

Pawn Skeleton	Level 9 Minion Soldier
Medium natural animate (undead)	XP 100
HP 1; a missed attack never damages a minion Initiative +8 AC 25; Fortitude 22; Reflex 21; Will 21 Speed 1 2 on the first move Perception +6	
Traits	
Battlefield Promotion	
A Pawn that reaches the other side of the battlefield is replaced with a Queen.	
Standard Actions	
; Spear • At-Will	
<i>Attack:</i> Melee; +16 vs. AC <i>Hit:</i> 9 damage, and the target is marked.	
Unexpected Shove • Encounter	
<i>Requirements:</i> Must be attacking a diagonal target. <i>Attack:</i> Melee (One creature); +14 vs. Fortitude <i>Hit:</i> 11 damage, and the target is pushed 1 square, triggering the chessboard attack.	
Triggered Actions	
: Look out, sir... ARGH! • Encounter	
<i>Trigger:</i> The adjacent King is hit by an attack. <i>Effect (Immediate Interrupt):</i> The pawn takes the damage instead.	

Mummy Bishop	Level 10 Controller (Leader)
Medium natural humanoid (undead)	XP 500
HP 101; Bloodied 51 AC 21; Fortitude 25; Reflex 18; Will 26 Speed 8 Unlimited, diagonal move only. Immune disease, poison; Resist -5 necrotic; Vulnerability fire Initiative +7 Perception +11 Darkvision	
Traits	
" Despair (fear) • Aura 1	
An enemy takes a -2 penalty on attack rolls against the Mummy Bishop.	
Standard Actions	
☞ Rotting Slam (disease, necrotic) • At-Will	
<i>Attack:</i> +17 vs. AC <i>Hit:</i> 3d8 + 6 necrotic damage.	
< Plague Chant • At-Will	
<i>Attack:</i> Ranged 10; +14 vs. Fortitude <i>Hit:</i> 2d6 + 6 necrotic damage and 5 ongoing damage (save ends.) Each time the target takes the ongoing damage, adjacent allies take 5 necrotic damage.	
: Grave Scream • Encounter	
<i>Attack:</i> Close Burst 3 (Each enemy in burst); +14 vs. Will <i>Hit:</i> 2d10 + 5 psychic damage, and the target is pushed 4 squares. <i>Miss:</i> Half damage, and the target is pushed 2 squares.	

Black Knight	Level 8 Skirmisher
Medium shadow humanoid (undead)	XP 350
HP 75; Bloodied 38 Regeneration 5 (if a Black Knight takes necrotic damage, regeneration doesn't function until the end of its next turn) AC 25; Fortitude 21; Reflex 20; Will 18 Speed 0, fly 4 Must fly in an "L" shape. Immune disease, poison; Resist 5 radiant Radiant damage causes the Vampire to sparkle until the end of the next turn. Initiative +10 Perception +3 Darkvision	
Traits	
Sparkly Vampire	
While sparkling from radiant damage, any enemy ending their turn next to a Black Knight is blinded until the end of the Knight's next turn.	
Standard Actions	
☞ Sword • At-Will	
<i>Attack:</i> +13 vs. AC <i>Hit:</i> 2d6 + 5 damage.	
; Blood Drain (healing) • Encounter	
<i>Requirements:</i> Prone target only. <i>Attack:</i> +11 vs. Fortitude <i>Hit:</i> 4d8 + 6 damage, and the target is weakened (save ends), and the black knight regains 24 hit points.	
; Leap of the Horsey • At-Will	
<i>Effect:</i> The Black Knight flies in an L shape, then lands on an occupied square and makes a Sword attack. If the attack hits, the target is knocked prone below the Knight and cannot stand up while the Knight stands there.	

Zombie Rook	Level 8 Brute
Medium natural animate (undead)	XP 350
HP 119; Bloodied 60 AC 20; Fortitude 23; Reflex 17; Will 18 Speed 8 Unlimited, orthogonal line only. Immune disease, poison; Resist 10 necrotic; Vulnerability 10 radiant Initiative +2 Perception +3 Darkvision	
Standard Actions	
☞ Slam • At-Will	
<i>Attack:</i> Melee 1; +12 vs. AC <i>Hit:</i> 2d8 + 5 damage. Add 4d8 damage on a charge attack.	
; Zombie Smash • Recharge	
<i>Attack:</i> Melee 1; +12 vs. AC <i>Hit:</i> 4d8 + 5 damage, and the target is knocked prone.	
Triggered Actions	
Castling • At-Will	
<i>Trigger:</i> The King is within 3 square and is hit by an attack, and the rook hasn't moved so far this round. <i>Effect (Immediate Interrupt):</i> The Zombie Rook and the King teleport, switching places. The Zombie Rook takes the hit and all damage instead of the King.	

Arcanian Queen	Level 10 Artillery
Medium natural humanoid (undead)	XP 500
HP 92; Bloodied 46	Initiative +6
AC 19; Fortitude 19; Reflex 25; Will 26	Perception +9
Speed 8 Unlimited, straight line movement only.	
Standard Actions	
☞ Acid Touch (acid) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> 2d6 + 10 acid damage.	
[Acid Bolt (acid, implement) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. Reflex	
<i>Hit:</i> 2d10 + 4 acid damage, and each enemy adjacent to the target takes 3 acid damage.	
< Stream of Acid (acid, implement) • Recharge 5	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. Reflex	
<i>Hit:</i> 2d6 + 11 acid damage, and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends both).	
Triggered Actions	
< Orb of Denial (implement) • Encounter	
<i>Attack (Immediate Interrupt):</i> Ranged 10 (one creature); +15 vs. Will	
<i>Hit:</i> The target fails the saving throw.	
Other Powers	
Arcane Surge • Encounter	
<i>Action:</i> Free Action.	
<i>Effect:</i> The attack deals maximum damage to the enemy.	

The Ghost King	Level 12 Elite Lurker
Medium shadow humanoid (undead)	XP 1,400
HP 132; Bloodied 66	Initiative +16
Regeneration 10 (Regeneration does not function in a round when the Ghost King has taken radiant damage or does not have an ally adjacent to him.)	Perception +12
AC 26; Fortitude 23; Reflex 25; Will 23	
Speed 0, fly 1 One space, any direction, ignores all terrain.	
Immune disease, poison; Resist 15 necrotic, insubstantial; Vulnerability 20 radiant	
Saving Throws +2; Action Points 1	
Traits	
" Spectral Chill (cold) • Aura 1	
Enemies in the aura take a -2 penalty to all defenses.	
Alone in the Dark	
If the Ghost King is not adjacent to any ally, he loses the insubstantial trait.	
Standard Actions	
☞ Spectral Touch (necrotic) • At-Will	
<i>Attack:</i> +15 vs. Reflex	
<i>Hit:</i> 3d8 + 5 necrotic damage.	
: Spectral Barrage (illusion, psychic) • Recharge -	
<i>Attack:</i> Close burst 2 (targets enemies); +15 vs. Will	
<i>Hit:</i> 5d6 + 1 psychic damage, and the target is pushed 2 squares.	