

# Random Monster Grab Bag

---

Playtest: Artillery

By Keith Richmond (Keithric@Gleemax,  
Keterys@ENWorld)  
Updated 6/13/2008

This document is for playtesting and quality assurance purposes. A fully featured layout will be released in the future. Some abilities may seem odd or lacking without the flavor text or miniature for context. Look for regular updates and further information at  
<http://www.enworld.org/showthread.php?t=221551>

Pyreskull Caretaker		Level 2 Artillery
Tiny natural animate (construct, homunculus)		XP 125
Initiative +3		Senses Perception +7
HP 28; Bloodied 14		
AC 17; Fortitude 12, Reflex 15, Will 13		
Immune disease, poison		
Speed Flight 5 (hover)		
Ⓢ Bite (standard; at-will) * Fire		
+5 vs. AC; 1d4 and 1d6 fire damage.		
⚔ Flaming Spit (standard; at-will) * Fire		
Range 10; +7 vs. Reflex; 2d6 + 3 fire damage.		
⚡ Fire Breath (standard; recharge ⓂⓂⓂ) * Fire		
May only be used within the guarded area. Close blast 5, targets enemies; +7 vs. Reflex; 2d6 + 3 fire.		
Guard Area		
A pyreskull caretaker's fire attacks deal no damage to any allies or objects within its guarded area.		
Alignment Unaligned		Languages Common
Skills Insight +7		
Str 4 (-2)	Dex 17 (+4)	Wis 12 (+2)
Con 10 (+1)	Int 11 (+1)	Cha 9 (+0)



A pyreskull caretaker is usually found in a wizard's shop. It appears as a decorative skull until provoked. When a vandal or burglar enters its guarded area, it flies up and bursts aflame.

Serpentfolk Archer		Level 3 Artillery
Medium natural humanoid (reptile)		XP 150
Initiative +7		Senses Perception +7
HP 38; Bloodied 19		
AC 17; Fortitude 14, Reflex 15, Will 13		
Speed 6		
Ⓢ Bite (standard; at-will) * Poison		
+8 vs. AC; 1d4 damage and ongoing 5 poison damage (save ends).		
⚔ Longbow (standard; at-will) * Weapon		
Ranged 20/40; +10 vs. AC; 1d10 + 5 damage. See <i>envenom arrow</i> .		
Envenom Arrow (minor 1/round; at-will) * Poison		
Next <i>longbow</i> attack also deals ongoing 2 poison damage (save ends).		
Alignment Unaligned		Languages Draconic
Skills Nature +7		
Str 11 (+1)	Dex 18 (+5)	Wis 13 (+2)
Con 14 (+3)	Int 10 (+1)	Cha 10 (+1)



Serpentfolk hide in the forest in small communities and are fiercely territorial. They are almost universally distrusted due to their similarity to Yuan-ti. Ironically, yuan-ti bear a religious hatred of serpentfolk and kill them on sight.

Hobgoblin Dragon Shaman		Level 4 Artillery
Medium natural humanoid		XP 175
Initiative +4		Senses Perception +6; low-light vision
HP 44; Bloodied 22		
AC 16; Fortitude 16, Reflex 16, Will 18		
Speed 6		
Ⓢ Dragonstaff (standard; at-will) * Weapon, Fear		
+9 vs. AC; 1d8 + 2 damage and the hobgoblin dragon shaman makes a secondary attack. <i>Secondary Attack</i> : +9 vs. Will; target is pushed 3 squares.		
⚔ Lightning (standard; at-will) * Force		
The shaman targets up to three creatures; the first target must be within 10 squares of the shaman, the second within 10 squares of the first, and the third within 10 squares of the second. +9 vs. Reflex; 1d12 + 4 lightning damage.		
Hobgoblin Resilience (immediate reaction, when the hobgoblin suffers an effect that a save can end; encounter)		
The hobgoblin rolls a saving throw against the effect.		
Alignment Evil		Languages Common, Goblin, Draconic
Skills Arcana +8, Athletics +6, Religion +8		
Str 14 (+4)	Dex 15 (+4)	Wis 18 (+6)
Con 14 (+4)	Int 12 (+3)	Cha 13 (+3)



Hobgoblin dragon shaman worship Tiamat. They channel draconic frightful presence and breath weapon through their staffs. *While other breath weapon types could be used, I used blue as most fitting for artillery. A white dragon based one might be a controller...*

Gale Sprite		Level 5 Artillery
Small fey humanoid		XP 200
Initiative +10		Senses Perception +2; low-light vision
HP 47; Bloodied 23		
AC 18; Fortitude 15, Reflex 18, Will 16		
Resist 5 against ranged attacks		
Speed 5, flight 7 (hover)		
Ⓢ Wind Slash (standard; at-will) * Thunder		
+10 vs. AC; 1d6 + 4 thunder damage.		
⚔ Gale (standard; at-will) * Thunder		
Range 10; +10 vs. Reflex; 2d6 + 4 thunder damage and the target is pushed 1 square.		
Alignment Unaligned		Languages Elven
Skills Acrobatics +13, Bluff +9		
Str 9 (+1)	Dex 19 (+6)	Wis 10 (+2)
Con 11 (+2)	Int 12 (+3)	Cha 15 (+4)



Gale sprites are more powerful and less friendly than breeze sprites. They are featured in many fey tales: sometimes they are helpful, sometimes they are destructive, and often they are even both.

Orc Blood Magus		Level 6 Artillery
Medium natural humanoid		XP 250
Initiative +3		Senses Perception +3; low-light vision
HP 58; Bloodied 29		
AC 17; Fortitude 18, Reflex 17, Will 18		
Speed 6 (8 while charging)		
Ⓢ Dagger (standard; at-will) * Weapon		
+9 vs. AC; 1d4 + 3 damage and ongoing 5 damage (save ends).		
⚡ Warrior's Surge (standard, usable only while bloodied; encounter) * Healing, Weapon		
The orc blood magus makes a melee basic attack and regains 14 hit points.		
⚡ Boil Blood (standard; at-will) * Fire		
Range 20; +11 vs. Fortitude; 1d6 + 3 fire damage and ongoing 5 fire damage (save ends).		
⚡ Blood Burst (standard; at-will) * Fire		
Target affected by <i>boil blood</i> . Range 20; +11 vs. Fortitude; 3d6 + 3 fire damage and target is no longer affected by <i>boil blood</i> . If the orc blood magus is bloodied, target is also stunned until the end of the blood magus's next turn.		
⚡ Fireblood (immediate reaction, when damaged while bloodied; at-will) * Fire		
Close burst 1; +11 vs. Reflex; 1d6 + 3 fire damage.		
Bloodletting (minor; at-will)		
The orc blood magus takes 5 damage. Until the start of its next turn, it gains a +5 bonus to attack rolls and saves. It may make a free saving throw.		
Alignment Chaotic Evil Languages Common, Giant		
Skills Arcana +11, Endurance +11		
Str 14 (+5)	Dex 11 (+3)	Wis 10 (+3)
Con 16 (+6)	Int 16 (+6)	Cha 15 (+5)



The orc blood magus sacrifices its own health for greater power, becoming significantly more dangerous once bloodied. It uses *boil blood* until a target fails to save, then uses *blood burst* on that target, often combined with bloodletting.

