred in centuries, skirmishes between the two sides are common. Titania and the Queen of Air and Darkness command power on par with the archfiends of the Abyss and Nine Hells, while their champions represent the pinnacle of mortal achievement.



Each court has established its own realm deep in the fey world, while all areas in between the great realms are contested and are often the site of battles and skirmishes between the two. Titania's realm is sunlit and lush, with deep peaceful glades filled with flowering plants and fruiting trees. The fey of the Seelie Court are capricious and free-spirited and many of them hold to morals and ethics that many mortal races would find agreeable. However, a summer storm is no less fierce for the warmth of the season, and summer fey can be just as cruel and bloodthirsty as their winter kin when riled.

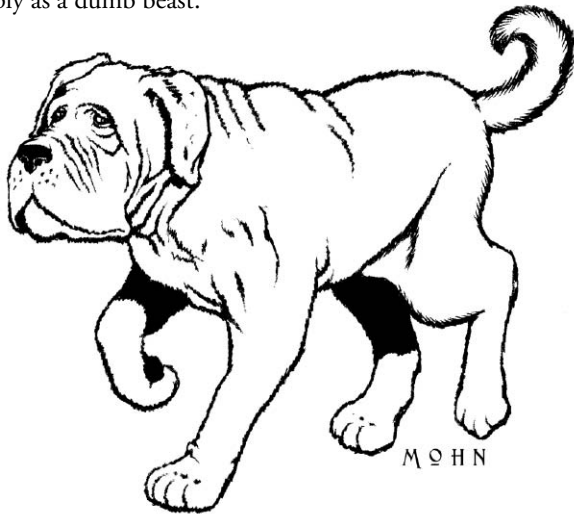
Morgause and her son and champion Mordred rule a pristine winter landscape dotted with icy ruins and stands of snow-covered conifers. Fey in this realm are cold and calculated, although not necessarily evil. However, many of the alien and aloof winter fey dabble in wickedness and mayhem that would make a demon lord envious.

Both courts often involve mortals in their affairs, pitting their human pawns against one another in an intricate game of politics and deceit. No matter what a court's motivation for involving mortals might be, those not of the fey realm almost always come out on the losing end of any bargain made with either court. However, adventurers are another type of mortal altogether, and those brave and steadfast enough to weather the fickle fey can earn fabulous treasures and gain powerful, immortal allies.

FAERIE BEAST

Although, the Fey Realm is home to many kinds of common animals that do not differ in any noticeable way from their Prime Material counterparts, there are a number of magical animals specific to the faerie world. These animals serve neither the Seelie nor Unseelie specifically, although they can be found alongside members of both courts.

Faerie beasts are intelligent and cunning creatures, and do not behave like normal animals. Those wishing to gain one as a companion must treat the faerie beast as an equal, and not simply as a dumb beast.



Cu Sidhe (Faerie Hound) Level 4 Skirmisher

Medium fey magical beast XP 175

Initiative +8 **Senses** Perception +9; low-light vision

HP 56; **Bloodied** 28

AC 18; **Fortitude** 17, **Reflex** 17, **Will** 15

Speed 8 (forest walk)

⬇ **Bite** (standard; at-will)
+9 vs. AC; 1d10+4 damage, and the target is marked (save ends).

⚡ **Frightful Bark** (standard; recharge [1]) ♦ **Fear, Thunder**
Close blast 3; targets enemies; +5 vs. Fortitude; 2d6+3 thunder damage, and the cu sidhe makes a secondary attack on the same target. *Secondary Attack*: +5 vs. Will; the target is dazed (save ends).

Relentless Pursuit (move; at-will) ♦ **Teleportation**
The cu sidhe can teleport adjacent to any marked target it can see.

Alignment Unaligned **Languages** Elven

Skills Athletics +11, Stealth +11

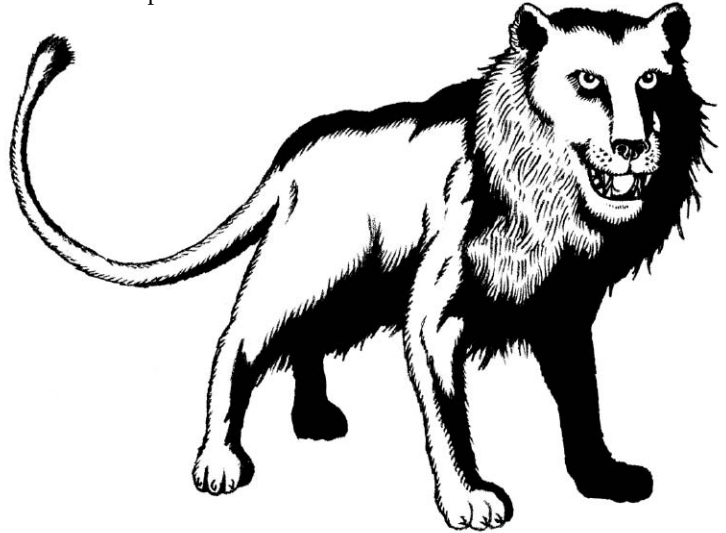
Str 18 (+6) **Dex** 18 (+6) **Wis** 14 (+4)

Con 16 (+5) **Int** 8 (+1) **Cha** 12 (+3)

Description This large, sturdy hound resembles a mastiff with dark green fur and bright, intelligent eyes.

CU SIDHE TACTICS

A cu sidhe begins combat with *frightful bark*, and then attacks with its powerful bite. It uses *relentless pursuit* to dog an enemy's heels, teleporting into flanking positions with allies when possible.



Cait Sidhe (Faerie Cat) Level 6 Skirmisher

Medium fey magical beast XP 250

Initiative +10 **Senses** Perception +9; low-light vision

HP 70; **Bloodied** 35

AC 20; **Fortitude** 17, **Reflex** 19, **Will** 17

Speed 8 (forest walk)

⬇ **Claws** (standard; at-will)
+11 vs. AC; 1d6+5 damage, and the target is grabbed (until escape).

⬇ **Raking Claws** (standard; at-will)
Grabbed target only; +11 vs. AC; 2d6+5 damage, and ongoing 5 damage (save ends).

⬇ **Fey Pounce** (standard; recharge [1]) ♦ **Teleportation**
The cait sidhe teleports up to 8 squares and makes a melee basic attack against an adjacent target. If the attack is successful, the cait sidhe deals an additional 2d6 damage against the target.

Sinister Path (move; encounter)
The cait sidhe moves up to its speed, and all the squares it passes through form the basis of a wall effect. Any enemy entering or crossing the wall suffers an immediate attack; +7 vs. Will; the target suffers a -2 penalty on all attack rolls, damage rolls, and all defenses (save ends). The wall persists for 5 minutes or until the end of the encounter (whichever comes first).

Alignment Unaligned **Languages** Elven

Skills Athletics +11, Stealth +13

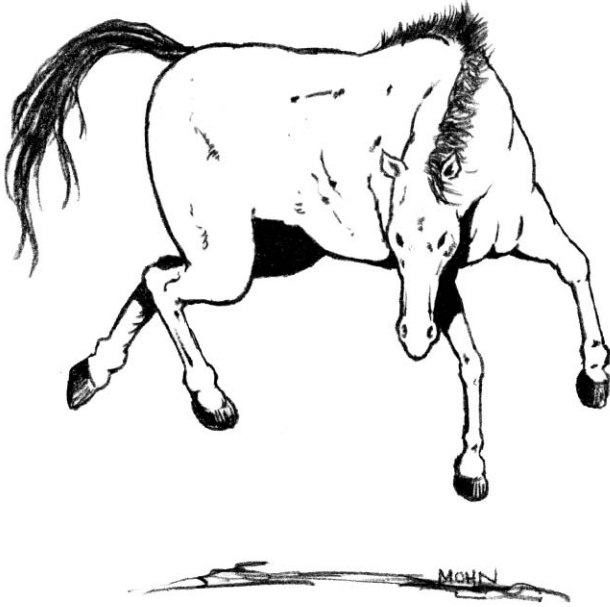
Str 16 (+6) **Dex** 21 (+8) **Wis** 12 (+4)

Con 14 (+5) **Int** 11 (+3) **Cha** 15 (+5)

Description This large feline resembles a shaggy, black panther with a white spot on its chest.

CAIT SIDHE TACTICS

The cait sidhe typically opens combat with *fey pounce*, teleporting next to a target and attacking with its claws. It then attempts to cling to the target and rake with the powerful claws on its back feet. Against powerful or numerous opponents, the cait sidhe uses *sinister path* to ensure that its enemies are severely weakened when it confronts them. It typically sets up the *sinister path* in such a way that its enemies have no choice but to cross its cursed path in order to engage it in melee.



Pooka (Faerie Horse) Level 8 Skirmisher Large fey magical beast (mount) XP 350

Initiative +10 **Senses** Perception +12; low-light vision

HP 88; **Bloodied** 44

AC 22; **Fortitude** 21, **Reflex** 19, **Will** 18

Speed 10

⬇ **Ghostly Kick** (standard; at-will) ⬆ **Teleportation**
+13 vs. AC; 1d10+5 damage, and the pooka makes a secondary attack on the same target. *Secondary Attack*: +11 vs. Fortitude; the pooka teleports the target up to 4 squares.

Ghost Walk (minor; recharge ☞☞☞)

The pooka becomes insubstantial and gains the phasing quality until the end of its next turn.

Ghost Ride (standard, when mounted by a friendly rider of 8th level or higher; encounter) ⬆ **Mount**

The pooka and its rider become insubstantial and gain the phasing movement quality until the end of the rider's next turn.

Alignment Unaligned **Languages** Elven

Skills Athletics +14, Endurance +12, Stealth +13

Str 20 (+9) **Dex** 18 (+8) **Wis** 16 (+7)

Con 16 (+7) **Int** 10 (+4) **Cha** 12 (+5)

Description *This striking white horse has silver hooves and is surrounded by faint wisps of spectral energy.*

POOKA TACTICS

A pooka attacks with its *ghostly kick*, hurling the target through the ether and up to 30 feet away. Typically, the pooka attempts to kick its foes into natural obstacles: over cliffs, over pits, or simply straight up into the air. If pressed, a pooka uses *ghost walk* to escape its enemies and reduce the effectiveness of their attacks.

FAERIE BEAST LORE

A character knows the following with a successful Arcana check.

DC 15: Cu sidhe, or faerie hounds, are found in deep forests, often in the service of elves or eladrin. They are faithful companions, and aid their masters in combat with terrifying barks that can stun opponents.

DC 15: Cait sidhe, or faerie cats, are solitary creatures, although they do enjoy the company of other fey folk, and often “adopt” an elf or eladrin companion. Cait sidhe are the source of the myth regarding black cats and the bad luck it can bring when crossing their paths. In the case of the cait sidhe, this is literally true, and faerie cats can curse their enemies by simply walking in front of them.

DC 15: The elusive pooka, or faerie horse, is a shy reclusive creature that dwells in the deep Fey Realm. They occasionally come to the Prime Material Plane on nights of the full moon in search of a worthy companion. Typically this will be an elf or eladrin warrior, but pooka have been known to choose members of other races to serve. A pooka serves its master as a mount until the next full moon, at which time it departs for the Fey Realm, never to return.

