



# Dominated Animals

Monsters for use with  
4th Edition Dungeons & Dragons



<b>Dominated Hen</b> Tiny natural animal		<b>Level 1 Minion Skirmisher</b> XP 25	
<b>HP</b> 1; a missed attack never damages a minion. <b>AC</b> 16, <b>Fortitude</b> 14, <b>Reflex</b> 14, <b>Will</b> 14 <b>Speed</b> 6		<b>Initiative</b> +3 <b>Perception</b> +1 Low-light vision	
<b>STANDARD ACTIONS</b>			
<b>(MB) Peck * At-Will</b> <i>Attack:</i> Melee 1 (1 creature); +6 vs. AC <i>Hit:</i> 4 damage, and the hen shifts 2 squares.			
<b>TRIGGERED ACTIONS</b>			
<b>With Its Head Cut Off * Encounter</b> <i>Trigger:</i> The hen is reduced to 0 hit points. <i>Effect (Immediate Reaction):</i> The hen shifts its speed and uses <i>peck</i> with a -2 penalty to the attack roll. The creature it targets may not be the one that reduced it to 0 hit points. After making the attack, the hen dies.			
<b>Str</b> 2 (-4)	<b>Dex</b> 13 (+1)	<b>Wis</b> 12 (+1)	
<b>Con</b> 12 (+1)	<b>Int</b> 3 (-5)	<b>Cha</b> 9 (-1)	
<b>Alignment</b> unaligned		<b>Languages</b> –	

<b>Dominated Rooster</b> Tiny natural animal		<b>Level 1 Skirmisher (Leader)</b> XP 100	
<b>HP</b> 29; <b>Bloodied</b> 14 <b>AC</b> 17, <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14 <b>Speed</b> 6		<b>Initiative</b> +4 <b>Perception</b> +1 Low-light vision	
<b>STANDARD ACTIONS</b>			
<b>(MB) Claw * At-Will</b> <i>Attack:</i> Melee 1 (1 creature); +6 vs. AC <i>Hit:</i> 1d8+4 damage, and the rooster shifts 2 squares.			
<b>MOVE ACTIONS</b>			
<b>Flutter * Recharge 5/6</b> <i>Effect:</i> The rooster shifts up to 6 squares while flying.			
<b>MINOR ACTIONS</b>			
<b>Crow * Recharge 5/6</b> <i>Effect:</i> A dominated hen that can see the rooster makes a <i>peck</i> attack.			
<b>TRIGGERED ACTIONS</b>			
<b>With Its Head Cut Off * Encounter</b> <i>Trigger:</i> The rooster is reduced to 0 hit points. <i>Effect:</i> The rooster shifts its speed and uses <i>claw</i> on up to two different creatures with a -2 penalty to the attack rolls. The creatures it targets may not be the one that reduced it to 0 hit points. After making the attack, the rooster dies.			
<b>Str</b> 2 (-4)	<b>Dex</b> 14 (+2)	<b>Wis</b> 13 (+1)	
<b>Con</b> 13 (+1)	<b>Int</b> 3 (-5)	<b>Cha</b> 10 (+0)	
<b>Alignment</b> unaligned		<b>Languages</b> –	

<b>Dominated Sheep</b> Medium natural animal		<b>Level 2 Soldier</b> XP 125	
<b>HP 39; Bloodied 18</b> <b>AC 18, Fortitude 16, Reflex 14, Will 14</b> <b>Speed 6</b>		<b>Initiative +4</b> <b>Perception +2</b> Low-light vision	
<b>Resist 5 cold; Vulnerable 5 fire</b>			
<b>TRAITS</b>			
<b>Bah</b> A sheep receives a +2 bonus to AC when adjacent to at least one other sheep.			
<b>STANDARD ACTIONS</b>			
<b>(MB) Ram * At-Will</b> <i>Attack:</i> Melee 1 (1 creature); +7 vs. AC <i>Hit:</i> 1d8+5 damage.			
<b>MINOR ACTIONS</b>			
<b>Ewe * Encounter</b> <i>Effect:</i> The sheep gains resist 5 to all damage until the end of its next turn.			
<b>TRIGGERED ACTIONS</b>			
<b>Sheep Be True * At-Will</b> <i>Trigger:</i> One of the sheep's adjacent allies shifts. <i>Effect (Immediate Reaction):</i> The sheep shifts 1 square.			
<b>Str</b> 14 (+3)	<b>Dex</b> 12 (+2)	<b>Wis</b> 13 (+2)	
<b>Con</b> 15 (+3)	<b>Int</b> 3 (-3)	<b>Cha</b> 13 (+2)	
<b>Alignment</b> unaligned		<b>Languages</b> –	