Volcano dragons are in the Catastrophic family of dragons, along with Blizzard, Tornado, and Earthquake dragons. They are extremely destructive when angered, but are rarely interested in others, content to sleep in their volcano lairs. Some volcano dragons prevent eruptions in exchange for offerings and sacrifices. Volcano dragons channel heat into their claws and tail, setting fire to anything they touch and melting rock around themselves.

Young Volcano Dragon		Level 6 Solo Artillery
Large elemental magical beast (dragon)		XP 1,250
Initiative +4		Senses Perception +11; darkvision
HP 296; Bloodied 148; see <i>bloodied breath</i>		
AC 22; Fortitude 23, Reflex 20, Will 22		
Resist 20 fire		
Saving Throws +5		
Speed 6, burrow 4, flight 8 (clumsy), overland flight 12		
Action Points 2		
Ⓢ Bite (standard; at-will) * Fire		
Reach 2; +10 vs. AC; 1d8 + 4 damage and ongoing 5 fire damage (save ends).		
Ⓢ Claw (standard; at-will) * Fire		
Reach 2; +8 vs. AC; 1d6 + 4 damage and ongoing 2 fire damage (save ends).		
⚡ Double Attack (standard; at-will) * Fire		
The dragon makes two claw attacks.		
⚡ Molten Tail (immediate reaction, an enemy starts and ends its turn adjacent to the dragon; at-will) * Fire		
+8 vs. Reflex; 1d6 + 4 fire damage. If the target is on the ground, it is slowed until the end of its next turn.		
⚡ Magma Burst (standard; at-will) * Fire, Zone		
Area burst 1 within 10 squares; +10 vs. Reflex; 1d6 + 4 fire damage and ongoing 5 fire damage (save ends). This power creates a zone of difficult terrain that remains in place until the end of the dragon's next turn.		
⚡ Breath Weapon (standard; recharge Ⓢ:Ⓢ:Ⓢ) * Fire		
Close blast 5; +10 vs. Reflex; 1d8 + 4 fire damage and ongoing 5 fire damage. Miss: Half damage and ongoing 2 fire damage.		
⚡ Frightful Presence (standard; encounter) * Fear		
Close burst 5; targets enemies; +10 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: the target takes a -2 penalty to attack rolls (save ends).		
Bloodied Breath (free, when first bloodied; encounter)		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
Alignment Unaligned Languages Draconic, Primordial		
Skills Intimidate +12, Nature +8		
Str 19 (+7)	Dex 13 (+4)	Wis 16 (+6)
Con 18 (+7)	Int 11 (+3)	Cha 13 (+4)



## Corpse Cavalry Archer Level 7 Artillery

Large natural animate (undead) XP 300

**Initiative** +9 **Senses** Perception +3; darkvision

**HP** 61; **Bloodied** 30

**AC** 22; **Fortitude** 19, **Reflex** 19, **Will** 15

**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant  
**Speed** 9

④ **Hooves** (standard; at-will)

+10 vs. AC; 2d4 + 4 damage and the target is pushed 1 square.

⑤ **Longbow** (standard; at-will) \* **Weapon**

Ranged 20/40; +13 vs. AC; 1d10 + 5 damage.

✧ **Shot on the Run** (standard; at-will) \* **Weapon**

The corpse cavalry archer may move up to 6 squares and make a *longbow* attack at any point in the movement.

**Alignment** Evil

**Languages** -

**Skills** Athletics +12

**Str** 18 (+7)

**Dex** 19 (+7)

**Wis** 10 (+3)

**Con** 13 (+5)

**Int** 6 (+1)

**Cha** 11 (+3)



This creature was crafted from the bones of a slain human warrior and his mount, tasked to fight in new wars even after death.

## Flameborn Pyromancer Level 7 Artillery

Medium elemental humanoid XP 300

**Initiative** +4 **Senses** Perception +4

**HP** 65; **Bloodied** 32

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

**Resist** 8 fire

**Speed** 6

④ **Flame Whip** (standard; at-will) \* **Fire**

Reach 2; +9 vs. Reflex; 1d8 + 2 fire damage (crit 1d12 + 10 fire).

⑤ **Flame Dart** (standard; at-will) \* **Fire**

Range 15; +12 vs. Reflex; 1d8 + 4 fire damage and the target gains vulnerability 5 fire until the end of the pyromancer's next turn.

✧/④ **Playing with Fire** (standard; at-will) \* **Fire**

The flameborn pyromancer makes any combination of up to 3 *flame whip* and/or *flame dart* attacks. Each attack must be made against a different target and all targets must be within 5 squares of each other. The pyromancer takes 3 damage per attack.

✧ **Fireball** (standard; recharge [1]) \* **Fire**

Area burst 3 within 20 squares; +10 vs. Reflex; 3d6 + 4 fire damage. *Miss*: Half damage.

**Alignment** Chaotic Evil **Languages** Common, Primordial

**Skills** Arcana +12, Endurance +13

**Str** 12 (+4)

**Dex** 12 (+4)

**Wis** 12 (+4)

**Con** 17 (+6)

**Int** 19 (+7)

**Cha** 13 (+4)

Flameborn are accidental creations of the primordials, too weak to be effectively used in the war against the gods. They now worship their imprisoned and slain creators and seek ways to bring them back.

## Dragonbow Level 8 Artillery

Large natural animate (construct) XP 300

**Initiative** +10

**Senses** Perception +10; darkvision

**HP** 90; **Bloodied** 45

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

**Speed** 4

⑤ **Dragonbow** (standard; at-will) \* **Weapon**

Target must be at least 5 squares away; Ranged 30/60; +13 vs. AC; 2d10 + 3 damage (crit 1d12 + 23 damage).

✧ **Flaming Shot** (standard; recharge [1]) \* **Fire, Weapon**

Target must be at least 5 squares away; Ranged 30/60; +13 vs. AC; 1d10 + 3 plus 1d10 fire damage and 5 ongoing fire damage (save ends). *Miss*: Half damage and no ongoing damage.