ENCOUNTER GROUPS

Faerie beasts are most often encountered with other fey creatures, serving them as companions, minions, and mounts.

Level 4 Encounter (XP 850)

- 2 elf archers (level 2 artillery)
- 2 elf scouts (level 2 skirmisher)
- 2 cu sidhe (level 4 skirmisher)

Level 7 Encounter (XP 1,450)

- 1 eladrin twilight incanter (level 8 controller)
- 2 eladrin fey knights (level 7 soldier)
- 2 cait sidhe (level 6 skirmisher)

GREMLIN

Gremlins are mischievous, even evil fey that delight in causing misfortune and ill luck. They come in a variety of forms, and each is generally associated with specific type of misfortune or calamity. They can sometimes be appeased by offerings of food, gems, or other valuables, but like most fey, they are unpredictable, and are very likely to accept an offering and work their mischief anyway.

GREMLIN LORE

A character knows the following with a successful Arcana check.

DC 15: Boggarts are mischievous gremlins that are rarely malignant. Boggarts often “adopt” a family, move into the their home, and begin working all manner of petty, evil deeds, such as spoiling milk, laming livestock, and breaking small household items. Boggarts can be appeased with offerings of food, especially sweets, and if plied regularly with their favorite treats, generally keep their mischief to harmless pranks.

DC 15: Knockers are evil subterranean fey that delight in causing cave-ins, rockslides, and other disastrous mining accidents. Their name is derived from the curious habit of tapping their picks against the walls of mineshafts and tunnels, creating an ominous, echoing, knocking sound. As one would expect, they are hated and feared by miners, dwarven miner in particular, as a single knocker can cost lives and profit for any mining operation. Knockers will sometimes accept offering of gems and precious metals, and allow miners to work unmolested. Knockers primarily serve the Unseelie Court.

DC 20: Reaper gremlins represent the natural forces of death and bad luck. They exist simply to ensure that death and disaster get their due, even in the most peaceful and idyllic places. Reaper gremlins often work in pairs, or ally with creatures from the Shadow Realm, to bring about as much pain and calamity as possible. Although certainly bloodthirsty, reaper gremlins take pains to make their murders look like simple accidents.

BOGGART

Boggarts are mischievous house gremlins that work minor evils around the home. They typically restrict their pranks to those of a harmless nature, but can turn deadly if provoked or ignored.



Boggart

Tiny fey humanoid

Level 4 Controller

XP 175

Initiative +6

Senses Perception +8; low-light vision

Aura of Misfortune aura 3; when an enemy in the aura makes an attack or damage roll, it must roll twice and take the worst result.

HP 54; **Bloodied** 27

AC 18; **Fortitude** 15, **Reflex** 17, **Will** 15

Speed 4, fly 6 (hover)

⊕ **Claws** (standard; at-will)
+9 vs. AC; 1d6+4 damage.

✈ **Jinx** (standard; at-will) ♦ **Psychic**
Ranged 10; +8 vs. Will; 1d8+2 psychic damage, and the target suffers a –2 penalty on all attack rolls, damage rolls, saving throws, and skill checks until the end of the boggart's next turn.

Invisibility (minor; at-will) ♦ **Illusion**
The boggart becomes invisible until it attacks.

Alignment Unaligned **Languages** Common

Skills Stealth +11, Thievery +11

Str 10 (+2)

Dex 18 (+6)

Wis 12 (+3)

Con 14 (+4)

Int 12 (+3)

Cha 15 (+4)

Description *This tiny humanoid has baggy, dun-colored skin, large exaggerated facial features, and a pair of leathery, bat-like wings.*

BOGGART TACTICS

Boggarts attack from hiding, using *jinx* to damage opponents and hamper their attacks. They generally avoid melee, but when working with allies, they attempt to keep enemies within the radius of their aura of misfortune. Boggarts make heavy use of *invisibility* on combat, appearing to deliver an attack, and then disappearing immediately afterwards.

KNOCKER

Knockers are evil, subterranean fey that resemble bald, hairless dwarves. They have power over earth and stone, and often sabotage mining operation by causing cave-ins, or simply slaying miners.



Knocker

Level 7 Soldier

Medium fey humanoid (earth)

XP 300

Initiative +6

Senses Perception +10; dark vision

HP 82; **Bloodied** 41

AC 24; **Fortitude** 21, **Reflex** 17, **Will** 18

Resist 5 against attacks that target AC

Speed 6, burrow 4

⬇ **Pick** (standard; at-will) ♦ **Weapon**
+14 vs. AC; 1d8+5 damage (crit 1d8+13).

⬆ **Rockslide Strike** (standard; recharge ⬢⬢⬢) ♦ **Weapon**
Requires pick; +14 vs. AC; 2d8+5 damage, the knocker slides the target 2 squares, and the target suffers a –2 penalty to attack rolls until the end of the knocker's next turn.

↩ **Earth Shaker** (standard; recharge ⬢⬢⬢)
Close burst 5; +10 vs. Reflex; 2d6+4 damage, and the target is knocked prone.

Earth Step (move; recharge ⬢⬢⬢)
The knocker shifts 6 squares as long as the square it begins in and the square it ends up in are both on a stony or earthen surface.

Alignment Evil

Languages Deep Speech

Skills Dungeoneering +9, Stealth +9, Thievery +9

Str 20 (+8)

Dex 12 (+4)

Wis 15 (+5)

Con 18 (+7)

Int 13 (+4)

Cha 8 (+2)

Description *This small humanoid has a barrel chest, long arms, and hairless gray skin bulging with chorded muscle. Its legs are very short in proportion to its arms and torso, causing its massive, blunt-fingered hands to brush the ground when it walks. Its head is squat and coarse featured, with thick lips, large square teeth, a flat nose, and two dull black eyes set beneath a heavy, sloping brow. It wears nothing but a dirty kilt, and clenches an ordinary miner's pick in one hand.*

KNOCKER TACTICS

A knocker begins combat with *earth shaker*, and then moves into melee with its pick. It uses *rockslide strike* and *earth step* to maneuver around the battlefield, and attempts to flank with allies when possible. A knocker relies on its rock-hard skin to protect it from the weapons of its enemies.

REAPER GREMLIN

Reaper gremlins are vile fey that exist to speed other creatures towards the inevitable embrace of death. They command a host of powers that twist fate in a manner that allows for deadly accidents to befall their victims. Reaper gremlins are drawn to places where death is imminent, such as battlefields, where they can use their powers to make murders look like accidents.

Reaper Gremlin

Level 11 Elite Lurker

Small fey humanoid

XP 1,200

Initiative +15

Senses Perception +12; darkvision

Aura of Calamity aura 5; when an enemy in the aura makes a ranged or melee attack roll against the reaper gremlin and misses, it must immediately make the same attack on one ally adjacent to the reaper gremlin (determined randomly if there are more than one).

HP 174; **Bloodied** 87

AC 27; **Fortitude** 24, **Reflex** 26, **Will** 22

Saving Throws +2

Speed 7, climb 7 (spider climb)

Action Points 1

⬇ **Bite** (standard; at-will) ♦ **Necrotic**

+16 vs. AC; 1d10+3 damage, the target is marked, takes ongoing 5 necrotic damage (save ends both), and the reaper gremlin shifts 2 squares.

✈ **Mark of Doom** (minor; recharge ⏳)

Ranged 10; marked target only; +14 vs. Fortitude; the next successful attack roll on the target is an automatic critical hit.

⚡ **Speedy Demise** (standard; recharge ⏳) ♦ **Necrotic**

Close burst 5; targets allies; the next successful attack roll made by an affected ally deals 5 ongoing necrotic damage (save ends).

Invisibility (minor; at-will) ♦ **Illusion**

The reaper gremlin becomes invisible until it attacks.

Alignment Chaotic evil

Languages Common

Skills Athletics +13, Stealth +16, Thievery +16

Str 17 (+8)

Dex 23 (+11)

Wis 14 (+7)

Con 15 (+7)

Int 13 (+6)

Cha 17 (+8)

Description *This small humanoid has ashy gray skin, large bat-winged ears, and a mouth full of sharp teeth. It slinks about furtively and with obvious ill intent.*

REAPER GREMLIN TACTICS

A reaper gremlin prefers to remain invisible, and allow its *aura of calamity* to do the dirty work. However, a reaper gremlin is a potent combatant, and does not shrink from a direct confrontation with a potential victim. A reaper gremlin begins combat with *speedy demise*, granting its allies the ability to inflict deadly, rotting wounds on its enemies. It then rushes into melee, bites an opponent, marking it, and withdraws. On the next round, it targets the marked victim with *mark of doom*, ensuring that an ally scores a critical hit on the target.



ENCOUNTER GROUPS

Gremlins often ally themselves with evil humanoids, or in the case of reaper gremlins, undead and creatures from the Shadow Realm. They also associate with other fey creatures that share their particular moral bent.

Level 4 Encounter (XP 875)

- 1 boggart (level 4 controller)
- 2 goblin sharpshooters (level 2 artillery)
- 3 goblin skullcleavers (level 3 brute)

Level 8 Encounter (XP 1,700)

- 3 knockers (level 7 soldier)
- 2 gargoyles (level 9 lurker)

Level 11 Encounter (XP 3,100)

- 1 reaper gremlin (level 11 elite lurker)
- 1 battle wight commander (level 12 soldier)
- 3 battle wights (level 9 soldier)

NYMPH

Nymphs are fey humanoids renowned for their great beauty and ability to charm others, especially males. Nymphs are generally associated with particular geographical feature, such as forests, springs, or mountains; however, some also act as servants and companions for powerful deities and other extraplanar creatures.

NYMPH LORE

A character knows the following with a successful Arcana check.

DC 15: Nymphs are alluring fey humanoids that are found in wild, secluded places. In appearance, they all resemble beautiful elven or eladrin females; some nymphs are so beautiful that looking upon them can cause blindness and even madness. Nymphs serve both fey courts, although some types are more disposed to one court over the other. Most nymphs enjoy the company of handsome male humans, elves, and eladrin, and may attempt to charm such individuals into serving them. Nymph must reproduce with mortals, and the offspring of such a union will always be a nymph of the mother's type.

DC 20: Most nymphs are surrounded by a magical aura of some kind that differs from nymph to nymph. Some of these auras can harm foes, aid allies, or simply keep hostile creatures from attacking the nymph. In addition, most nymphs can focus their gaze upon a target and unleash a variety of magical effects: charming or stunning foes, or even making targets easier to hit in combat.

NAIAD

Naiads, or water nymphs, are mischievous fey that enjoy pulling unsuspecting victims into their woodland pools to drown. Most naiads serve the Unseelie court, typically acting as guardians for areas controlled by evil fey in the Fey Realm. Naiads that dwell in the ocean are called nereids, but otherwise share the same abilities as naiads.

Naiads found on the Prime Material Plane typically claim a small woodland pool or stream as their own, and viciously guard it against intruders. They do, on occasion, become enamored with a passing male human or elf, and may attempt to entice these unfortunates into their watery domains to serve them.

