

Myrdoc

Myrdoc are lanky green humanoids with a single huge red eye. They were once normal people, but have been corrupted beyond all recognition by the taint of the Far Realms. Myrdoc almost always seek other aberrant allies and appear to work intelligently towards some unknown higher purpose.

Myrdoc Lore

A character knows the following information with a successful Dungeoneering check.

DC 20: Myrdoc are agile and quick foes who avoid melee and focus powerful destructive magic through their eye. They have supernatural vision that lets them see through darkness and illusions.

DC 25: They are particularly good at jumping and leap away from foes who close into melee. It is almost impossible to surprise a Myrdoc.

DC 30: Myrdoc provide vision into the world for an Elder Evil dwelling within the Far Realm and work to further its plans.

Myrdoc Watcher

Level 9 Elite Artillery

Medium aberrant humanoid

XP 800

Initiative +18 **Senses** Perception +16; darkvision, blindsight 12
HP 154; **Bloodied** 77

AC 23; **Fortitude** 21, **Reflex** 22, **Will** 20

Saving Throws +2

Speed 8, Jump 5

Action Points 1

⚡ **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 [3]) * **Force**

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

⚡ **Forceblast** (standard; recharge [3]) * **Force**

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

Sudden Leap (reaction, when an enemy moves adjacent; at-will)

Jump 2 squares. This movement does not provoke opportunity attacks.

First Reaction

A myrdoc watcher may act in a surprise round if it spends an action point.

Alignment Evil

Languages Deep Speech

Skills Athletics +12

Str 16 (+7)

Dex 19 (+8)

Wis 15 (+6)

Con 17 (+7)

Int 10 (+4)

Cha 12 (+5)

Myrdoc Watcher Tactics

A myrdoc watcher tends to move rapidly around a battlefield, using its speed and range to best advantage. It is a cunning and ruthless opponent and will leave itself seemingly vulnerable by a pit or similar hazard so that it can leap away, then blast the opponent into the pit.



Myrdoc Oracle Level 23 Elite Controller (Leader)

Medium aberrant humanoid

XP 10,200

Initiative +25 **Senses** Perception +26; darkvision, blindsight 12

Prescience Aura 5; A Myrdoc Oracle sees slightly into the future and directs its allies appropriately. Allies in the area gain a +2 bonus to AC and all defenses.

HP 418; **Bloodied** 209

AC 36; **Fortitude** 32, **Reflex** 33, **Will** 34

Saving Throws +2

Speed 9, Jump 6

Action Points 1

⚡ **Doom's Touch** (standard; at-will) * **Psychic**

+28 vs. Will; 2d8 + 5 psychic damage and 5 ongoing psychic damage and target is dazed (save ends both).

🔮 **Eyebeam** (standard; at-will) * **Force**

Range 10; +28 vs. Reflex; 3d8 + 4 force damage and the target is pushed 1 square and dazed until the end of the target's turn.

🔮 **Focus Gaze** (minor 1/round; at-will)

Range 10; +30 vs. Will; Oracle and all of its allies gain a +2 bonus to attack target until end of its next turn.

⚡ **Blastbeam** (standard; recharge [3]) * **Force**

Close blast 5; +28 vs. Reflex; 3d8 + 4 force damage and the target is pushed 1 square and dazed until the end of the target's turn.

⚡ **Forceblast** (standard; recharge [3]) * **Force**

Close blast 5; +28 vs. Reflex; 3d8 + 4 force damage and the target is pushed 4 squares and knocked prone.

Sudden Leap (reaction, when an enemy moves adjacent; at-will)

Jump 3 squares. This movement does not provoke opportunity attacks.

Foresight

A myrdoc oracle may always act in the surprise round.

Alignment Evil

Languages Deep Speech

Skills Athletics +19

Str 16 (+14)

Dex 19 (+15)

Wis 21 (+16)

Con 17 (+14)

Int 18 (+15)

Cha 20 (+16)

Myrdoc Oracle Tactics

A myrdoc oracle focuses on setting up enemies to be destroyed by its allies first, with a seeming fanatical disregard for its own safety. It prefers to use its action point when enemies gang up on it, to do a combined blastbeam and forceblast. If a myrdoc oracle believes it has already won, it delights in touching enemies to show them a vision of the impending doom of the world and all they hold dear.

Encounter Groups

Myrdoc prefer less intelligent aberrant creatures to command such as gricks and chuul, but will work with any aberrant creature.

Level 10 Encounter (XP 2,500)

1 Myrdoc Watcher (level 9 elite artillery)

1 Grell (level 7 elite soldier)

2 Grick (level 7 brute)

1 Chuul (level 10 soldier)

Level 23 Encounter (XP 25,500)

1 Myrdoc Oracle (level 23 elite controller)

1 Chuul Juggernaut (level 23 elite soldier)

1 Blood Fiend (level 23 soldier)