

PG.	NAME	FAMILY	LVL	KEY SKILLS	VECTOR	ATK	EFFECTS	PROPERTIES
20	Blue Deception	lotus	30	Nat, Thv	contact	+33	slowed, lose standard (s); 1F: (extended rest); A: (s)	contact, fortified, Will
43	Voidbreath	bestial	30	Nat, Thv	inhalation	+33	o15 (s), blinded, deafened, muted (no s); A: o10 (s); 2A: o5 (s)	inhalation
28	Golden Arrow	lotus	29	Nat, Thv	contact	+32	o15, lose all actions (s)	contact
19	Blood Harvest	lotus	28	Arc, Nat, Thv	inhalation	+34	-10 defs, -5 saves vs. arcane (s)	inhalation
18	Black Death	lotus	27	Nat, Thv	contact	+30	reduced to 0 hps and dying	contact, hazardous
26	Flamestrike	serpente	26	Nat	injury	+29	o15, helpless (s)	transient only, expensive
44	Winghammer	draconic	25	Nat, Thv	contact	+31	o15, take no actions (s)	contact
25	Devil-May-Care	lumbricida	24	Nat, Thv	injury	+30	8d6 fire + poison	
43	Wasting Dunes	scorpionida	23	Nat, Thv	contact	+26	o15 (s), weakened (no s)	contact
26	First Strike	serpente	22	Nat, Thv	injury	+25	o15, stunned (ends when bloodied)	no effect on bloodied target
39	Shimmer	none	21	Nat, Thv	injury	+24	immobilized, insubstantial, cannot attack (s)	
27	Frostfire	lumbricida	20	Nat, Thv	injury	+23	petrified (s); 1F: petrified (no s)	petrified = solid ice, robust
36	Pseudodeath	draconic	20	Nat, Thv	injury	+26	dazed (s); 1F: unconscious for 1 day or violent motion; A: dazed (s)	
37	Ravage Moss	moss	20	Nat, Thv	injury	+23	o10 (s); 1F: lose all resistances (s)	
42	Violet Spinebreaker	lumbricida	20	Nat, Thv	injury	+23	o10, exhausted (s)	robust
21	Bromine	non-ferrous	19	Nat, Thv	ingestion	+22	o10, weakened (s); 1F: o15, nauseated (s); 2F: nauseated (short rest)	ingestion, robust
25	Emerald Anguish	draconic	19	Nat, Thv	injury	+25	dazed (s); 1F: stunned (s); 2F: lose all actions (no s)	impotent
38	Robietto	moss	19	Nat, Thv	inhalation	+22	cannot use encounter or daily powers (s); A: cannot use daily powers (s)	inhalation, Will
30	Humboldt's Bane	moss	18	Nat, Thv	contact	+21	-5 atks, -5 defs (s)	contact
31	Hydrogen Selenide	non-ferrous	18	Nat, Thv	ingestion	+21	nauseated (s); 1F: unconscious (s); A: nauseated (s)	ingestion
37	Quod	hymenoptera	18	Nat, Thv	injury	+21	o10, dazed (s); 1F: stunned (s); 2F: helpless (s)	quick
17	Anchor Slime	aquatic	17	Nat, Thv	injury	+20	-5 atks, -5 escape (s)	
21	Buckling Breath	mineral	17	Nat, Thv	inhalation	+20	o10, exhausted (s)	cheap, inhalation

29	Hilt-Deep	bestial	17	Nat, Thv	injury	+20	4d6, saving throw; 1F: 4d6	no effect on target at max hps
44	Woodcutter	arboreal	17	Nat, Thv	injury	+20	o10, blinded (s)	stable, inert when applied to metal
17	Acid-Flare	ooze	16	Nat, Thv	contact	+19	o5 (s), vuln 10 acid; 1F: vuln 10 acid (short rest)	contact, unstable
22	Carrion Spear	chilopoda	16	Nat, Thv	injury	+19	o10, immobilized (s); 1F: stunned (s)	fortified
29	Heartstinger	draconic	16	Nat, Thv	injury	+22	o10 (s), lose 1 healing surge; 1F: lose 2 healing surges	
17	Aria of Anguish	none	15	Nat, Thv	inhalation	+18	dazed (s); 1F: (extended rest)	inhalation
25	Dripping Doom	ooze	15	Nat, Thv	injury	+18	-6 Will (s)	
32	Lich Dust	donum mortis	15	Nat, Rel, Thv	ingestion	+18	exhausted (s); 1F: exhausted (no s)	ingestion, piercing (undead)
23	Coral-Blade	aquatic	14	Nat, Thv	injury	+17	o10, immobilized, -5 Ref (s)	
34	Nightbringer	none	14	Nat, Thv	injury	+17	o5, blinded (s), lose low-light vision and darkvision (no s)	
40	Terror-Root	hedge root	14	Nat, Thv	contact	+17	o10, lose 1 move action (s)	contact, multistage
19	Blazing Eye	bestial	13	Nat, Thv	injury	+16	o10 fire + poison, vuln 10 fire (s)	fire or poison resist takes full damage
24	Deathblade	vine	13	Nat, Thv	injury	+16	4d6, exhausted (s)	safe
29	Hag's Hood	none	13	Nat, Thv	ingestion	+16	dazed, no encounter powers (s)	ingestion, muted
35	Oil of Snowflower	hedge root	13	Nat, Thv	injury	+16	4d6 poison + cold, cannot use powers with cold keyword (s)	
20	Blue Whinnis	hedge root	12	Nat, Thv	injury	+15	o5 (s); 1F: unconscious (s)	
24	Dark Reaver	donum mortis	12	Nat, Rel, Thv	ingestion	+15	o10, weakened (s); 1F: prone (s); 2F: helpless (s)	ingestion
30	Hopemelter	ooze	12	Nat, Rel, Thv	injury	+15	no channel divinity (s); 1F: (no s)	
36	Quickbiter	arboreal	12	Nat, Thv	contact	+15	2d6, lose 2 healing surges	contact, stable
39	Shadow Essence	donum mortis	12	Nat, Rel, Thv	injury	+15	exhausted (s); A: weakened (extended rest)	piercing (undead)
41	Timber-Bane	bestial	12	Nat, Thv	injury	+18	lose 2 healing surges (s); 1F: lose 3 healing surges (s); 2F: o10 (s)	
27	Fog of Madness	aquatic	11	Nat, Thv	inhalation	+17	o10, stunned (s)	inhalation
34	Nitharit	moss	11	Nat, Thv	injury	+14	o1 (s); 1F: o5, fall prone, cannot stand up (s); A: o10 (s)	
36	Plunging Spirit	bestial	11	Nat, Thv	injury	+14	o10, -6 Fort (s)	fortified
39	Stingfire	hymenoptera	11	Nat, Thv	injury	+14	o10, restrained (s)	quick
30	Hundred Hammers	chilopoda	10	Nat, Thv	contact	+13	-3 AC, -3 Ref (s)	contact
31	Kakophage	fungus	10	Nat, Thv	contact	+16	deafened (s)	contact