✧ **Breath Weapon** (standard; recharge [1]) \* **Fire**

Close blast 5; +11 vs. Reflex; 2d10 + 3 fire damage. *Miss*: Half damage.

**Bloodied Breath** (free, when first bloodied; encounter)

The dragonbow's breath weapon recharges, and the dragonbow uses it immediately.

**Assisted Firing**

The dragonbow gains a +2 bonus to attack rolls when adjacent to an ally with an Int of at least 8.

**Alignment** Unaligned

**Languages** -

**Str** 12 (+5)

**Dex** 15 (+6)

**Wis** 13 (+5)

**Con** 18 (+8)

**Int** 2 (+0)

**Cha** 4 (+1)



Dragonbows are siege engine constructs. Few survive, but they were popular in the great empires of the past.

## Ice Grue Level 8 Artillery

Small elemental humanoid XP 350

**Initiative** +13

**Senses** Perception +5; darkvision

**HP** 84; **Bloodied** 42

**AC** 22; **Fortitude** 16, **Reflex** 20, **Will** 18

**Resist** 15 cold; **Vulnerable** 5 fire

**Speed** 5, flight (clumsy) 7

④ **Frost Whip** (standard; at-will) \* **Cold**

Reach 2; +12 vs. AC; 1d8 cold damage and target is slowed and weakened (save ends both).

⑤ **Icebolt** (standard; at-will) \* **Cold**

Range 12; +12 vs. Reflex; 2d6 + 5 cold damage and the target is slowed and weakened (save ends both).

✧ **Shattering Bolt** (standard; at-will) \* **Cold**

Target must be slowed; Range 12; +12 vs Reflex; 1d6 + 5 plus 2d6 cold and the ice grue makes a secondary attack against any enemy adjacent to target. *Secondary*: +12 vs. Reflex; 2d6 + 5 cold damage.

**Alignment** Chaotic Evil **Languages** Abyssal

**Str** 7 (+2)

**Dex** 20 (+9)

**Wis** 13 (+5)

**Con** 12 (+5)

**Int** 13 (+5)

**Cha** 11 (+4)



Grue are formed on the shifting boundary between the elemental chaos and the Abyss. They are also known as lesser demons or elemental evils.



## Myrdoc Watcher Level 9 Elite Artillery

Medium aberrant humanoid XP 800

**Initiative** +14 **Senses** Perception +16; darkvision, truesight 12  
**HP** 154; **Bloodied** 77

**AC** 23; **Fortitude** 21, **Reflex** 22, **Will** 22

**Saving Throws** +2

**Speed** 8

**Action Points** 1

④ **Slam** (standard; at-will)

+11 vs. AC; 1d8 + 3 damage.

✧ **Eyebeam** (standard; at-will) \* **Force**

Range 10; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 1 square.

✧ **Blastbeam** (standard; recharge ⓂⓂⓂⓂⓂⓂ) \* **Force**

Close blast 5; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 1 square.

✧ **Forceblast** (standard; encounter) \* **Force**

Close blast 5; +13 vs. Reflex; 3d6 + 4 force damage and the target is pushed 4 squares and knocked prone.

**Sudden Leap** (immediate reaction, when an enemy moves adjacent; encounter)

The myrdoc watcher shifts 2 squares.

**Alignment** Evil

**Languages** Deep Speech

**Skills** Athletics +12

**Str** 16 (+7)

**Dex** 19 (+8)

**Wis** 19 (+8)

**Con** 17 (+7)

**Int** 10 (+4)

**Cha** 12 (+5)



Myrdoc are agile and quick foes who focus destructive magic through their eyes. They provide vision for, and are directed by, an aberrant Elder Evil, known as the Devourer of Hope.

## Runestone Hurler Level 10 Artillery

Large natural humanoid XP 500

**Initiative** +7 **Senses** Perception +6; darkvision

**HP** 83; **Bloodied** 41

**AC** 22; **Fortitude** 22, **Reflex** 20, **Will** 18

**Speed** 6

④ **Hammer** (standard; at-will) \* **Weapon**

Reach 2; +17 vs. AC; 1d12 + 5 damage.

✧ **Runestone** (standard; at-will)

Ranged 10/20; +17 vs. AC; 2d6 + 5 damage and the target is pushed 3 squares and the runestone hurler may make a secondary attack against another target within 5 squares. *Secondary*: +17 vs. AC; 1d6 + 5 damage and the target is pushed 1 square away from the primary target's original square.

**Alignment** Unaligned **Languages** Common

**Skills** Arcana +12, Athletics +15, Endurance +13

**Str** 20 (+10)

**Dex** 14 (+7)

**Wis** 12 (+6)

**Con** 17 (+8)

**Int** 15 (+7)

**Cha** 10 (+5)



The runestone are a symbiotic combination of magical stone and human miners. They wear and work the magical stone and even eat it. When a runestone hurler throws its stone, it can direct the stone's flight in the air and magically return the stone to its hand.

## Flare Caster Level 11 Solo Artillery

Huge elemental humanoid XP 3,000

**Initiative** +7

**Senses** Perception +8; darkvision

**Aura of Fire** Aura 1 (3 when bloodied); creatures that start their turn in the aura take 5 (10 when flare caster is bloodied) fire damage.

**HP** 570; **Bloodied** 285; see *bloodied explosions*

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

**Immune** fire

**Saving Throws** +5

**Speed** 8

**Action Points** 2

④ **Slam** (standard; at-will) \* **Fire**

Reach 3; +16 vs. AC; 2d8 + 5 plus 2d6 fire damage and ongoing 5 fire damage (save ends).

✧ **Incinerate** (minor; at-will) \* **Fire**

Range 20; +16 vs. Reflex; 2d6 + 5 fire damage.

✧ **Blinding Flame** (standard; at-will) \* **Fire**

Close burst 1; +14 vs. Reflex; 1d6 + 5 fire damage and target is blinded until the start of its turn.

✧ **Flare Burst** (standard; at-will) \* **Fire**

Origin square must contain a flare minion; Area burst 3 within 20 squares; +14 vs. Reflex; 3d6 + 5 fire damage. *Miss*: Half damage. The flare minion in the origin is removed from play.

**Create Flare** (minor 1/round; at-will) \* **Conjuration, Fire**

May not be used while bloodied; Summon a level 9 flare minion within 20 squares. The flare's initiative is set to 10 lower than the flare caster's. It remains until killed, dismissed by the flare caster as a free action, or it gets more than 40 squares away from the flare caster. The flare caster may not have more than 4 flare minions summoned at once.

