

Wraith **Level 5 Lurker**
Medium shadow XP 200
humanoid (undead)

HP 37; Bloodied 19 **Initiative +10**
Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn) **Perception +2**
AC 16; Fortitude 13; Reflex 16; Will 14 **Darkvision**
Speed 0, fly 6 (hover); phasing
Immune disease, poison; **Resist 10** necrotic, insubstantial; **Vulnerability 5** radiant (see also regeneration above)

Traits

Combat Advantage (necrotic)

The wraith deals an extra 1d6 necrotic damage against any target it has combat advantage against.

Spawn Wraith

Any humanoid killed by a wraith rises as a free-willed wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the raise dead ritual) does not destroy the spawned wraith.

Standard Actions

☞ Shadow Touch (necrotic) • At-Will

Attack: +8 vs. Reflex

Hit: 1d6 + 4 necrotic damage, and the target is weakened (save ends).

Move Actions

Shadow Glide • Encounter

Effect: The wraith shifts 6 squares.

Skills Stealth +11

Str 4 (-1) **Dex 18 (+6)** **Wis 10 (+2)**
Con 13 (+3) **Int 6 (+0)** **Cha 15 (+4)**

Alignment chaotic evil **Languages** Common

Monster found in [Monster Manual 1](#) and [Compendium](#)

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Spined Devil (Spinagon) **Level 6 Skirmisher**
Medium immortal XP 250
humanoid (devil)

HP 70; Bloodied 35 **Initiative +7**
AC 20; Fortitude 18; Reflex 16; Will 16 **Perception +10**
Speed 5, fly 7 (hover)
Resist 20 fire **Darkvision**

Standard Actions

☞ Claws • At-Will

Attack: +11 vs. AC

Hit: 2d6 + 4 damage.

< Rain of Spines (fire, poison) • At-Will

Attack: Ranged 10; +9 vs. Reflex

Hit: 1d10 + 1 damage, and the spined devil makes a secondary attack against the same target.

Secondary Attack: +9 vs. Fortitude

Hit: The target takes ongoing 5 poison damage and is slowed (save ends both).

Str 18 (+7) **Dex 15 (+5)** **Wis 14 (+5)**
Con 14 (+5) **Int 10 (+3)** **Cha 11 (+3)**

Alignment evil **Languages** Supernal

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Mad Wraith **Level 6 Controller**
Medium shadow XP 250
humanoid (undead)

HP 54; Bloodied 27 **Initiative +8**
AC 18; Fortitude 15; Reflex 18; Will 17 **Perception +6**
Speed 0, fly 6 (hover); phasing **Darkvision**
Immune disease, poison; **Resist 10** necrotic, insubstantial; **Vulnerability 5** radiant

Traits

☞ Mad Whispers (psychic) • Aura 3

Any enemy in the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. (If the mad wraith takes radiant damage, the aura is negated until the end of the mad wraith's next turn.)

Spawn Wraith

Any humanoid killed by a mad wraith rises as a free-willed mad wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the raise dead ritual) does not destroy the spawned wraith.

Standard Actions

☞ Touch of Madness (psychic) • At-Will

Attack: +8 vs. Will

Hit: 1d6 + 5 psychic damage, and the target takes a -2 penalty to Will defense (save ends).

; Touch of Chaos (psychic) • Recharge -

Attack: +9 vs. Will

Hit: 2d6 + 4 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.

Skills Stealth +13

Str 6 (+1) **Dex 20 (+8)** **Wis 3 (-1)**
Con 12 (+4) **Int 11 (+3)** **Cha 19 (+7)**

Alignment chaotic evil **Languages** Common

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Daggerthorn Briar
Hazard

Level 7 Obstacle
XP 300

Found in deep woods and in the Feywild, daggerthorn briar is a bloodthirsty plant that some hard-hearted nobles use to guard the grounds of their villas.

Hazard: A single briar patch of daggerthorn fills 10 contiguous squares, turning them into difficult terrain.

Perception

◆ No check is necessary to notice the briars.

Nature

◆ DC 24: The character identifies the patch as daggerthorn briar.

Trigger

The briars attack when a creature enters or begins its turn in or adjacent to a square of daggerthorn briar.

Attack

Opportunity Action Melee

Target: Creature in or adjacent to briar

Attack: +12 vs. AC

Hit: 2d10 + 5 damage and immobilized until escape. The attack deals 3d10 + 5 damage if the target is bloodied.

Countermeasures

◆ Acrobatics DC 20 or Athletics DC 20: Immobilized characters can use a successful check to free themselves.

◆ A character can attack a square of daggerthorn briar (AC 18, other defenses 15; hp 70; vulnerable 10 fire). Once a square is destroyed, it cannot attack and is no longer difficult terrain.

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