34	Malyss	arboreal	10	Nat, Thv	contact	+16	o5, slowed (s)	contact, stable
18	Bane of Driders	araneida	9	Nat, Thv	injury	+12	o5, weakened (s)	
41	Truffle Dirge	fungus	9	Nat, Thv	ingestion	+15	o5, -3 Fort (s)	ingestion, racial bonuses and abilities ineffective
42	Ungol Dust	mineral	9	Nat, Thv	injury	+12	dazed (s)	cheap
43	Waxfruit Whiskey	arboreal	9	Nat, Thv	ingestion	+12	slowed (s); 1F: exhausted (s)	ingestion, stable
45	Yellowbolt	hymenoptera	9	Nat, Thv	injury	+12	o5, -3 Ref (s); 1F: fall prone and cannot stand up (s)	quick
23	Corona Araneae	araneida	8	Nat, Thv	injury	+11	o5, weakened (s); A: slowed (s)	
33	Lung-Famine	vine	8	Nat, Thv	inhalation	+11	o5, muted (s)	inhalation, safe
35	Oil of Taggit	hedge root	8	Nat, Thv	ingestion	+14	make saving throw; 1F: make saving throw; 2F: unconscious (s)	cheap, ingestion
42	Viper's Kiss	serpente	8	Nat, Thv	ingestion	+11	slowed (s); 1F: slowed (no s)	ingestion
22	Close Call	hedge root	7	Nat, Thv	injury	+10	no combat advantage, no sneak atk (s); A: no sneak atk (s)	
38	Retch	none	7	Nat, Thv	injury	+10	powerful odor, -5 Stealth (s); 1F: nauseated (s)	obvious
40	Thumper	bestial	7	Nat, Thv	injury	+10	o5, dazed (s or healing surge ends)	-5 to saves vs. this poison
24	Desert Remorse	scorpionida	6	Nat, Thv	injury	+6	weakened (s); 1F: exhausted (s); 2F: (short rest)	
28	Gray Quiet, The	none	6	Arc, Nat, Thv	injury	+9	muted, dazed (s)	inhibited (aberration)
44	Wisp of Pallstone	mineral	6	Nat, Thv	injury	+9	cannot use <i>wild shape</i> power (s), revert to humanoid form	robust
21	Brawnpincer	scorpionida	5	Nat, Thv	injury	+8	o5, weakened (s); A: weakened (s)	
33	Limbweb	araneida	5	Nat, Thv	injury	+8	weakened (s)	fortified
35	Phantom Feather	bestial	5	Nat, Thv	injury	+8	-3 AC (s); A: -3 AC (s)	
27	Gentle Dust	donum mortis	4	Nat, Rel, Thv	injury	+7	o5, no power with rage keyword (s)	Will
31	Id Moss	moss	4	Nat, Thv	ingestion	+7	dazed (s)	ingestion
32	Leadblade	non-ferrous	4	Nat, Thv	injury	+7	o5, lose marks, cannot mark (s); 1F: cannot mark (short rest)	Reflex
38	Rustleaf	arboreal	4	Nat, Thv	injury	+7	o5, weakened (s)	fortified, stable, only effects fey targets
20	Bloodroot	hedge root	3	Nat, Thv	injury	+3	-2 defs (s), fall prone	
23	Darkling Tongue	serpente	3	Nat, Thv	injury	+6	o5, muted, prone (s)	slow
28	Greenblood Oil	vine	3	Nat, Thv	injury	+6	lose 1 healing surge, fall prone	safe
19	Blink	bestial	2	Nat, Thv	injury	+5	2d6, no crit, no <i>hunter's quarry</i> (s); 1F: -2 atks (s)	expensive

37	Redflag	none	2	Nat, Thv	injury	+5	o5, slowed (s)	multistage
40	Striped Toadstool	fungus	2	Nat, Thv	ingestion	+8	lose 1 move action (s); 1F: dazed (s)	ingestion
18	Arsenic	non-ferrous	1	Nat, Thv	ingestion	+4	o5 (s); 1F: o10 (s)	ingestion
32	Lazyfeet	chilopoda	1	Nat, Thv	injury	+4	slowed (s); A: slowed (s)	