**Bloodied Explosions** (free, when first bloodied; encounter) \* **Fire**

The flare caster uses *flare burst* as a free action on up to 4 flares within 20 squares.

**Alignment** Chaotic Evil **Languages** Primordial

**Skills** Arcana +12, Insight +13

**Str** 20 (+10)

**Dex** 15 (+7)

**Wis** 16 (+8)

**Con** 18 (+9)

**Int** 14 (+7)

**Cha** 21 (+10)



A flare caster is a powerful elemental creature who constantly creates minions out of its own flames, then causes them to explode. If threatened in melee, it does a blinding burst of flame so it can safely use its ranged and area abilities. When it is close to bloodied, it waits to use flare burst in readiness.

## Axemate Flinger Level 12 Artillery

Large natural humanoid

XP 700

**Initiative** +8 **Senses** Perception +7; low-light vision

**HP** 96; **Bloodied** 48

**AC** 24; **Fortitude** 24, **Reflex** 23, **Will** 22

**Speed** 7

Ⓢ **Battleaxe** (standard; at-will) \* **Weapon**

Reach 2; +17 vs. AC; 1d12 + 4 damage.

✂ **Axe Heave** (standard; at-will) \* **Weapon**

Ranged 10/20; +19 vs. AC; 1d12 + 4 damage and the target is pushed 2 squares and the flinger makes a secondary attack.

*Secondary*: +17 vs. Fortitude; target is knocked prone.

✂ **Spinning Axes** (standard; recharge Ⓜ) \* **Weapon**

Area burst 1 within 10 squares; Make two attacks against all targets; +17 vs. AC; 1d12 + 4 damage.

⚡ **Axe Whirlwind** (standard; encounter) \* **Weapon**

Close burst 2; +11 vs. Reflex; 1d12 + 4 damage and the target is pushed 2 squares.

**Alignment** Unaligned

**Languages** -

**Skills** Athletics +15

**Str** 19 (+10)

**Dex** 15 (+8)

**Wis** 12 (+7)

**Con** 18 (+10)

**Int** 8 (+5)

**Cha** 11 (+6)



This creature wields two large battleaxes. As it prepares to fling one a reddish glow surrounds the axe, matching the glow in the creature's eyes.

## Zehirswarm Shooter Level 13 Elite Artillery

Medium natural humanoid (reptile, swarm)

XP 1,600

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

**Swarm Attack** aura 1; the zehirswarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

**HP** 202; **Bloodied** 101

**AC** 25; **Fortitude** 24, **Reflex** 23, **Will** 22

**Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks.

**Saving Throws** +2

**Speed** 6

**Action Points** 1

Ⓢ **Swarm of Snakes** (standard; at-will) \* **Poison**

+16 vs. AC; 2d6 + 2 damage and ongoing 5 poison damage (save ends).

✂ **Shoot Snake** (standard; at-will) \* **Poison**

The zehirswarm shoots a snake that burrows into the target; Ranged 20/40; +18 vs. AC; 1d10 + 6 damage and ongoing 5 damage and ongoing 5 poison damage (Heal or Endurance DC 20 as a standard action, or making a melee attack against the snake – defenses as the zehirswarm with 1 hit point, ends both).

**Collapse** (free, when reduced to 0 hit points; encounter)

The zehirswarm collapses into a swarm of snakes. It loses its ranged attack and is healed to 50 hp.

**Alignment** Evil

**Languages** Common, Draconic

**Skills** Intimidate +12, Stealth +15

**Str** 14 (+8)

**Dex** 19 (+10)

**Wis** 15 (+8)

**Con** 17 (+9)

**Int** 9 (+5)

**Cha** 12 (+7)

## Adult Volcano Dragon Level 14 Solo Artillery

Large elemental magical beast (dragon)

XP 5,000

**Initiative** +9

**Senses** Perception +16; darkvision

**HP** 705; **Bloodied** 352; see *bloodied breath*

**AC** 30; **Fortitude** 31, **Reflex** 28, **Will** 30

**Resist** 30 fire

**Saving Throws** +5

**Speed** 6, burrow 4, flight 8 (clumsy), overland flight 12

**Action Points** 2

Ⓢ **Bite** (standard; at-will) \* **Fire**

Reach 2; +18 vs. AC; 2d6 + 6 damage and ongoing 10 fire damage (save ends).

Ⓢ **Claw** (standard; at-will) \* **Fire**

Reach 2; +16 vs. AC; 1d8 + 6 damage and ongoing 5 fire damage (save ends).

Ⓢ **Double Attack** (standard; at-will) \* **Fire**

The dragon makes two claw attacks.

Ⓢ **Molten Tail** (immediate reaction, an enemy starts and ends its turn adjacent to the dragon; at-will) \* **Fire**

+16 vs. Reflex; 1d8 + 5 fire damage. If the target is on the ground, it is slowed until the end of its next turn.

✂ **Stream of Incineration** (standard; at-will) \* **Fire**

Range 10; +18 vs. Reflex; 2d6 + 5 fire damage and the dragon makes a secondary attack. *Secondary*: +18 vs. Fortitude; ongoing 10 fire damage and the target's fire resistance is negated (save ends both).

✂ **Magma Burst** (standard; at-will) \* **Fire, Zone**

Area burst 2 within 10 squares; +18 vs. Reflex; 1d8 + 5 fire damage and ongoing 5 fire damage (save ends). This power creates a zone of difficult terrain that remains in place until the end of the dragon's next turn.

Ⓢ **Breath Weapon** (standard; recharge Ⓜ) \* **Fire**

Close blast 5; +18 vs. Reflex; 2d8 + 5 fire damage and ongoing 10 fire damage. *Miss*: Half damage and ongoing 5 fire damage.

Ⓢ **Frightful Presence** (standard; encounter) \* **Fear**

Close burst 5; targets enemies; +18 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect*: the target takes a -2 penalty to attack rolls (save ends).

**Bloodied Breath** (free, when first bloodied; encounter)

The dragon's breath weapon recharges, and the dragon uses it immediately.

**Alignment** Unaligned

**Languages** Draconic, Primordial

**Skills** Intimidate +17, Nature +13

**Str** 22 (+13)

**Dex** 15 (+9)

**Wis** 18 (+11)

**Con** 21 (+12)

**Int** 13 (+8)

**Cha** 15 (+9)



Priests of Zehir may perform a ritual on a swarm of poisonous snakes to give it the ability to take humanoid form. It uses a bow formed from divine energy and literally shoots snakes at its enemies.