Naiad

Level 5 Lurker

Medium fey humanoid (aquatic)

XP 200

Initiative +10

Senses Perception +2; low-light vision

Naiad's Boon aura 5; allies in the aura gain a swim speed equal to half their land speed and gain the ability to breathe water.

HP 52; **Bloodied** 26

AC 19; **Fortitude** 16, **Reflex** 18, **Will** 17

Speed 6, swim 6

⬇ **Slam** (standard; at-will)

+9 vs. AC; 1d6+3 damage, and the naiad makes a secondary attack against the same target. *Secondary Attack:* +7 vs. Reflex; the target is grabbed (save ends).

⬇ **Drowning Kiss** (standard; at-will)

Grabbed target only; +7 vs. Fortitude; 2d6+3 damage, and the target loses a healing surge.

Combat Advantage

A naiad gains combat advantage and deals an additional 1d6 damage against targets without a swim speed in the water.

Alignment Any

Languages Common, Elven

Skills Athletics +10 (+15 swimming), Nature +7, Stealth +11

Str 16 (+5)

Dex 18 (+6)

Wis 10 (+2)

Con 16 (+5)

Int 11 (+2)

Cha 17 (+5)

Description *An enchanting woman stands in the middle of a still woodland pool. Her skin has a slight bluish cast, and her hair is a vivid green. She smiles, and beckons for you to enter the water and join her.*

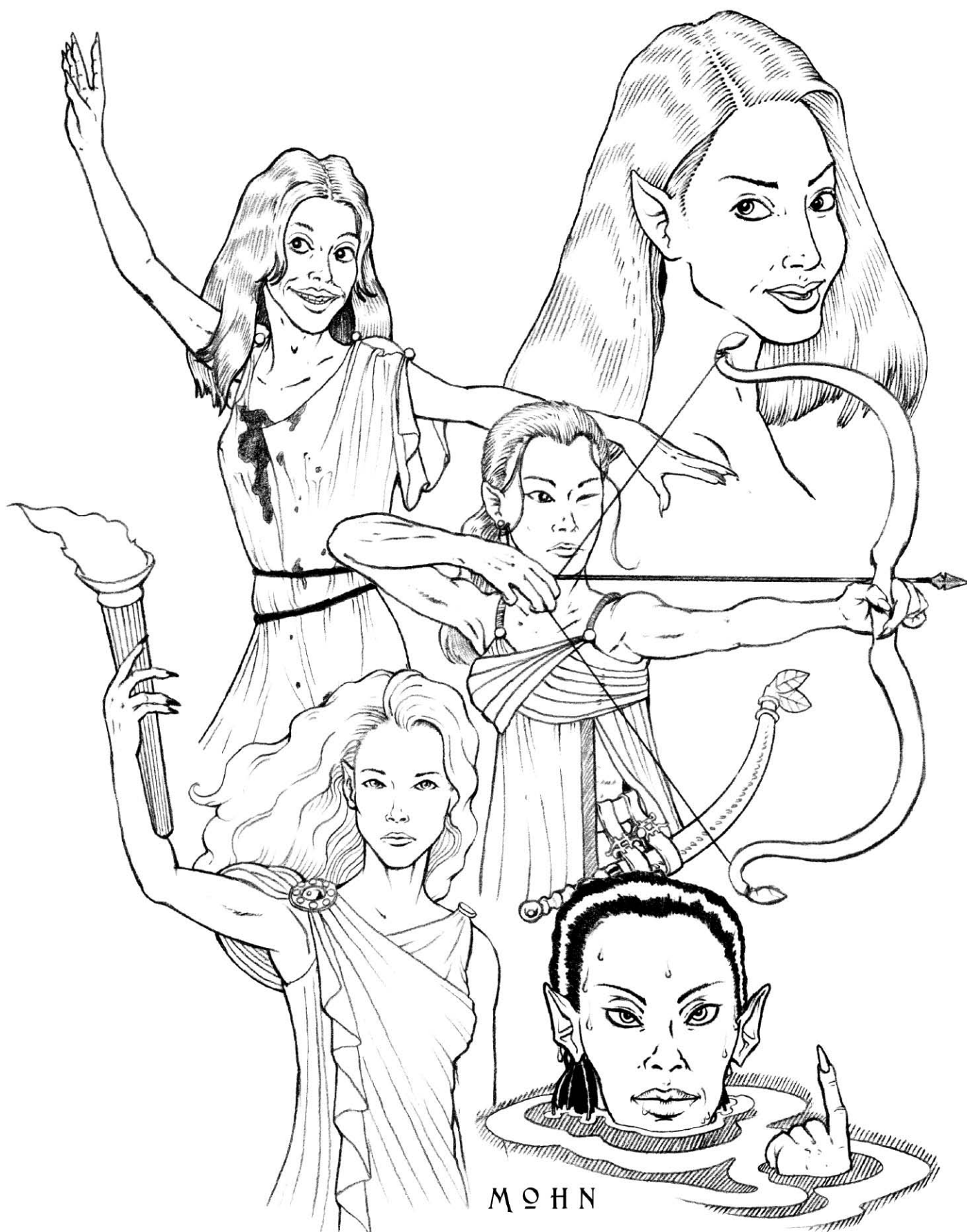
NAIAD TACTICS

A naiad generally hides within its pool, waiting for a victim to wander close to the shore. It then springs out and attempts to grab the target. Once a victim is grabbed, the naiad pulls its foe into the water and administers a *drowning kiss*. A naiad repeatedly kisses a foe until it dies or escapes. Because of its *naiad's boon* ability, a naiad can be encountered with allies not normally associated with a watery environment.

OREAD

Oreads, or huntress nymphs, are found in mountains, hills, ravines, and other inaccessible places. They also frequently move into forested areas to hunt game...including the sentient variety. Oreads serve both fey courts as scouts and skirmishers, and it is fairly easy to tell an Unseelie oread from the Seelie variety. All oreads live for the hunt; however only the Unseelie oreads consider humans and other sentient creatures as valid targets for their arrows.

Oreads enjoy hunting on the Prime Material Plane, and are the most common type of nymph found there. They enjoy the company of elves and eladrin, and often attempt to seduce male members of both races.



M O H N

CRITTER CACHE: FEY FOLK

Oread

Level 6 Skirmisher

Medium fey humanoid

XP 250

Initiative +9 **Senses** Perception +4; low-light vision

Hunter's Shroud aura 1; enemies attacking the oread and any allies within the aura with ranged attacks suffer a -2 penalty to attack rolls.

HP 73; **Bloodied** 36

AC 20; **Fortitude** 17, **Reflex** 19, **Will** 17

Speed 7 (earth walk, forest walk)

⚔ **Short Sword** (standard; at-will) ♦ **Weapon**
+9 vs. AC; 1d6+3 damage, or 1d6+8 against a marked target.

🏹 **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +11 vs. AC; 1d8+4 damage, or 1d8+9 against a marked target.

🏹 **Triple Shot** (standard; recharge [3]) ♦ **Weapon**
The oread makes three short bow attacks.

🏹 **Hunter's Gaze** (minor 1/round; at-will) ♦ **Gaze**
Ranged 10; +9 vs. Will; the target is marked until the end of the oread's next turn.

Hunter's Blind (minor; encounter)
The oread becomes invisible until it attacks.

Alignment Any **Languages** Common, Elven

Skills Athletics +11, Nature +9, Stealth +12

Str 16 (+6) **Dex** 19 (+7) **Wis** 12 (+4)

Con 16 (+6) **Int** 13 (+4) **Cha** 16 (+6)

Equipment short sword, short bow, quiver with 20 arrows

Description *This beautiful woman resembles a lithe female elf with coppery skin and dark brown hair. She wears a short tunic of spun silk, carries a short, curved sword at her waist, and grips a small, powerful bow in her delicate, long-fingered hands.*

OREAD TACTICS

An oread begins combat by marking a target with *hunter's gaze*, and then follows up with *triple shot* against the same target. It generally avoids melee, and attempts to keep its allies in its *hunter's shroud* to reduce the effectiveness of enemy missile attacks. Generally, an oread saves *hunter's blind* to escape foes when reduced to bloodied or below.

MAENAD

Maenads, also known as raving nymphs, are wild, unpredictable nymphs that dwell in forests and glens. They are associated with drinking and intoxication, and are known to fly into wild frenzies of debauched revelry. Maenads do not serve either the Seelie or Unseelie courts, being far too self-possessed and wild for any lasting allegiances. Like most nymphs, maenads are attracted to handsome males, and may try to lure them into various lewd activities. Maenads can be deadly if slighted or scorned.

Maenad

Level 8 Controller

Medium fey humanoid

XP 350

Initiative +6 **Senses** Perception +5; low-light vision

Aura of Intoxication (Poison) aura 2; enemies within the aura suffer a -2 penalty to attack rolls, skill checks, and all defenses.

HP 88; **Bloodied** 44

AC 22; **Fortitude** 21, **Reflex** 17, **Will** 18

Speed 6

⬇ **Slam** (standard; at-will)
+13 vs. AC; 1d8+5 damage, and the target is grabbed (until escape).

⬇ **Rending Grasp** (standard; at-will)
Grabbed target only; +12 vs. Fortitude; 2d8+10 damage.

🏹 **Raving Gaze** (minor 1/round; at-will) ♦ **Gaze**
Ranged 10; +12 vs. Will; the target makes a melee basic attack as a free action against an adjacent creature determined by the maenad.

Alignment Unaligned **Languages** Common, Elven

Skills Athletics +14, Endurance +12

Str 20 (+9) **Dex** 14 (+6) **Wis** 12 (+5)

Con 16 (+7) **Int** 11 (+4) **Cha** 17 (+7)

Description *This alluring woman wears a white toga stained with wine. Her hair is long and luxurious, framing her delicate features in dark curls. However, there is something alien and wild in here eyes, and as you draw closer, you feel the rising need to shout, dance, and revel.*

MAENAD TACTICS

Hideously strong, a maenad attacks foes by pummeling with its fists. It also grabs enemies and tears them to pieces with *rending grasp*. During combat, a maenad attempts to keep its enemies in its *aura of intoxication*, and it uses *raving gaze* to sow discord among its foes.

AVERNEAD

Averneads are also known as "witch nymphs," largely due to their association with the goddess Hecate. Averneads dwell in the deepest, darkest reaches of the Fey Realm, serving their mistress, and lighting her way through the dismal forests, fens, and swamps that make up her godly domain. Normally, averneads take no part in fey politics, but the Queen of Air and Darkness has perverted some small number of these strange nymphs to her service.

Like their great mistress, averneads enjoy the company of male wizards and warlocks, and may be found serving such individuals on the Prime Material Plane. In addition, averneads have been known to kidnap favored companions, and drag them back to Hecate's domain to entertain and serve the dark goddess of magic.

Avernead

Level 13 Controller

Medium fey humanoid

XP 800

Initiative +10

Senses Perception +10; darkvision

Witchlight (Psychic) aura 2; enemies that enter or begin their turns within the aura take 5 psychic damage.

