

Random Monster Grab Bag

Playtest: Artillery

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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		
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)

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 and 5 ongoing 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)

Hobgoblin Dragon Shaman		Level 4 Artillery
Medium natural humanoid		XP 175
Initiative +4		Senses Perception +6; low-light vision
HP 154; Bloodied 77		
AC 23; Fortitude 21, Reflex 22, Will 22		
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 dragon shaman 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)

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)

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)		
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)

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	
④ Bite (standard; at-will) * Fire	
Reach 2; +10 vs. AC; 1d8 + 4 damage and ongoing 5 fire damage (save ends).	
④ 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. <i>Miss</i> : 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. <i>Aftereffect</i> : 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 Chaotic Evil	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 <i>longbow</i> 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)

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.	
✧/‡ Playing with Fire (standard; at-will) * Fire	
The flameborn pyromancer makes any combination of up to 3 <i>flame whip</i> and/or <i>flame dart</i> 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 ☼☼) * Fire	
Area burst 3 within 20 squares; +10 vs. Reflex; 3d6 + 4 fire damage. <i>Miss</i> : 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)

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 ☼☼☼) * 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). <i>Miss</i> : Half damage and no ongoing damage.	
↖ Breath Weapon (standard; recharge ☼☼☼) * Fire	
Close blast 5; +11 vs. Reflex; 2d10 + 3 fire damage. <i>Miss</i> : 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)

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	
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).	
☹ 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. <i>Secondary</i> : +12 vs. Reflex; 2d6 + 5 cold damage.	
Alignment Chaotic Evil	Languages Abyssal
Str 7 (+2)	Dex 20 (+9)
Con 12 (+5)	Int 13 (+5)
	Cha 11 (+4)

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)
Con 17 (+7)	Int 10 (+4)
	Cha 12 (+5)

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. <i>Secondary</i> : +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)
Con 17 (+8)	Int 15 (+7)
	Cha 10 (+5)

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 <i>bloodied explosions</i>	
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. <i>Miss</i> : 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 <i>flare burst</i> 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)
Con 18 (+9)	Int 14 (+7)
	Cha 21 (+10)

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.		
<i>Secondary</i> : +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)

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 <i>bloodied breath</i>		
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. <i>Secondary</i> : +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. <i>Miss</i> : 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. <i>Aftereffect</i> : 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 Chaotic Evil		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)

Ice Giant Frostmage		Level 16 Artillery
Large elemental humanoid (giant)		XP 1,400
Initiative +10		Senses Perception +9
Icy Grasp Aura 1; enemies treat any squares in the aura as difficult terrain.		
HP 123; Bloodied 61		
AC 28; Fortitude 28, Reflex 26, Will 24		
Resist 15 cold		
Speed 6		
Ⓢ Frozen Spear (standard; at-will) * Weapon		
Reach 2; +22 vs. AC; 1d10 + 6 plus 1d10 cold damage.		
✂ Icy Javelin (standard; at-will) * Cold		
Ranged 15/30; +22 vs. AC; 1d8 + 6 damage and 2d6 cold damage.		
❄ Blizzard (standard; sustain minor; recharge [1][1]) * Cold, Zone		
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.		
Alignment Evil		Languages Giant
Skills Arcana +17, Insight +14		
Str 22 (+14)	Dex 15 (+10)	Wis 13 (+9)
Con 21 (+13)	Int 18 (+12)	Cha 14 (+10)

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

Suncrystal Drake		Level 18 Elite Artillery
Huge natural magical beast (reptile)		XP 4,000
Initiative +14		Senses Perception +15; low-light vision
Sunshield (Radiant) 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>		
HP 278; Bloodied 139		
AC 34; Fortitude 33, Reflex 32, Will 28		
Resist 10 radiant		
Saving Throws +2		
Speed 8, flight 10 (clumsy)		
Action Points 1		
Ⓢ Bite (standard; at-will) * Radiant		
Reach 2; +24 vs. AC; 2d6 + 6 damage and 1d10 radiant damage.		
⚡ Coiling Tail (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.		
✂ Breath Weapon (standard; at-will) * Radiant		
Range 20; +22 vs. Fortitude; 2d10 + 7 radiant damage and the target is blinded until the end of the drake's next turn.		
❄ Illuminate (minor; at-will) * Radiant		
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.		
⚡ Shatter Suncrystal (free, when bloodied; encounter) * Radiant		
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.		
Suncrystal (minor; at-will)		
The drake's <i>breath weapon</i> is recharged and it gains 5 temporary hit points.		
Alignment Unaligned		Languages Draconic
Str 22 (+15)	Dex 21 (+14)	Wis 13 (+10)
Con 25 (+16)	Int 9 (+8)	Cha 16 (+12)