Ice Giant Frostmage	Level 16 Artillery
Large elemental humanoid (giant)	XP 1,400
<b>Initiative</b> +10	<b>Senses</b> Perception +9
<b>Icy Grasp</b> Aura 1; enemies treat any squares in the aura as difficult terrain.	
<b>HP</b> 123; <b>Bloodied</b> 61	
<b>AC</b> 28; <b>Fortitude</b> 28, <b>Reflex</b> 26, <b>Will</b> 24	
<b>Resist</b> 15 cold	
<b>Speed</b> 6	
Ⓢ <b>Frozen Spear</b> (standard; at-will) * <b>Weapon</b>	
Reach 2; +22 vs. AC; 1d10 + 6 plus 1d10 cold damage.	
✂ <b>Icy Javelin</b> (standard; at-will) * <b>Cold</b>	
Ranged 15/30; +22 vs. AC; 1d8 + 6 damage and 2d6 cold damage.	
✳ <b>Blizzard</b> (standard; sustain minor; recharge Ⓜ) * <b>Cold, Zone</b>	
Area burst 2 within 15 squares; +20 vs. Reflex; 2d10 + 4 cold damage. <i>Miss</i> : Half damage. This power creates a zone of difficult terrain. Any creature that starts its turn in the area takes 5 cold damage.	
<b>Alignment</b> Evil	<b>Languages</b> Giant
<b>Skills</b> Arcana +17, Insight +14	
<b>Str</b> 22 (+14)	<b>Dex</b> 15 (+10) <b>Wis</b> 13 (+9)
<b>Con</b> 21 (+13)	<b>Int</b> 18 (+12) <b>Cha</b> 14 (+10)

All ice giants use deadly weapons crafted from ice. These weapons are crafted by frostmages, whose powers allow them to create javelins of ice at will and call powerful Blizzards on their enemies.

Volcanic Trickster	Level 17 Artillery
Small elemental humanoid	XP 1,600
<b>Initiative</b> +14	<b>Senses</b> Perception +10; darkvision
<b>HP</b> 127; <b>Bloodied</b> 63	
<b>AC</b> 32; <b>Fortitude</b> 26, <b>Reflex</b> 30, <b>Will</b> 26	
<b>Resist</b> 25 fire	
<b>Speed</b> 6; see also volcanic <i>step</i>	
Ⓢ <b>Hurl Lava</b> (standard; at-will) * <b>Fire</b>	
Range 10; +22 vs. Reflex; 2d8 + 6 fire damage and the target is slowed until the end of its next turn.	
✳ <b>Eruption</b> (standard; recharge Ⓜ) * <b>Fire, Zone</b>	
Area burst 1 within 10 squares; +22 vs. Reflex; 2d8 + 6 fire damage. The area is a zone of searing heat for the encounter. Any creature that starts its turn in the area takes 5 fire damage.	
<b>Volcanic Step</b> (move; at-will)	
Teleport to any square in an active <i>eruption</i> zone.	
<b>Alignment</b> Chaotic Evil	<b>Languages</b> Giant, Primordial
<b>Skills</b> Bluff +17, Nature +15	
<b>Str</b> 12 (+9)	<b>Dex</b> 23 (+14) <b>Wis</b> 14 (+10)
<b>Con</b> 19 (+12)	<b>Int</b> 12 (+9) <b>Cha</b> 19 (+12)



Volcanic tricksters revel in the destruction caused by fire. They often travel in groups and attach themselves to other fire creatures. When outside the elemental chaos, they seek out and cause volcanoes to erupt, preferably ones near large cities or forests.

Suncrystal Drake	Level 18 Elite Artillery
Huge natural magical beast (reptile)	XP 4,000
<b>Initiative</b> +14	<b>Senses</b> Perception +15; low-light vision
<b>Sunshield (Radiant)</b> aura 5; an enemy who enters or starts its turn in the aura takes 10 radiant damage and is blinded until the start of its next turn. See <i>shatter suncrystal</i>	
<b>HP</b> 278; <b>Bloodied</b> 139	
<b>AC</b> 34; <b>Fortitude</b> 33, <b>Reflex</b> 32, <b>Will</b> 28	
<b>Resist</b> 10 radiant	
<b>Saving Throws</b> +2	
<b>Speed</b> 8, flight 10 (clumsy)	
<b>Action Points</b> 1	
Ⓢ <b>Bite</b> (standard; at-will) * <b>Radiant</b>	
Reach 2; +24 vs. AC; 2d6 + 6 damage and 1d10 radiant damage.	
Ⓡ <b>Coiling Tail</b> (standard; at-will)	
Reach 5; +24 vs. AC; 1d10 + 6 and the target is pushed 2 squares and the drake makes a secondary attack. <i>Secondary</i> : +22 vs. Fortitude; slide the target to any square within 5 of the drake.	
✂ <b>Breath Weapon</b> (standard; at-will) * <b>Radiant</b>	
Range 20; +22 vs. Fortitude; 2d10 + 7 radiant damage and the target is blinded until the end of the drake's next turn.	
✳ <b>Illuminate</b> (minor; at-will) * <b>Radiant</b>	
Area burst 1 within 20 squares; +22 vs. Reflex; target loses concealment and invisibility and takes a -2 penalty to AC until the end of the drake's next turn.	
⚡ <b>Shatter Suncrystal</b> (free, when bloodied; encounter) * <b>Radiant</b>	
Close blast 5; +21 vs. Reflex; 4d10 + 7 radiant damage and the target is blinded (save ends). <i>Miss</i> : Half damage and the target is not blinded. The drake may not use its <i>suncrystal</i> power anymore and loses its <i>sunshield</i> aura.	
<b>Suncrystal</b> (minor; at-will)	
The drake's <i>breath weapon</i> is recharged and it gains 5 temporary hit points.	
<b>Alignment</b> Unaligned	<b>Languages</b> Draconic
<b>Str</b> 22 (+15)	<b>Dex</b> 21 (+14) <b>Wis</b> 13 (+10)
<b>Con</b> 25 (+16)	<b>Int</b> 8 (+8) <b>Cha</b> 16 (+12)



Suncrystal drakes absorb radiant energy, breathing it out in blinding blasts. Each night they store excess energy within special crystals formed from the shards of their eggs. Some scholars believe these creatures should be reclassified as dragons, but others note the difference in growth cycle and stupidity. The smartest and oldest drake is less intelligent than a young white dragon.