HP 128; **Bloodied** 64

AC 27; **Fortitude** 21, **Reflex** 23, **Will** 25

Speed 6

⚡ **Torch** (standard; at-will) ♦ **Fire, Necrotic, Weapon**
+18 vs. AC; 1d8+2 damage, plus ongoing 10 fire and necrotic damage (save ends).

✈ **Witchbolt** (standard; at-will) ♦ **Fire, Necrotic**
Ranged 10; +17 vs. Reflex; 2d8+6 fire and necrotic damage, and ongoing 5 fire and necrotic damage (save ends).

✈ **Censuring Gaze** (minor 1/round; at-will) ♦ **Gaze**
Ranged 10; +17 vs. Will; the target cannot use encounter or daily powers until the start of the avernead's next turn.

⚡ **Witch's Wrath** (standard; recharge ⚡) ♦ **Fear, Psychic**
Close burst 5; +15 vs. Will; 3d6+6 psychic damage, and the target moves its speed away from the avernead.

⚡ **Avenging Flare** (immediate reaction, when first bloodied; encounter)
Close burst 3; targets enemies; +15 vs. Fortitude; the target is blinded (save ends).

Alignment Unaligned **Languages** Common, Elven

Skills Arcana +14, Nature +14, Religion +14

Str 14 (+8) **Dex** 19 (+10) **Wis** 18 (+10)

Con 16 (+9) **Int** 16 (+9) **Cha** 23 (+12)

Description *This tall, stately woman is coldly beautiful, with fiery red hair and skin so pale it is nearly translucent. She is clothed in a pristine robe of white linen, and bears a magnificent torch of burnished bronze that burns brightly with cold, purple flames.*

AVERNEAD TACTICS

An avernead generally prefers to avoid melee combat, although its torch can inflict horrendous, withering burns upon those struck by it. An avernead uses *witchbolt* to attack enemies from afar, and relies upon *witch's wrath* to scatter enemies when they press in too close. It targets a spellcaster each round with *censuring gaze* to keep the more potent abilities of such enemies under wraps.

ALSEID

Alseids, or wood nymphs, are the fairest of nymph-kind; in fact, they may be some of the most beautiful creatures in existence. Most alseids serve Titania and the Seelie Court, acting as diplomats and negotiators; however, some do serve the Queen of Air and Darkness, and use their feminine wiles to charm and control enemies of the Unseelie Court.

Alseids dwell within groves, forests, and hidden glens in the Fey Realm. They do, however, frequently visit the Prime Material Plane, usually to cavort with satyrs and other fey creatures. Alseids are quite fond of human men, and frequently seduce mighty heroes to serve them as bodyguards and lovers.

Alseid

Level 16 Controller

Medium fey humanoid

XP 1,400

Initiative +13

Senses Perception +12; low-light vision

Disarming Beauty (Charm) aura 3; any creature within the aura must roll a saving throw before making any attack against the alseid. If the saving throw fails, the creature cannot attack the alseid, and it loses the action meant for the attack.

HP 150; **Bloodied** 75

AC 30; **Fortitude** 23, **Reflex** 26, **Will** 29

Speed 6 (forest walk)

⚡ **Dagger** (standard; at-will) ♦ **Weapon**
+21 vs. AC; 1d4+5 damage, and the alseid shifts 1 square.

✈ **Irresistible Kiss** (standard; at-will) ♦ **Charm**
Target must be dazed or stunned; +21 vs. Reflex; the target is dominated (save ends, with a -1 penalty to the roll for male targets). *First Failed Save:* The target remains dominated, but makes all saving throws to end the domination at a -2 penalty (-3 for male targets). *Aftereffect:* The target is dazed (save ends).

✈ **Alluring Gaze** (minor 1/round; at-will) ♦ **Gaze**
Ranged 10; +20 vs. Will; the target is pulled 3 squares and dazed (save ends).

⚡ **Overwhelming Beauty** (standard; recharge ⚡) ♦ **Psychic**
Close burst 5; +18 vs. Will; 2d8+8 psychic damage, and the target is blinded and stunned (save ends both).

Protect Me! (immediate interrupt, when the alseid is struck with a melee or ranged attack; recharge ⚡)
The alseid switches squares with any dominated target or ally within 2 squares. The dominated target or ally then suffers full damage for the attack meant for the alseid.

Alignment Any

Languages Common, Elven

Skills Diplomacy +21, Nature +16, Stealth +18

Str 12 (+9) **Dex** 20 (+13) **Wis** 18 (+12)

Con 14 (+10) **Int** 16 (+11) **Cha** 26 (+16)

Description *You have never seen a creature so lovely as the elfin female that stands before you. Tall and graceful, the enchanting creature has skin so perfect that it literally glows with health and energy. Her honey colored hair falls in a glittering cascade to her slim waist, and frames a face so heart-achingly beautiful that you can do little but stare, open-mouthed, with awe.*

ALSEID TACTICS

An alseid avoids melee combat at all costs, but rarely has a need to sink so low as to defend itself in an armed conflict. When battle begins, an alseid uses *alluring gaze* on the toughest looking male fighter in range, and then bestows an *irresistible kiss* upon the reeling target. The alseid repeats this tactic every round, gathering unwilling allies to protect it from harm. If pressed or cornered, it uses *overwhelming beauty* to blind and stun its foes, allowing it to escape or pull back to a more defensible position. Generally, an alseid avoid harm by keeping its enemies in the radius of its *disarming beauty*, and keeping its dominated allies within range of *protect me!*

ENCOUNTER GROUPS

Nymphs are frequently encountered with other fey creatures, and may be served by willing or unwilling mortal allies as well.

Level 4 Encounter (XP 900)

- 1 naiad (level 5 lurker)
- 1 human mage (level 4 artillery)
- 3 human berserkers (level 4 brute)

Level 6 Encounter (XP 1,375)

- 1 satyr piper (level 8 controller)
- 2 oreads (level 6 skirmisher)
- 3 fey panthers (level 4 skirmisher)

Level 9 Encounter (XP 1,950)

- 1 satyr piper (level 8 controller)
- 2 maenads (level 8 controller)
- 3 satyr rakes (level 7 skirmisher)

Level 13 Encounter (XP 4,100)

- 1 avernead (level 13 controller)
- 3 banshrae warriors (level 12 skirmisher)
- 2 banshrae dartswarmers (level 11 artillery)

Level 16 Encounter (XP 7,200)

- 1 alseid (level 16 controller)
- 2 cyclops hewers (level 16 soldier)
- 6 enamored (level 18 minion)

THE ENAMORED

The enamored are human men, usually powerful warriors, that have fallen completely under the sway of a nymph, typically an alseid. These lost souls retain none of their former identities and live only to serve and protect their nymph lover.

ENAMORED LORE

A character knows the following with a successful Nature check.

DC 20: The enamored are human men that have fallen in love with a nymph and lost their minds, as well as their identities, in the process. They exist only to adore and protect the object of their affections and often serve as devoted bodyguards for averneads and alseids.

The Enamored		Level 18 Minion
Medium natural humanoid		XP 500
Initiative +13	Senses Perception +8	
HP 1; a missed attack never damages a minion.		
AC 30; Fortitude 29, Reflex 26, Will 26		
Immune charm		
Speed 5		
⚔ Longsword (standard; at-will) ♦ Weapon +21 vs. AC; 8 damage.		
⚔ Enamored Reprisal (standard; at-will) ♦ Weapon An enamored can make two melee basic attacks against a foe that has hit its nymph during the encounter.		
Alignment Unaligned	Languages Common	
Str 24 (+16)	Dex 18 (+13)	Wis 8 (+8)
Con 18 (+13)	Int 12 (+10)	Cha 18 (+13)
Equipment chainmail, heavy shield, longsword		
Description <i>This handsome human warrior carries a shield and a well-made longsword.</i>		

ENAMORED TACTICS

An enamored lives to protect his nymph, and fights with no concern to his own safety to do so. He focuses his attacks on any target that dares to strike his mistress, using *enamored reprisal* until he or his foe is dead.

RED CAP

Red caps are small, violent fey that resemble ugly, twisted dwarves. They are vicious, bloodthirsty, and cruel; deriving their name from the grotesque habit of dipping their caps in the spilled gore of their enemies. All red caps are sworn to the Unseelie Court, and often serve other, more powerful evil fey.

RED CAP LORE

A character knows the following with a successful Arcana check.

DC 15: Red caps are vicious, evil fey that have a perverse connection to blood. Their names are derived from the red caps they wear, which they color by dipping in the blood of their enemies. Red caps serve the Unseelie court as assassins, thugs, and front-line troops in the war against the Seelie Court. They also make frequent trips from the Fey Realm to the Prime Material Plane to murder and renew the stain on their caps.

DC 20: A red cap's connection to blood is quite strong, especially the blood of other sentient creatures. It is rumored that a red cap can heal his own wounds by spilling the blood of an enemy. Rare red cap spellcasters, called blood magi, are said to have even greater powers over blood.

Red Cap Warrior	Level 8 Minion
Small fey humanoid	XP 88
Initiative +8 Senses Perception +6; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 20; Fortitude 18, Reflex 18, Will 17	
Speed 7	
⬇ Sickle (standard; at-will) ♦ Weapon +10 vs. AC; 6 damage, and the red cap warrior shifts 1 square.	
First Blood (the first time the red cap bloodies a target with a melee attack; encounter) ♦ Healing The red cap warrior gains resist 10 all until the end of its next turn.	
Alignment Chaotic evil	Languages Common, Elven
Skills Athletics +8, Stealth +8	
Str 18 (+8)	Dex 18 (+8) Wis 14 (+6)
Con 14 (+6)	Int 10 (+4) Cha 8 (+3)
Equipment leather armor, sickle	
Description <i>This stunted, ugly humanoid wears a crimson cap on its gnarled head and grips a wicked sickle in one thick-fingered hand.</i>	

RED CAP WARRIOR TACTICS

Red cap warriors attempt to gang up on larger foes, using their combat maneuverability to set up flanking positions. They tend to focus attacks on wounded targets, hoping to trigger their *first blood* power, which makes them nearly invulnerable for a short time.

Red Cap Belly Ripper	Level 7 Lurker
Small fey humanoid	XP 300
Initiative +11 Senses Perception +10; low-light vision	
HP 62; Bloodied 31	
AC 21; Fortitude 18, Reflex 21, Will 17	
Speed 7	
⬇ Nimble Knife (standard; at-will) ♦ Weapon +12 vs. AC; 1d4+5 damage, and the red cap belly ripper shifts 1 square. If, after shifting, the red cap is flanking a target, it may make a second <i>nimble knife</i> attack as a free action. The red cap does not shift after the second attack.	
⬇ Belly Ripper (standard; recharge ⓂⓂⓂ) ♦ Weapon +12 vs. AC; 3d4+5 damage, and the red cap belly ripper makes a secondary attack against the same target. Secondary Attack: +10 vs. Fortitude; the target takes ongoing 10 damage (save ends).	
Combat Advantage A red cap belly ripper deals an extra 2d6 damage on melee attacks against any target it has combat advantage against.	
First Blood (when the red cap bloodies a target with a melee attack; at-will) ♦ Healing The red cap regains hit points equal to the level of the target.	
Alignment Chaotic evil	Languages Common, Elven
Skills Athletics +11, Stealth +13, Thievery +13	
Str 16 (+6)	Dex 20 (+8) Wis 14 (+5)
Con 14 (+5)	Int 12 (+4) Cha 8 (+2)
Equipment leather armor, dagger	
Description <i>This short humanoid has gnarled, powerful arms, short bowed legs, and a face that is little more than a smashed, sneering lump. It grips a long, serrated knife in one hand, and wears a crimson cap over its tangled, black hair.</i>	

RED CAP BELLY RIPPER TACTICS

A red cap belly ripper prefers to ambush its targets, lurking in the shadows and waiting for the perfect opportunity to sink its dagger in a victim's back. However, once melee begins, the redcap belly ripper is as bloodthirsty as any red cap, and uses *belly ripper* as often as possible. It attempts to gain combat advantage on its foes whenever possible, using *nimble knife* to maneuver into flanking positions with allies.