<b>Dominated Cow</b> Large natural animal		<b>Level 3 Controller</b> XP 150	
<b>HP 48; Bloodied 24</b> <b>AC 17, Fortitude 16, Reflex 15, Will 15</b> <b>Speed 6</b>		<b>Initiative +2</b> <b>Perception +3</b> Low-light Vision	
<b>STANDARD ACTIONS</b>			
<b>(MB) Kick * At-Will</b> <i>Attack:</i> Melee 1 (1 creature); +8 vs. AC <i>Hit:</i> 1d8+2 damage, and the target is dazed on its next turn.			
<b>Cowbell (thunder) * At-Will</b> <i>Attack:</i> Close burst 3 (enemies within burst); +6 vs. Fortitude <i>Hit:</i> 1d6+3 thunder damage.			
<b>MINOR ACTIONS</b>			
<b>Landmine (poison, zone) * Recharge</b> when first bloodied <i>Effect:</i> Close blast 1. The attack creates a zone that lasts until the end of the cow's next turn. Any enemy that enters or starts their turn in the zone takes 5 poison damage and is slowed (save ends).			
<b>TRIGGERED ACTIONS</b>			
<b>More Cowbell (thunder) * Encounter</b> <i>Trigger:</i> The cow is within the range of another dominated cow's <i>cowbell</i> attack. <i>Attack:</i> Close burst 1 (enemies within burst); +6 vs. Fortitude <i>Hit:</i> 3 thunder damage.			
<b>Str</b> 17 (+4)	<b>Dex</b> 13 (+2)	<b>Wis</b> 14 (+3)	
<b>Con</b> 16 (+4)	<b>Int</b> 3 (-3)	<b>Cha</b> 11 (+1)	
<b>Alignment</b> unaligned		<b>Languages</b> –	

<b>Dominated Bull</b> Large natural animal		<b>Level 3 Elite Brute</b> XP 300	
<b>HP</b> 112; <b>Bloodied</b> 56 <b>AC</b> 17, <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 15 <b>Speed</b> 7		<b>Initiative</b> +2 <b>Perception</b> +2 Low-light vision	
<b>Saving Throws</b> +2; <b>Action Points</b> 1			
<b>TRAITS</b>			
<b>Enraged</b> The bull deals +2 damage with all its attacks while bloodied.			
<b>STANDARD ACTIONS</b>			
<b>(MB) Gore * At-Will</b> <i>Attack:</i> Melee 1 (2 creatures); +8 vs. AC <i>Hit:</i> 2d6+3 damage, and the target falls prone.			
<b>Charge * Recharge 5/6</b> <i>Effect:</i> The bull moves up to its speed and may move through prone enemies' spaces during the move. The bull must end its move adjacent to its target. Any prone enemies whose spaces it moved through are subject to a secondary attack. <i>Attack:</i> Melee 1 (1 creature); +9 vs. AC <i>Hit:</i> 2d6+6 damage, and the target is pushed 2 squares and knocked prone. <i>Secondary Attack:</i> +6 vs. Reflex <i>Hit:</i> 1d8+4 damage.			
<b>TRIGGERED ACTIONS</b>			
<b>Bucking Frenzy * Encounter</b> <i>Trigger:</i> When first bloodied. <i>Attack:</i> Melee 1 (all adjacent enemies); +6 vs. Reflex <i>Hit:</i> 2d6+3 damage, and the target is pushed 1 square and knocked prone.			
<b>Str</b> 18 (+5)	<b>Dex</b> 13 (+2)	<b>Wis</b> 13 (+2)	
<b>Con</b> 16 (+4)	<b>Int</b> 3 (-3)	<b>Cha</b> 11 (+1)	
<b>Alignment</b> unaligned		<b>Languages</b> –	

<b>Enchanted Horse</b> Large natural animal (mount)		<b>Level 4 Elite Artillery (Leader)</b> XP 350	
<b>HP</b> 90; <b>Bloodied</b> 45 <b>AC</b> 18, <b>Fortitude</b> 19, <b>Reflex</b> 16, <b>Will</b> 18 <b>Speed</b> 8		<b>Initiative</b> +4 <b>Perception</b> +4 Low-light vision	
<b>Saving Throws</b> +2; <b>Action Points</b> 1			
<b>TRAITS</b>			
<b>Arcane Mount (mount)</b> The horse's rider can use the horse as their implement for arcane attack powers. The horse has an effective +1 enhancement bonus and grants an extra 1d6 damage on a critical hit. Additionally, when the horse's rider scores a critical hit with an arcane attack power, the horse may immediately shift up to 3 spaces.			
<b>Dominion Aura * Aura 3</b> Dominated animals within the aura receive a +1 bonus to all defenses.			
<b>STANDARD ACTIONS</b>			
<b>(MB) Kick * At-Will</b> <i>Attack:</i> Melee 1 (1 creature); +9 vs. AC <i>Hit:</i> 1d8+5 damage.			
<b>(RB) Arcane Discharge * At-Will</b> <i>Attack:</i> Ranged 10 (1 creature); +11 vs. AC <i>Hit:</i> 2d6+5 damage.			
<b>Spell Bomb * Recharge 4/5/6</b> <i>Attack:</i> Area burst 3 within 10 squares (creatures within burst); +9 vs. Reflex <i>Hit:</i> 1d8+5 damage.			
<b>MOVE ACTIONS</b>			
<b>Spell Step * Recharge 5/6</b> <i>Effect:</i> The horse flies up to its speed, and gains concealment until the end of its next turn. The horse must end its flight on solid ground.			
<b>MINOR ACTIONS</b>			
<b>Arcane Static * Recharge 4/5/6</b> <i>Attack:</i> Close burst 5 (nearest creature); +11 vs AC <i>Hit:</i> 1d6+2 damage.			
<b>Str</b> 18 (+6)	<b>Dex</b> 15 (+4)	<b>Wis</b> 15 (+4)	
<b>Con</b> 16 (+5)	<b>Int</b> 3 (-3)	<b>Cha</b> 14 (+4)	
<b>Alignment</b> unaligned		<b>Languages</b> –	