## Blaze Igniter Level 19 Elite Artillery (Leader)

Medium elemental humanoid XP 4,800

**Initiative** +16 **Senses** Perception +16; darkvision

**Aura of Fire (Fire)** aura 5; an enemy who enters or starts its turn in the aura takes 10 fire damage.

**HP** 274; **Bloodied** 137

**AC** 34; **Fortitude** 28, **Reflex** 33, **Will** 28

**Resist** 30 fire

**Saving Throws** +2

**Speed** 6

**Action Points** 1

Ⓜ **Flaming Slam** (standard; at-will) \* **Fire**  
+24 vs. AC; 1d8 + 3 damage and 3d8 fire damage.

⚡ **Ignite** (standard; at-will) \* **Fire**  
Range 20; +24 vs. Reflex; 3d8 + 6 fire and ongoing 10 fire damage (save ends, at a -5 penalty). If the target is reduced to 0 hit points before making a successful save, make a secondary attack using the target as an origin square. *Secondary*: Close burst 5; +24 vs. Reflex; 3d8 + 6 fire. *Miss*: Half damage.

⚡ **Blazing Ally** (minor; at-will) \* **Fire**  
Range 20; ally with resist 10 fire or higher gains *aura of fire* until the end of its next turn.

⚡ **Final Blaze** (free, when reduced to 0 hit points)  
Close burst 5; +24 vs. Reflex; 3d8 + 6 fire damage and ongoing 10 fire damage (save ends, at a -5 penalty). *Miss*: Half damage and ongoing 5 fire damage (save ends, at a -5 penalty).

**Cleansing Flame** (minor; encounter)  
The igniter heals 68 hit points and successfully saves against all effects for which it can make a save.

**Alignment** Unaligned **Languages** Primordial

**Str** 16 (+12) **Dex** 24 (+16) **Wis** 15 (+11)

**Con** 17 (+12) **Int** 13 (+10) **Cha** 16 (+12)



Blaze igniters seek out other fire creatures with which to ally. They often work as mercenaries, selling their services

in the City of Brass. In battle, they set allies ablaze and focus their *ignite* power on any bloodied or weaker-appearing enemies. If it is close to death, it moves to the the most effective location for *final blaze* and offers to surrender and leave, warning that it will take some of its enemies with it if it is killed.

## Elder Volcano Dragon Level 20 Solo Artillery

Huge elemental magical beast (dragon) XP 14,000

**Initiative** +13 **Senses** Perception +20; darkvision

**HP** 960; **Bloodied** 480; see *bloodied breath*

**AC** 36; **Fortitude** 37, **Reflex** 34, **Will** 36

**Resist** 40 fire

**Saving Throws** +5

**Speed** 8, burrow 4, flight 10 (clumsy), overland flight 15

**Action Points** 2

Ⓜ **Bite** (standard; at-will) \* **Fire**  
Reach 3; +24 vs. AC; 2d8 + 8 damage and ongoing 15 fire damage (save ends).

Ⓜ **Claw** (standard; at-will) \* **Fire**  
Reach 3; +22 vs. AC; 1d12 + 8 damage and ongoing 5 fire damage (save ends).

Ⓜ **Double Attack** (standard; at-will) \* **Fire**  
The dragon makes two claw attacks.

Ⓜ **Molten Tail** (immediate reaction, an enemy starts and ends its turn adjacent to the dragon; at-will) \* **Fire**  
+22 vs. Reflex; 2d6 + 7 fire damage. If the target is on the ground, it is slowed until the end of its next turn.

⚡ **Stream of Incineration** (standard; at-will) \* **Fire**  
Range 15; +24 vs. Reflex; 2d8 + 7 fire damage and the dragon makes a secondary attack. *Secondary*: +24 vs. Fortitude; ongoing 15 fire damage and the target's fire resistance is negated (save ends both).

⚡ **Magma Burst** (standard; at-will) \* **Fire, Zone**  
Area burst 3 within 15 squares; +24 vs. Reflex; 1d12 + 7 fire damage and ongoing 5 fire damage (save ends). This power creates a zone of difficult terrain that remains in place until the end of the dragon's next turn.

⚡ **Breath Weapon** (standard; recharge ⓂⓂⓂ) \* **Fire**  
Close blast 5; +24 vs. Reflex; 3d6 + 7 fire damage and ongoing 15 fire damage. *Miss*: Half damage and ongoing 5 fire damage.

⚡ **Frightful Presence** (standard; encounter) \* **Fear**  
Close burst 10; targets enemies; +24 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect*: the target takes a -2 penalty to attack rolls (save ends).

**Bloodied Breath** (free, when first bloodied; encounter)  
The dragon's breath weapon recharges, and the dragon uses it immediately.

**Alignment** Unaligned **Languages** Draconic, Primordial

**Skills** Intimidate +21, Nature +17

**Str** 26 (+18) **Dex** 16 (+13) **Wis** 20 (+15)

**Con** 24 (+17) **Int** 15 (+12) **Cha** 16 (+13)



Frostvale Warder		Level 21 Artillery
Medium immortal humanoid		XP 3,200
Initiative +21		Senses Perception +20; darkvision
HP 147; Bloodied 73		
AC 35; Fortitude 29, Reflex 34, Will 32		
Speed 7		
☞ Frostbow (standard; at-will) * Cold, Weapon		
Ranged 20/40; +26 vs. AC; 1d10 + 7 (2d10 + 7 against immobilized) plus 1d10 cold damage.		
☞ Chill Shot (standard; at-will) * Cold, Weapon		
Ranged 20/40; +26 vs. AC; 1d10 + 7 plus 1d10 cold damage and the target is slowed until the end of its next turn.		
☞ Freezing Shot (standard; at-will) * Cold, Weapon		
Target must be slowed; Ranged 20/40; +26 vs. Fortitude; 2d10 + 7 cold damage and the target is immobilized (save ends).		
☞ Coldfend (immediate interrupt, when an enemy moves adjacent; at-will)		
Ranged 2; +26 vs. Reflex; 1d10 + 7 cold damage and the target is slowed until the end of its turn.		
Alignment Unaligned Languages Common, Supernal		
Skills Nature +20, Religion +17, Stealth +22		
Str 12 (+11)	Dex 25 (+17)	Wis 21 (+15)
Con 15 (+12)	Int 14 (+12)	Cha 14 (+12)