CRITTER CACHE: FEY FOLK

Bleeding Blight

Level 9 Disease

Thinned blood causes the victim to bleed profusely from even the slightest wound.

Attack: +12 vs. Fortitude

Endurance improve DC 26, maintain DC 22, worsen DC 21 or lower

Target is cured



Initial Effect: The target suffers ongoing 2 damage each time it is wounded by a melee or ranged attack with the weapon keyword (save ends). When bloodied, the target suffers ongoing 5 damage instead (save ends)



The target loses a healing surge, and cannot regain hit points during a combat encounter.



Final State: The target loses the ability to regain hit points. In addition, the target suffers ongoing damage equal to half its level each time it is wounded by a melee or ranged attack with the weapon keyword (save ends). When bloodied, the target suffers ongoing damage equal to its level instead (save ends)

Red Cap Crimson Reaper

Level 8 Brute

Small fey humanoid

XP 300

Initiative +7

Senses Perception +5; low-light vision

HP 106; **Bloodied** 53

AC 20; **Fortitude** 21, **Reflex** 18, **Will** 16

Speed 7

⚔ **Scythe** (standard; at-will) ♦ **Weapon**

+11 vs. AC; 2d4+5 damage, and ongoing 5 damage (save ends).

↻ **Crimson Whirlwind** (standard; recharge 3) ♦ **Weapon**

Close burst 1; +9 vs. AC; 2d4+5 damage, and the red cap crimson reaper makes a secondary attack against the same target. **Secondary Attack:** +10 vs. Fortitude; the target takes ongoing 10 damage (save ends). **Special:** The red cap crimson reaper can shift up to 3 squares before using this power.

Mighty Grip

A red cap crimson reaper can wield two-handed weapons sized for Medium creatures.

First Blood (when the red cap bloodies a target with a melee attack; at-will) ♦ **Healing**

The red cap regains hit points equal to the level of the target.

Alignment Chaotic evil

Languages Common, Elven

Skills Athletics +14, Endurance +12

Str 20 (+9)

Dex 16 (+7)

Wis 12 (+5)

Con 16 (+7)

Int 10 (+4)

Cha 8 (+3)

Equipment leather armor, scythe

Description *This short, gnarled humanoid is shockingly ugly. It wears leather armor dyed a deep crimson, and a long, blood red stocking sits atop its bulbous head. The diminutive thug is armed with a wicked, black-bladed scythe.*

Red Cap Blood Magus

Level 9 Controller

(Leader)

Small fey humanoid

XP 400

Initiative +8

Senses Perception +14; low-light vision

HP 96; **Bloodied** 48

AC 23; **Fortitude** 20, **Reflex** 20, **Will** 22

Speed 7

⚔ **Sickle** (standard; at-will) ♦ **Disease, Weapon**

+14 vs. AC; 1d6+4 damage, and the red cap blood magus makes a secondary attack against the same target. **Secondary Attack:** +12 vs. Fortitude; the target contracts bleeding blight.

➤ **Bleed For Me** (standard; at-will)

Ranged 10; +13 vs. Fortitude; targets enemies; 1d8+5 damage, and the target gains vulnerability 5 to all attacks with the weapon keyword until the end of the red cap blood magus' next turn. **Special:** Bloodied targets gain vulnerability 10 to all attacks with the weapon keyword.

✱ **Crimson Ruin** (standard; encounter)

Area burst 2 within 10; +11 vs. Reflex; targets enemies; 2d6+5 damage, and targets currently suffering ongoing damage lose a healing surge. The area of the burst becomes difficult terrain until the end of the encounter.

First Blood (when the red cap bloodies a target with a melee attack; at-will) ♦ **Healing**

The red cap regains hit points equal to the level of the target.

Alignment Chaotic evil

Languages Common, Elven

Skills Arcana +11, Stealth +13, Thievery +13

Str 18 (+8)

Dex 18 (+8)

Wis 20 (+9)

Con 16 (+7)

Int 14 (+6)

Cha 10 (+4)

Equipment robes, sickle

Description *This stumpy humanoid has a squashed, lumpy face from which two baleful red eyes glare out menacingly. It wears rumpled robes and a long stocking cap; both dyed a deep crimson. The foul dwarf is armed with a serrated sickle.*

RED CAP CRIMSON REAPER TACTICS

A red cap crimson reaper takes the most direct and brutal path in combat, usually heading for the center of the fray where its scythe can wreak the most havoc. It typically begins combat with *crimson whirlwind*, shifting into a position where it can affect the most enemies. The red cap crimson reaper then focuses its attacks on the most wounded enemy until *crimson whirlwind* recharges.

RED CAP BLOOD MAGUS TACTICS

A red cap blood magus coordinates its attacks with other red caps, using *bleed for me* on enemies currently engaged in melee with a redcap crimson reaper or belly ripper. It uses *crimson ruin* on groups of wounded foes, creating huge puddles of blood that makes the ground slippery and treacherous. The blood magus does not shrink from melee combat, and gleefully slashes foes with its sickle, infecting them with a horrid disease known as bleeding blight.

ENCOUNTER GROUPS

Red caps work their mayhem in small groups called coterie, but are often found in the service of other evil fey.

Level 9 Encounter (XP 2,052)

- 1 red cap blood magus (level 9 controller)
- 2 red cap crimson reapers (level 8 brute)
- 2 red cap belly rippers (level 7 lurker)
- 4 red cap warriors (level 8 minion)

Level 12 Encounter (XP 3,600)

- 1 bolg sidhe (level 12 elite soldier)
- 2 red cap blood magi (level 9 controller)
- 4 red cap crimson reapers (level 8 brute)



SASQUATCH

Sasquatch are large, ape-like fey that live in deep forests and other unspoiled wildernesses. They have a deep connection to the natural world, and often act as guardians of their forest homes. Although not evil, sasquatch view humans and other races as despoilers, and often attack and kill intruders that enter their territory. Sasquatch often serve the Seelie Court.

Yetis are cold-dwelling cousins of the sasquatch with a foul and evil disposition. They are known to regularly raid human settlements near their territories for both food and treasure. Most yeti are aligned with the Unseelie Court.

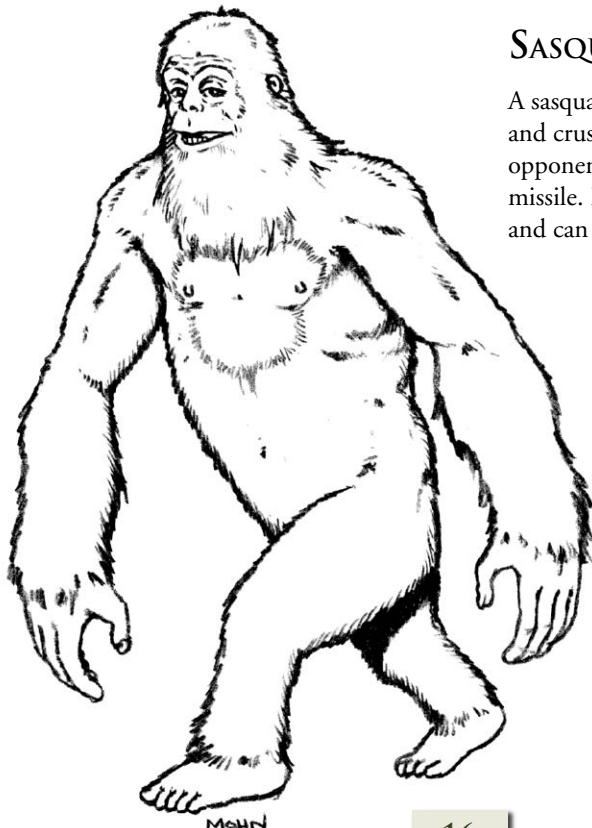
SASQUATCH LORE

A character knows the following with a successful Nature check.

DC 15: Sasquatch are reclusive fey humanoids that resemble large, bipedal apes. They are typically found in deep, primeval forests, and typically avoid contact with other races.

DC 20: Sasquatch are immensely strong and can crush enemies with blows from their fists. In addition, some sasquatch can exert magical control over the forests they inhabit, causing the trees and undergrowth to rise up and entangle enemies.

DC 20: Sasquatch that live in cold climes are called yeti, and are rumored to have an evil disposition, as well as power over ice and snow.



Sasquatch

Level 8 Brute
XP 350

Initiative +6

Senses Perception +9, low-light vision

HP 108; **Bloodied** 54

AC 20; **Fortitude** 21, **Reflex** 17, **Will** 18

Speed 6 (forest walk)

⬇ **Slam** (standard; at-will)
Reach 2; +11 vs. AC; 1d10+5 damage.

⬇ **Double Attack** (standard; at-will)
The sasquatch makes two slam attacks, if both attacks hit the same target, the target is grabbed (until escape)

⬇ **Fling** (standard; recharge ⏏⏏⏏)
Grabbed target of Medium or smaller size only; +9 vs. Fortitude; 2d10+5 damage, the sasquatch slides the target 6 squares, and the target is knocked prone. If the target ends up in a square occupied by one of the target's allies, the ally is pushed 1 square, and both target and ally are knocked prone.

Stealthy Brute

A sasquatch can move up to its full movement rate while hiding at no penalty.

Alignment Unaligned

Languages Common

Skills Intimidate +11, Nature +8, Stealth +11

Str 21 (+9)

Dex 14 (+6)

Wis 16 (+7)

Con 18 (+8)

Int 8 (+3)

Cha 14 (+6)

Description *This towering brute is covered in shaggy brown fur, and has long powerful arms ending in huge, blunt-fingered hands. Its face blends human and simian, with a prognathous jaw filled with large blunt teeth, heavy brows, and small, deep-set eyes.*

SASQUATCH TACTICS

A sasquatch attacks with its huge, mallet-like fists, smashing and crushing opponents. It sometimes snatches up a smaller opponent and hurls the unfortunate foe like a great, living missile. Despite its size and power, a sasquatch is quite stealthy, and can melt into the forest, disappearing without a trace.