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; encounter)

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)

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 Chaotic Evil **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 ☞☞☞☞) * Conjuraton, 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)	

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)	

Human Archmage		Level 24 Elite Artillery	
Medium natural humanoid		XP 12,100	
Initiative +17		Senses Perception +24	
HP 336; Bloodied 168			
AC 37; Fortitude 34, Reflex 38, Will 38			
Saving Throws +2			
Speed 6, teleport 10			
Action Points 1			
☞ Magic Missile (minor 1/round; at-will) * Force			
Range 20; +27 vs. Reflex; 4d4 + 8 force damage.			
☞ Energy Seed (standard; at-will) * Acid, Cold, Fire, Lightning			
Range 20; +27 vs. Fortitude; ongoing 20 acid, cold, fire, and lightning damage (save ends). Only the lowest resistance applies.			
☞ Elemental Blast (standard; recharge ☞☞☞☞☞☞) * Acid, Cold, Fire, Lightning			
Area burst 3 within 10 squares; targets enemies; +27 vs. Reflex; 3d6 + 8 acid, cold, fire, and lightning damage. Only the lowest resistance applies. Miss: half damage.			
☞ Forcewave (standard; recharge ☞☞☞☞) * Force			
Close burst 2, targets enemies; +27 vs. Fortitude; 1d6 + 8 force damage and the target is pushed 7 squares.			
Counter (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.			
Arcane Spirit (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; Bloodied 94			
AC 35; Fortitude 36, Reflex 35, Will 40			
Speed flight 7 (hover), teleport 5			
☞ Stab of Pain (standard; at-will) * Psychic			
Range 20; +30 vs. Will; 2d10 + 10 psychic damage and the target is dazed (save ends).			
✧ Share Agony (standard; sustain standard; at-will) * Psychic			
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	
Skills Intimidate +28, Religion +23			
Str 4 (+10)	Dex 14 (+15)	Wis 7 (+11)	
Con 27 (+21)	Int 21 (+18)	Cha 30 (+23)	

Ancient Volcano Dragon		Level 28 Solo Artillery	
Gargantuan elemental magical beast (dragon)		XP 65,000	
Initiative +18		Senses Perception +25; darkvision	
HP 1300; Bloodied 650; see <i>bloodied breath</i>			
AC 44; Fortitude 45, Reflex 42, Will 44			
Resist 50 fire			
Saving Throws +5			
Speed 10, burrow 5, flight 12 (clumsy), overland flight 15			
Action Points 2			
④ Bite (standard; at-will) * Fire			
Reach 3; +32 vs. AC; 2d12 + 11 damage and ongoing 20 fire damage (save ends).			
④ Claw (standard; at-will) * Fire			
Reach 3; +30 vs. AC; 2d12 + 11 damage and ongoing 10 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			
+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).			
✧ Stream of Incineration (standard; at-will) * Fire			
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.			
✧ Magma Burst (standard; at-will) * Fire, Zone			
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.			
⚡ Breath Weapon (standard; recharge ☞☞) * Fire			
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.			
⚡ Frightful Presence (standard; encounter) * Fear			
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).			
Bloodied Breath (free, when first bloodied; encounter)			
The dragon's breath weapon recharges, and the dragon uses it immediately.			
Alignment Chaotic Evil		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)	

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Used with the Level 11 Flare Caster.

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

Used with the Level 22 Burning Destroyer.

Burning Abomination Minion	Level 21 Minion
Small elemental humanoid	XP 800
Initiative +17	Senses Perception +16; darkvision
Burning Aura (Fire) Aura 2; An enemy who enters or starts its turn in the aura takes 5 fire damage.	
HP 1; a missed attack never damages a minion.	
AC 35; Fortitude 30, Reflex 33, Will 32	
Resist 30 fire	
Speed 5	
④ Burning Slam (standard; at-will) * Fire	
+26 vs. AC; 5 damage and ongoing 5 fire damage.	
⚡ Hurl Fire (standard; at-will) * Fire	
Range 5; +24 vs. Reflex; 5 fire damage and ongoing 5 fire damage.	
Alignment Evil	Languages Primordial
Skills Acrobatics +17	
Str 13 (+11)	Dex 15 (+12)
Con 11 (+10)	Int 11 (+10)
	Wis 12 (+11)
	Cha 15 (+12)