Burning Destroyer		Level 22 Elite Artillery
Large elemental humanoid		XP 8,300
Initiative +17		Senses Perception +19; darkvision
HP 330; Bloodied 165		
AC 36; Fortitude 35, Reflex 34, Will 35		
Resist 40 fire		
Saving Throws +2		
Speed 8		
Action Points 1		
☞ Spear (standard; at-will) * Fire, Weapon		
Reach 3; +27 vs. AC; 1d12 + 7 damage and the target is pushed 1 square.		
☞ Scorch (standard; at-will) * Fire		
Range 20; +27 vs. Reflex; 2d12 + 8 fire damage.		
☞ Hurl Spear (standard; recharge ☞☞☞☞) * Fire, Weapon		
Range 20; +27 vs. AC; 1d12 + 7 damage and ongoing 10 fire damage and the target cannot teleport and is restrained (Athletics or Acrobatics DC 30 as a move action ends both). The destroyer cannot make spear attacks while the target is restrained and may dismiss the ongoing damage and restrain as a free action.		
☞ Summon Minion (minor; recharge ☞☞☞) * Conjuration, Fire		
Area 1 square within 20 squares; any creature ending its turn in the square takes 20 fire damage. At the start of the burning destroyer's next turn, make a secondary attack from that origin square.		
Secondary: Close burst 4; +25 vs. Reflex; 3d10 + 8 fire damage and the target is pushed 4 squares. A burning abomination minion is summoned to the origin square or the nearest legal square and acts on the burning destroyer's initiative. It remains until killed or the encounter.		
☞ Blazing Escape (immediate reaction, when attacked; encounter)		
Close burst 5; targets enemies; +25 vs. Reflex; 2d10 + 8 fire damage. The burning destroyer teleports 10 squares.		
Alignment Chaotic Evil Languages Primordial		
Skills Athletics +23, Nature +24		
Str 24 (+18)	Dex 23 (+17)	Wis 26 (+19)
Con 27 (+19)	Int 5 (+8)	Cha 19 (+15)



The Frostvale is an astral dominion of beautiful ice sculptures, mazes, and forests. It comes under frequent attack by ice giants and archons who wish to claim it for themselves. It is patrolled and guarded by powerful forces who wish its beauty preserved.

Frostvale Captain		Level 23 Artillery (Leader)
Medium immortal humanoid		XP 5,100
Initiative +21		Senses Perception +20; darkvision
HP 163; Bloodied 81		
AC 37; Fortitude 32, Reflex 35, Will 35		
Speed 7		
☞ Frostbow (standard; at-will) * Cold, Weapon		
Ranged 20/40; +29 vs. AC; 1d10 + 7 plus 1d10 cold damage and all allies gain a +2 bonus to attack rolls against the target for the encounter.		
☞ Command Shot (standard; at-will) * Cold, Weapon		
Ranged 20/40; +29 vs. AC; 1d10 + 7 plus 1d10 cold damage and an ally within 10 squares may make a basic attack against the target with a +10 bonus to damage.		
☞ Tactical Adjustment (minor 1/round; at-will)		
Close burst 10; targets allies; target may shift 1 square.		
Alignment Unaligned Languages Common, Supernal		
Skills Nature +22, Religion +18, Stealth +24		
Str 12 (+12)	Dex 26 (+19)	Wis 22 (+17)
Con 19 (+15)	Int 15 (+13)	Cha 18 (+15)

The burning destroyer is an abomination of flame that is tasked with invading and destroying the world. It marshals other fire creatures to its aid and creates a swathe of fiery destruction in its



path. In battle, it attempts to pin an enemy to the ground with its spear then summon a minion onto the enemy. It tries to wait for 2 or more to melee it before using *Blazing Escape*.

Human Archmage		Level 24 Elite Artillery
Medium natural humanoid		XP 12,100
Initiative +17		Senses Perception +24
HP 336; <b>Bloodied</b> 168		
AC 37; <b>Fortitude</b> 34, <b>Reflex</b> 38, <b>Will</b> 38		
Saving Throws +2		
Speed 6, teleport 10		
Action Points 1		
☹ <b>Magic Missile</b> (minor 1/round; at-will) * <b>Force</b>		
Range 20; +27 vs. Reflex; 4d4 + 8 force damage.		
✧ <b>Energy Seed</b> (standard; at-will) * <b>Acid, Cold, Fire, Lightning</b>		
Range 20; +27 vs. Fortitude; ongoing 20 acid, cold, fire, and lightning damage (save ends). Only the lowest resistance applies.		
✧ <b>Elemental Blast</b> (standard; recharge ☹☹☹☹) * <b>Acid, Cold, Fire, Lightning</b>		
Area burst 3 within 10 squares; targets enemies; +27 vs. Reflex; 3d6 + 8 acid, cold, fire, and lightning damage. Only the lowest resistance applies. <i>Miss</i> : half damage.		
⬅ <b>Forcewave</b> (standard; recharge ☹☹☹) * <b>Force</b>		
Close burst 2, targets enemies; +27 vs. Fortitude; 1d6 + 8 force damage and the target is pushed 7 squares.		
<b>Counter</b> (immediate reaction, when an enemy within 10 squares makes a non-weapon ranged attack; at-will)		
Targets attacker; +27 vs. Will; redirect the attack to the attacker.		
<b>Arcane Spirit</b> (free, when bloodied; encounter)		
The human archmage gains phasing and insubstantial until the end of the encounter.		
Alignment Unaligned Languages All		
Skills Arcana +28, History +25, Nature +24, Religion +25		
Str 11 (+12)	Dex 13 (+13)	Wis 24 (+19)
Con 18 (+16)	Int 26 (+20)	Cha 15 (+14)

Agony Mind		Level 26 Artillery
Small immortal magical beast		XP 9,000
Initiative +15		Senses Perception +28; blindsight 12
HP 189; <b>Bloodied</b> 94		
AC 35; <b>Fortitude</b> 36, <b>Reflex</b> 35, <b>Will</b> 40		
Resist 20 psychic		
Speed flight 7 (hover), teleport 5		
☹ <b>Stab of Pain</b> (standard; at-will) * <b>Psychic</b>		
Range 20; +30 vs. Will; 2d10 + 10 psychic damage and the target is dazed (save ends).		
✧ <b>Share Agony</b> (standard; sustain standard; at-will) * <b>Psychic</b>		
Dazed target only; Range 20; +30 vs. Will; 2d10 + 10 psychic damage and the target is stunned (while sustained; save ends, at a -5 penalty). The target takes psychic damage equal to any damage that the agony mind takes while agony mind is sustained. <i>Sustain Standard</i> : Sustaining this power automatically deals 2d10 + 10 psychic damage to the target.		
Alignment Chaotic Evil Languages Supernal, telepathy 20		
Skills Intimidate +28, Religion +23		
Str 4 (+10)	Dex 14 (+15)	Wis 7 (+11)
Con 27 (+21)	Int 21 (+18)	Cha 30 (+23)

An agony mind is a floating brain that is in constant pain, and ceaselessly hunts down creatures with which to telepathically share its pain. Abominations created by the gods, they once possessed actual bodies. In battle against a primordial, they were almost destroyed and now suffer perpetual torment.