CRITTER CACHE: FEY FOLK

Sasquatch Forest Lord Level 11 Controller

Large fey humanoid XP 600

Initiative +8 **Senses** Perception +14, low-light vision

HP 115; **Bloodied** 57

AC 25; **Fortitude** 24, **Reflex** 20, **Will** 21

Speed 6 (forest walk)

⬇ **Greatclub** (standard; at-will) ♦ **Weapon**
Reach 2; +14 vs. AC; 2d6+6 damage, 2d6+12 against an immobilized opponent.

✈ **Entangle** (standard, at-will)
Ranged 10; +16 vs. Reflex; 1d10+4 damage, and the target is immobilized (save ends).

⚡ **Primal Roar** (standard; recharge ☼☼☼) ♦ **Fear, Thunder**
Close blast 5; targets enemies; +13 vs. Fortitude; 4d6+4

thunder damage, and the target is deafened and suffers a -2 penalty to attack rolls (save ends both).

⚡ **Nature's Fury** (minor; encounter)
Close burst 10; all squares within the burst become difficult terrain until the end of the encounter.

Alignment Unaligned **Languages** Common, Elven

Skills Intimidate +13, Nature +11, Stealth +13

Str 23 (+11) **Dex** 16 (+8) **Wis** 18 (+9)

Con 19 (+9) **Int** 13 (+6) **Cha** 16 (+8)

Equipment greatclub

Description *This tall, ape-like humanoid has a greenish tint to its fur, long powerful limbs, and a wizened, simian face. It carries a massive, gnarled club covered in moss and lichen.*

SASQUATCH FOREST LORD TACTICS

A sasquatch forest lord opens combat with *nature's fury*, creating terrain that it can easily negotiate with its forest walk ability, but is all but impassable to its foes. It then blasts its foes with *primal*

roar, hoping to damage and disorientate its enemies. Before entering melee, a sasquatch forest lord uses *entangle* to root an opponent to the ground, making the blows from its greatclub even more devastating.



Yeti Level 12 Elite Brute

Large fey humanoid (cold) XP 1,400

Initiative +8 **Senses** Perception +13, low-light vision

Numbing Aura (Cold) aura 2; creatures in the aura take a -2 penalty to all attack rolls.

HP 300; **Bloodied** 150

AC 26; **Fortitude** 28, **Reflex** 22, **Will** 20

Speed 6 (ice walk)

⬇ **Slam** (standard; at-will) ♦ **Cold**
Reach 2; +15 vs. AC; 1d8+7 damage plus 1d8 cold damage.

⬇ **Double Attack** (standard; at-will) ♦ **Cold**
The yeti makes two slam attacks. If both attacks hit the same target, the target is grabbed (until escape)

⬇ **Freezing Embrace** (standard; at-will) ♦ **Cold**
Grabbed target only; +13 vs. Fortitude; 3d8+5 cold damage, and the target is weakened (save ends).

⬇ **Avalanche Charge** (standard; recharge ☼☼) ♦ **Cold**
The yeti makes a charge attack: +16 vs. AC; 2d8+14 damage plus 1d8 cold damage, and the target is pushed 3 squares and knocked prone.

Alignment Unaligned **Languages** Common

Skills Intimidate +12, Nature +11, Stealth +13

Str 24 (+13) **Dex** 14 (+8) **Wis** 15 (+8)

Con 20 (+11) **Int** 10 (+6) **Cha** 12 (+7)

Description *This immense white-furred humanoid resembles a mammoth ape/human crossbreed. It radiates intense cold, draining the heat from your body and the strength from your muscles.*

YETI TACTICS

A yeti begins combat with an *avalanche charge*, and then batters away at all enemies within reach with its huge fists. In the first few rounds of combat, it attempts to grab smaller foes, pull them into its *freezing embrace*, and drain the heat from their bodies.

ENCOUNTER GROUPS

Sasquatch are typically live in small family groups, and are usually on good terms with other fey creatures in the area. They also enjoy the company of animals, and are often encountered with bears, wolves, and other natural beasts.

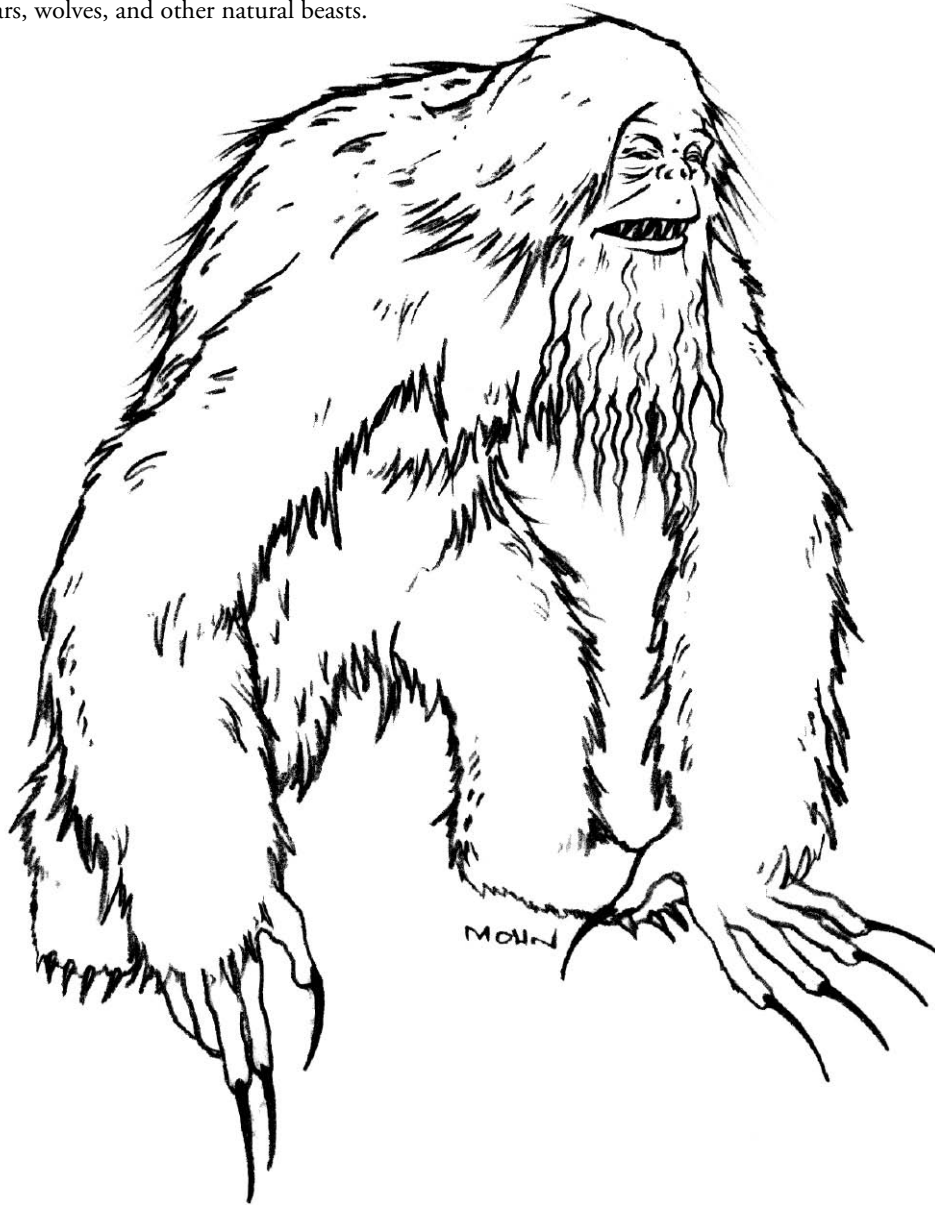
Yetis are usually solitary, although they can occasionally be bullied in to serving powerful monsters, such as white dragons or frost giants.

Level 11 Encounter (XP 2,850)

- 1 sasquatch forest lord (level 11 controller)
- 3 sasquatch (level 8 brute)
- 1 dire bear (level 11 elite brute)

Level 14 Encounter (XP 4,800)

- 1 adult white dragon (level 9 solo brute)
- 2 yetis (level 12 elite brute)



SIDHE

The sidhe are fey nobility that dwell in the deepest reaches of the Fey Realm. They are incomprehensibly complex creatures that are heavily involved in the maelstrom of fey politics. Unlike the lesser kinds of fey, sidhe are always aligned with the Seelie or Unseelie Courts, owing their allegiance to either Titania and her consort Oberon, or the twisted evil of the Queen of Air and Darkness. Sidhe can often be found on the Prime Material Plane perusing the goals of one of the two fey courts.

Sidhe resemble both eladrin and elves in outward appearance, and there is speculation that both races actually spring from sidhe roots. Sidhe are incredibly beautiful by mortal standards, with tall graceful bodies, shining hair in gleaming metallic shades, flawless alabaster skin, and gleaming eyes of fiery red (Seelie) or crystal blue (Unseelie).

Tua Sidhe

Level 14 Minion

Medium fey humanoid

XP 250

Initiative +13 **Senses** Perception +8; low-light vision**HP** 1; a missed attack never damages a minion.**AC** 26; **Fortitude** 23, **Reflex** 26, **Will** 21**Immune** charm effects**Speed** 6; see also *sidhe step*

⬇ **Greataxe** (standard; at-will) ♦ **Weapon**
+17 vs. AC; 8 damage.

Noble Mien

Creatures with the fey origin suffer a –2 penalty on attack and damage rolls against a sidhe unless they succeed at a saving throw at the beginning of the encounter. The saving throw is made at a penalty or bonus equal to the difference in levels between the sidhe and the attacking creature.

Sidhe Step (move; encounter) ♦ Teleportation

The tua sidhe teleports 6 squares. If it teleports to a square adjacent to an enemy, it gains combat advantage against that enemy until the beginning of its next turn.

Alignment Unaligned **Languages** Common, Elven**Skills** Athletics +11, Nature +10, Stealth +11**Str** 18 (+11) **Dex** 23 (+13) **Wis** 13 (+8)**Con** 16 (+10) **Int** 16 (+10) **Cha** 15 (+9)**Equipment** scale armor, greataxe

Description *This lithe, elf-like humanoid wears armor of golden scales and befts a mighty single-bitted axe. Despite its heavy armor and weapon, it moves with a liquid grace, cat-like and agile.*

TUA SIDHE TACTICS

Tua sidhe use *sidhe step* at the beginning of an encounter to gain combat advantage against their foes. They tend to fight in pairs or small squads, using superior numbers to bring down powerful enemies.

Bolg Sidhe

Level 12 Elite Soldier (Leader)

Medium fey humanoid

XP 1,400

Initiative +15**Senses** Perception +13; low-light vision**HP** 240; **Bloodied** 120**AC** 29; **Fortitude** 24, **Reflex** 28, **Will** 21**Immune** charm effects**Saving Throws** +2**Speed** 6; see also *sidhe step***Action Points** 1

⬇ **Spear** (standard; at-will) ♦ **Weapon**
+17 vs. AC; 1d8+4 damage, and the target is marked until the end of the bolg sidhe's next turn.

⬇ **Shield Slam** (standard; at-will) ♦ **Weapon**
+17 vs. AC; 1d6+4 damage, and the bolg sidhe makes a secondary attack on the same target. *Secondary Attack*: +15 vs. Fortitude; the target is knocked prone.