This archmage is a master of elements and shaping his attacks, able to hurl deadly magical attacks and teleporting to safety if threatened. Should he become killed, he immediately rises as an arcane spirit of pure energy and resumes the combat.

Ancient Volcano Dragon		Level 28 Solo Artillery
Gargantuan elemental magical beast (dragon)		XP 65,000
Initiative +18		Senses Perception +25; darkvision
HP 1300; <b>Bloodied</b> 650; see <i>bloodied breath</i>		
AC 44; <b>Fortitude</b> 45, <b>Reflex</b> 42, <b>Will</b> 44		
Resist 50 fire		
Saving Throws +5		
Speed 10, burrow 5, flight 12 (clumsy), overland flight 15		
Action Points 2		
④ <b>Bite</b> (standard; at-will) * <b>Fire</b>		
Reach 3; +32 vs. AC; 2d12 + 11 damage and ongoing 20 fire damage (save ends).		
④ <b>Claw</b> (standard; at-will) * <b>Fire</b>		
Reach 3; +30 vs. AC; 2d12 + 11 damage and ongoing 10 fire damage (save ends).		
⚡ <b>Double Attack</b> (standard; at-will) * <b>Fire</b>		
The dragon makes two claw attacks.		
⚡ <b>Molten Tail</b> (immediate reaction, an enemy starts and ends its turn adjacent to the dragon; at-will) * <b>Fire</b>		
+30 vs. Reflex; 2d8 + 9 fire damage. If the target is on the ground, it is slowed until the end of its next turn and grabbed (Athletics or Acrobatics DC 30 escapes).		
✧ <b>Stream of Incineration</b> (standard; at-will) * <b>Fire</b>		
Range 20; +32 vs. Reflex; 2d12 + 9 fire damage and the dragon makes a secondary attack. <i>Secondary</i> : +32 vs. Fortitude; ongoing 20 fire damage and the target's fire resistance is negated (save ends both). <i>Failed Save</i> : The target and all creatures adjacent to it take 10 fire damage.		
✧ <b>Magma Burst</b> (standard; at-will) * <b>Fire, Zone</b>		
Area burst 3 within 20 squares; +32 vs. Reflex; 2d12 + 9 fire damage and ongoing 10 fire damage (save ends). This power creates a zone of difficult terrain that remains in place until the end of the dragon's next turn.		
⬅ <b>Breath Weapon</b> (standard; recharge ☹☹☹) * <b>Fire</b>		
Close blast 5; +32 vs. Reflex; 3d8 + 9 fire damage and ongoing 20 fire damage and the target is slowed until the end of the dragon's next turn. <i>Miss</i> : Half damage and ongoing 10 fire damage.		
⬅ <b>Frightful Presence</b> (standard; encounter) * <b>Fear</b>		
Close burst 10; targets enemies; +32 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect</i> : the target takes a -2 penalty to attack rolls (save ends).		
<b>Bloodied Breath</b> (free, when first bloodied; encounter)		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
Alignment Unaligned Languages Draconic, Primordial		
Skills Intimidate +26, Nature +23		
Str 32 (+25)	Dex 18 (+18)	Wis 22 (+20)
Con 28 (+23)	Int 18 (+18)	Cha 18 (+18)

## Artillery Index

Name	Level	Special
Pyreskull Caretaker	2	
Serpentfolk Archer	3	
Hobgoblin Dragon Shaman	4	
Gale Sprite	5	
Orc Blood Magus	6	
Young Volcano Dragon	6	Solo
Corpse Cavalry Archer	7	
Flameborn Pyromancer	7	
Dragonbow	8	
Ice Grue	8	
Myrdoc Watcher	9	Elite (L)
Runestone Hurler	10	
Flare Caster	11	Solo
Axemate Flinger	12	
Zehirswarm Shooter	13	Elite
Adult Volcano Dragon	14	Solo
Ice Giant Frostmage	16	
Volcanic Trickster	17	
Suncrystal Drake	18	Elite
Blaze Igniter	19	Elite (L)
Elder Volcano Dragon	20	Solo
Frostvale Warder	21	
Burning Destroyer	22	Elite
Frostvale Captain	23	(L)
Human Archmage	24	Elite
Agony Mind	26	
Ancient Volcano Dragon	28	Solo

Used with the Level 11 Flare Caster.

Flare Minion	Level 9 Minion
Small elemental beast	XP 100
<b>Initiative</b> +7	<b>Senses</b> Perception +3; darkvision
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 21; <b>Fortitude</b> 19, <b>Reflex</b> 21, <b>Will</b> 18	
<b>Immune</b> fire	
<b>Speed</b> 6	
Ⓢ <b>Flame Lash</b> (standard; at-will) * <b>Fire</b>	
+13 vs. Reflex; 5 fire damage.	
⚡ <b>Death Burst</b> (free, when reduced to 0 hit points; encounter)	
Close burst 3; +13 vs. Reflex; 5 fire damage.	
<b>Alignment</b> Chaotic Evil	<b>Languages</b> -
<b>Str</b> 11 (+4)	<b>Dex</b> 17 (+7)
<b>Con</b> 12 (+5)	<b>Int</b> 2 (+0)
	<b>Wis</b> 9 (+3)
	<b>Cha</b> 6 (+2)



Used with the Level 22 Burning Destroyer.

Burning Abomination Minion	Level 21 Minion
Small elemental humanoid	XP 800
<b>Initiative</b> +17	<b>Senses</b> Perception +16; darkvision
<b>Burning Aura (Fire)</b> Aura 2; An enemy who enters or starts its turn in the aura takes 5 fire damage.	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 35; <b>Fortitude</b> 30, <b>Reflex</b> 33, <b>Will</b> 32	
<b>Resist</b> 30 fire	
<b>Speed</b> 5	
Ⓢ <b>Burning Slam</b> (standard; at-will) * <b>Fire</b>	
+26 vs. AC; 5 damage and ongoing 5 fire damage.	
⚡ <b>Hurl Fire</b> (standard; at-will) * <b>Fire</b>	
Range 5; +24 vs. Reflex; 5 fire damage and ongoing 5 fire damage.	
<b>Alignment</b> Evil	<b>Languages</b> Primordial
<b>Skills</b> Acrobatics +17	
<b>Str</b> 13 (+11)	<b>Dex</b> 15 (+12)
<b>Con</b> 11 (+10)	<b>Int</b> 11 (+10)
	<b>Wis</b> 12 (+11)
	<b>Cha</b> 15 (+12)