⬇ **Staggered Charge** (standard; recharge ⌘⌘⌘⌘) ♦ **Weapon**
The bolg sidhe makes a charge attack: requires spear; +18 vs. AC; 2d8+4 damage, the bolg sidhe shifts up to 2 squares and makes a secondary attack against the same target. *Secondary Attack*: +17 vs. AC; 2d8+4 damage.

✈ **Grasping Spear** (standard; recharge ⌘⌘⌘⌘) ♦ **Teleportation, Weapon**
Requires spear; ranged 5/10; +17 vs. AC; 2d8+7 damage, and the bolg sidhe makes a secondary attack against the same target. *Secondary Attack*: +15 vs. Fortitude; the target is teleported to square adjacent to the bolg sidhe, and is stunned until the end of the bolg sidhe's next turn. The bolg sidhe regains possession of its spear at the beginning of its next turn, whether or not it successfully hits with *grasping spear*.

Combat Advantage

A bolg sidhe scores a critical hit on a roll of 18-20 against any target it has combat advantage against.

Noble Mien

Creatures with the fey origin suffer a –2 penalty on attack and damage rolls against a sidhe unless they succeed at a saving throw at the beginning of the encounter. The saving throw is made at a penalty or bonus equal to the difference in levels between the sidhe and the attacking creature.

Sidhe Step (move; encounter) ♦ Teleportation

The bolg sidhe teleports 6 squares. If it teleports to a square adjacent to an enemy, it gains combat advantage against that enemy until the beginning of its next turn.

Alignment Unaligned **Languages** Common, Elven**Skills** Athletics +15, History +14, Nature +14, Stealth +18**Str** 18 (+10) **Dex** 24 (+13) **Wis** 15 (+8)**Con** 16 (+9) **Int** 16 (+9) **Cha** 17 (+9)**Equipment** scale armor, light shield, spear

Description *This tall, graceful humanoid wears armor of glittering silver scales and grips a small round shield and a steel spear tipped with a barbed, silver head. Its features are achingly beautiful and delicate, yet frighteningly alien and aloof.*



BOLG SIDHE TACTICS

A bolg sidhe begins combat with *grasping spear*, teleporting an enemy spellcaster in range of its melee attacks. It then charges into battle with *staggered charge* against a potent melee enemy, shifting into flanking position if possible. The bolg sidhe follows *staggered charge* by spending an action point to use *shield slam* against the same target. The bolg sidhe saves *sidhe step* to attack hard-to-reach targets, teleporting adjacent to foes surrounded by allies or behind cover.

LEANAN SIDHE TACTICS

A leanan sidhe begins combat by using *sidhe step* to teleport next to a powerful enemy warrior; it then uses *seductive caress* in an attempt to dominate the chosen target. Once the leanan sidhe has dominated a foe, it directs the foe to attack its allies, while the leanan sidhe retreats to a safe distance and uses *majestic gaze* to keep other enemies at bay. The leanan sidhe uses *fickle muse* when forced into melee range, hampering its foes and bolstering its allies. If a dominated target manages to shrug off the leanan sidhe's *seductive caress*, the angry fey spends an action point and uses *fury of the spurned* against the target twice in one round.

Leanan Sidhe

Level 15 Elite Controller

Medium fey humanoid

XP 2,400

Initiative +11

Senses Perception +16; low-light vision

HP 282; Bloodied 141

AC 31; Fortitude 22, Reflex 26, Will 30

Immune charm effects; Resist 10 psychic

Saving Throws +2

Speed 7; see also *sidhe step*

Action Points 1

⊕ **Seductive Caress** (standard; at-will) ♦ **Charm, Psychic**
+20 vs. AC; 1d8+8 psychic damage, and the leanan sidhe makes a secondary attack against the same target.
Secondary Attack: +19 vs. Will; the target is dominated (save ends).

⊕ **Dagger** (standard; at-will) ♦ **Weapon**
+20 vs. AC; 1d4+4 damage, and the leanan sidhe shifts 2 squares.

✦ **Fury of the Spurned** (standard; at-will) ♦ **Psychic**
Ranged 10; targets a creature that has been previously dominated by the leanan sidhe; +19 vs. Will; 2d8+8 psychic damage, and the target is stunned (save ends).

✦ **Majestic Gaze** (minor 1/round; at-will) ♦ **Charm**
Ranged 10; +19 vs. Will; 1d6+8 psychic damage, and the target cannot attack the leanan sidhe until the beginning of the leanan sidhe's next turn.

↔ **Fickle Muse** (standard; encounter) ♦ **Healing, Psychic**
Close burst 5; targets enemies; +17 vs. Will; 2d6+8 psychic damage, and the target suffers a –2 penalty on all saves, defenses, and attack rolls until the end of the leanan sidhe's next turn. Allies in the burst can spend a healing surge, and gain a +2 bonus to all saves, defenses, and attack rolls until the end of the leanan sidhe's next turn.

Noble Mien

Creatures with the fey origin suffer a –2 penalty on attack and damage rolls against a sidhe unless they succeed at a saving throw at the beginning of the encounter. The saving throw is made at a penalty or bonus equal to the difference in levels between the sidhe and the attacking creature.

Sidhe Step (move; encounter) ♦ Teleportation

The leanan sidhe teleports 6 squares. If it teleports to a square adjacent to an enemy, the enemy is dazed until the end of the leanan sidhe's next turn.

Alignment Unaligned

Languages Common, Elven

Skills Bluff +20, Diplomacy +20, History +16, Insight +16, Nature +16, Stealth +16

Str 10 (+7)

Dex 18 (+11)

Wis 18 (+11)

Con 13 (+8)

Int 19 (+11)

Cha 26 (+15)

Equipment robes, dagger

Description *This female fey is indescribably beautiful... and shockingly alien. She resembles a female elf in outward appearance, but her features are far more delicate and refined. The fey woman wears only a sheer shift of green silk, belted at the waist with a red sash.*

Beanne Sidhe

Level 17 Elite Controller

Medium fey humanoid

XP 3,200

Initiative +13 **Senses** Perception +18; low-light vision

HP 318; **Bloodied** 159

AC 33; **Fortitude** 25, **Reflex** 30, **Will** 33

Immune charm effects; **Resist** 20 cold

Saving Throws +2

Speed 6; see also *sidhe step*
Action Points 1

⚔ **Rapier** (standard; at-will) ♦ **Cold, Weapon**
+22 vs. AC; 1d6+5 damage plus 2d6 cold damage (crit 2d6+11 plus 2d6 cold).

† **Winter's Grasp** (standard; recharge [3]) ♦ **Cold**
+22 vs. AC; 2d6+8 cold damage, and the target is immobilized (save ends). *Aftereffect*: the target is slowed (save ends).

👁 **Gaze of the Unseelie** (minor 1/round; at-will) ♦ **Fear, Psychic**
Ranged 10; +21 vs. Will; the target suffers a -2 penalty to attack rolls and cannot approach within 3 squares of the beanne sidhe (save ends both).

❄ **Caul of Coldest Night** (standard; sustain minor; encounter) ♦ **Cold, Zone**
Area burst 2 within 10; this power creates a zone of freezing darkness that remains in place until the end of the beanne sidhe's next turn. The zone blocks line of sight for all creatures except the beanne sidhe. Any creature entirely within the area (except the beanne sidhe) is blinded, and any creature that enters or starts its turn in the zone takes 5 cold damage.

🔊 **Howl of Winter's Heart** (standard; recharge [1]) ♦ **Cold, Fear, Psychic**
Close burst 5; +19 vs. Will; 4d8+8 cold and psychic damage, the target is weakened (save ends), and moves its speed away from the beanne sidhe. If this power reduces the target to 0 hit points or fewer, the target is killed instantly.

Noble Mien

Creatures with the fey origin suffer a -2 penalty on attack and damage rolls against a sidhe unless they succeed at a saving throw at the beginning of the encounter. The saving throw is made at a penalty or bonus equal to the difference in levels between the sidhe and the attacking creature.

Sidhe Step (move; encounter) ♦ Cold, Teleportation

The beanne sidhe teleports 6 squares. If it teleports to a square adjacent to an enemy, the enemy suffers 2d6 cold damage.

Alignment Evil

Languages Common, Elven

Skills Arcana +17, Bluff +21, Diplomacy +21, History +17, Insight +18, Nature +17, Stealth +18

Str 14 (+10) **Dex** 21 (+13) **Wis** 20 (+13)

Con 15 (+10) **Int** 19 (+12) **Cha** 26 (+16)

Equipment robes, rapier

Description *A vision of ice and pain, this lithe fey creature resembles a delicate elven woman with pale blue skin and hair like spun snow. Although lovely, this apparition's beauty is as cold and hard as a winter storm.*



BEANNE SIDHE TACTICS

A beanne sidhe begins combat with *howl of winter's heart*, hoping to weaken and scatter its foes. It then uses *sidhe step* to teleport next to a spellcaster or other dangerous target, and uses *winter's grasp* to freeze the target in place. If the target of *winter's grasp* seems especially powerful, the beanne sidhe spends an action point and follows up with a rapier attack against the target. If pressed, the beanne sidhe keeps opponents at bay with *gaze of the Unseelie*, and uses *caul of coldest night* to cover its retreat.

SIDHE LORE

A character knows the following with a successful Arcana check.

DC 20: The tua sidhe, or axe sidhe, are the rank and file in any large fey army. They are quick, hardy, and skilled with their weapons; and when deployed in large numbers can be devastating. Seelie tua sidhe are honorable warriors, likely to give quarter when it is asked for, or show mercy when violence is not necessary. Unseelie tua sidhe are the polar opposites of their Seelie cousins, and are bloodthirsty fighters, unmerciful and relentless.

DC 20: The bolg sidhe are the elite fighting force of the fey; potent soldiers that support both the Seelie and Unseelie Courts. Of all the sidhe, the bolg sidhe are the most common on the Prime Material Plane, and often leads groups of eladrin or elven warriors into battle. Seelie bolg sidhe are noble and proud, and fight honorably against all foes. Unseelie bolg sidhe are devious and canny warriors, using any advantage possible in combat, regardless of how dishonorable or ignoble.

DC 20: The leanan sidhe are seductive enchantresses that often take interest in mortal affairs, especially those that involve the arts. A single leanan sidhe sometimes serves as a patron for a particularly talented mortal; especially those gifted in poetry or song. When among other sidhe or fey, the leanan sidhe act in a support role, aiding allies and hampering enemies with their powers and abilities. Seelie leanan sidhe are fiery and free spirited, encouraging others to create music and works of art for all to enjoy. Unseelie leanan sidhe are deceitful temptresses; they seduce mortal artists and musicians with their beauty, and then push them to create works of darkness and pain.

DC 20: The beanne sidhe are the only sidhe that are collectively sworn to a particular fey court. It is rumored that the Queen of Air and Darkness twisted and corrupted a number of leanan sidhe to create the first beanne sidhe, filling the beautiful creatures with her freezing power and terrible

purpose. The beanne sidhe are rumored to be skilled warriors with powers over cold and darkness, and are said to unleash a howl of pure torment in battle that can freeze the soul of even the stoutest warrior.

ENCOUNTER GROUPS

Sidhe are often encountered with other fey creatures, especially eladrin, elves, and gnomes. Seelie and Unseelie sidhe do not cooperate with one another under any circumstances.

Level 11 Encounter (XP 3,000)

- 1 bolg sidhe (level 12 elite soldier)
- 2 eladrin twilight incanters (level 8 controller)
- 3 eladrin fey knights (level 7 soldier)

Level 16 Encounter (XP 6,700)

- 1 leanan sidhe (level 15 elite controller)
- 2 bolg sidhe (level 12 elite soldier)
- 6 tua sidhe (level 14 minion)

Level 19 Encounter (XP 12,100)

- 1 beanne sidhe (level 17 elite controller)
- 2 fomorian warriors (level 17 elite brute)
- 10 tua sidhe (level 14 minion)



SPRIGGAN

Spriggans are foul, misshapen fey that resemble horribly ugly gnomes. They are known to be untrustworthy thieves and murderers, and all serve the dark mistress of the Unseelie Court.



Spriggan Warrior

Level 15 Soldier

Small fey humanoid (giant)

XP 2,400

Initiative +13 **Senses** Perception +11; darkvision**HP** 148; **Bloodied** 74**AC** 31; **Fortitude** 31, **Reflex** 28, **Will** 28**Speed** 6

⚔ War Pick (standard; at-will) ♦ Weapon

+22 vs. AC; 1d8+6 damage (crit 2d8+14 damage), or 1d8+11 (crit 2d8+19 damage) against a dazed opponent, and the spriggan warrior slides the target 1 square.

⚔ Hooking Strike (standard; recharge [2][3]) ♦ Weapon

Requires war pick; +22 vs. AC; 1d8+6 damage (crit 2d8+14 damage), the target is knocked prone, and the spriggan warrior makes a secondary attack on the same target. **Secondary Attack:** +22 vs. AC; 2d8+6 damage (crit 4d8+22 damage).

☞ Hideous Countenance (minor/round; at-will) ♦ Fear, Gaze

Ranged 5; +20 vs. Will; the target is dazed (save ends).

Enlarge (minor; encounter) ♦ Polymorph

The spriggan warrior becomes Large, taking up 4 squares instead of 1. Any creatures in the squares that the spriggan warrior expands into are pushed 1 square. While enlarged, the spriggan warrior gains reach 2, a +5 bonus to its melee damage rolls, a +2 bonus to speed, and its war pick's base damage increases to 1d10. The spriggan warrior remains Large until the end of the encounter.

Alignment Chaotic evil **Languages** Common, Elven**Skills** Athletics +18, Endurance+17, Stealth +16**Str** 23 (+13) **Dex** 18 (+11) **Wis** 18 (+11)**Con** 20 (+12) **Int** 10 (+7) **Cha** 10 (+7)**Equipment** leather armor, war pick

Description *This stunted, gnarled humanoid is revoltingly ugly; so ugly that it literally turns your stomach to view its smashed, lumpy visage. It carries a cold-iron war pick in one fat-fingered hand, and wears a grimy leather breastplate.*

SPRIGGAN WARRIOR TACTICS

A spriggan warrior begins combat with *enlarge*, and then wades into melee with its pick, moving opponents into flanking positions with its allies when possible. Every round it uses *hideous countenance* against a spellcaster or an enemy with ranged attacks. A spriggan warrior uses *hooking strike* as often as possible to inflict the maximum amount of damage it can on its foes.

Spriggan Titan Guard

Level 18 Elite Soldier

Small fey humanoid (giant)

XP 4,000

Initiative +16 **Senses** Perception +14; darkvision**HP** 348; **Bloodied** 174**AC** 36; **Fortitude** 37, **Reflex** 33, **Will** 31**Saving Throws** +2**Speed** 5**Action Points** 1

⚔ Warhammer (standard; at-will) ♦ Weapon

+25 vs. AC; 1d10+7 damage, or 1d10+12 damage against a dazed opponent.

⚔ Double Attack (standard; at-will) ♦ Weapon

The spriggan titan guard makes two warhammer attacks.

☞ Hideous Countenance (minor/round; at-will) ♦ Fear, Gaze

Ranged 5; +23 vs. Will; the target is dazed (save ends).

Enlarge (minor; encounter) ♦ Polymorph

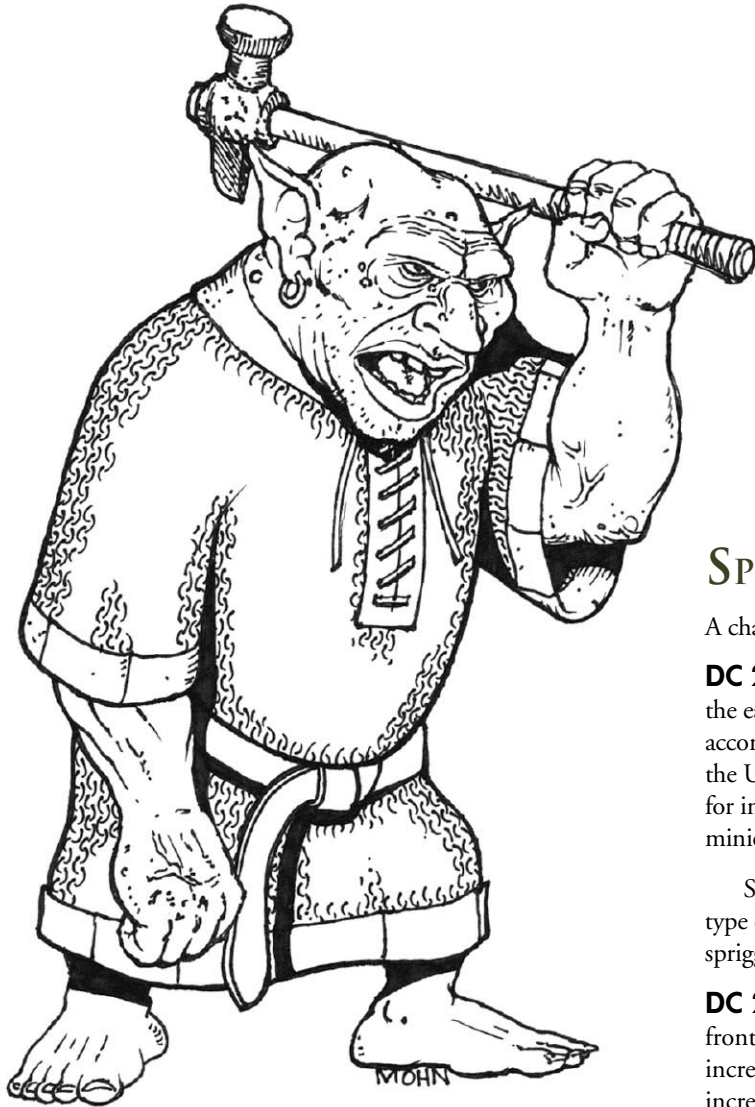
The spriggan titan guard becomes Huge, taking up 6 squares instead of 1. Any creatures in the squares that the spriggan titan guard expands into are pushed 2 square. While enlarged, the spriggan titan guard gains reach 3, a +10 bonus to its melee damage rolls, a +2 bonus to speed, and its warhammer's base damage increases to 2d6. The spriggan titan guard remains Huge until the end of the encounter.

Threatening Reach

While enlarged, a spriggan titan guard can make opportunity attacks against all targets within its reach (3 squares).

Alignment Chaotic evil **Languages** Common, Elven**Skills** Athletics +20, Endurance +19, Stealth +18**Str** 25 (+16) **Dex** 20 (+14) **Wis** 20 (+14)**Con** 22 (+15) **Int** 10 (+9) **Cha** 10 (+9)**Equipment** chainmail, warhammer

Description *This small, misshapen humanoid is armored in blackened chainmail and grips an oversized hammer. It turns toward you, displaying a shockingly hideous visage, and suddenly begins to grow in size. Within seconds, you are faced with a towering, twisted giant.*



SPRIGGAN LORE

A character knows the following with a successful Arcana check.

DC 20: Spriggans are ugly gnome-like fey that dwell beneath the earth. Although dirty and foul-tempered, spriggans are accomplished fighters, and are used primarily as shock troops by the Unseelie Court. They are also frequently used as bodyguards for important Unseelie fey, especially sidhe and other powerful minions of the Queen of Air and Darkness.

Spriggans bear a slight resemblance to knockers, a lesser type of subterranean fey; however, there is no true relation, and spriggans will happily slay knockers that enter their territories.

DC 25: Spriggans are valued by the Unseelie Court as frontline fighters because the horrid little fey can greatly increase their size, becoming giant-sized in seconds. This vastly increases the spriggans' strength and reach, making them nigh unstoppable on the battlefield. Most spriggans can grow to roughly ogre-sized; however, an elite caste of spriggan, known as titan guards, can reach sizes that rival the largest of giants.

SPRIGGAN TITAN GUARD TACTICS

A spriggan titan guard begins combat by enlarging, if there is room enough of it to attain its full size. It then targets the nearest opponent with *hideous countenance* and wades into melee against the dazed foe. A spriggan titan guard saves its action point to deliver a coup de grace against a dazed foe, taking two double attacks with its warhammer.

ENCOUNTER GROUPS

Spriggans are often found serving powerful Unseelie fey as bodyguards and minions. They also enjoy the company of fomorians, and may be found among them in both the Fey Realm and on the Prime Material Plane.

Level 15 Encounter (XP 6,000)

- 1 leanan sidhe (level 15 elite controller)
- 3 spriggan warriors (level 15 soldier)

Level 19 Encounter (XP 12,800)

- 1 fomorian painbringer (level 19 elite controller)
- 2 spriggan titan guards (level 18 elite soldier)

MONSTERS BY LEVEL

Every monster in this book appears on this list, which is sorted alphabetically by level and monster role.



Monster	Level and Role	Page
Boggart	4 Controller	5
Cu Sidhe	4 Skirmisher	3
Naiad	5 Lurker	8
Oread	6 Skirmisher	10
Cait Sidhe	6 Skirmisher	3
Knocker	7 Soldier	6
Red Cap Belly Ripper	7 Lurker	13
Sasquatch	8 Brute	16
Maenad	8 Controller	10
Red Cap Crimson Reaper	8 Brute	14
Red Cap Warrior	8 Minion	13
Pooka	8 Skirmisher	4
Red Cap Blood Magus	9 Controller	14
Reaper Gremlin	11 Elite Lurker	7
Sasquatch Forest Lord	11 Controller	17
Yeti	12 Elite Brute	17
Bolg Sidhe	12 Elite Soldier	19
Avernead	13 Controller	11
Tua Sidhe	14 Minion	19
Leanan Sidhe	15 Elite Controller	20
Spriggan Warrior	15 Soldier	23
Alseid	16 Controller	16
Beanne Sidhe	17 Elite Controller	21
The Enamored	18 Minion	12
Spriggan Titan Guard	18 Elite Soldier	23

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.