

O, Wintry Song of Agony

**WAR OF THE
BURNING SKY**
4E™
ADVENTURE EIGHT



For Character Levels 21–22

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NPC ALLIES

This is a free accompaniment to *WotBS 4E #8: O, Wintry Song of Agony*.

The heroes may decide to bring allies along on their travels, especially if they're underpowered or lacking in certain specialities. In this short supplement, you'll find a selection of possible allies from previous adventures. These versions of the allies are deliberately very simple in order to not take up your players' time during combat; you should allow your them to control their allies along with their own characters.

These versions of the allies are not going to be anywhere near as powerful or effective as the heroes. Bear in mind that the allies possess a whole suite of powers (and you can “fluff” and narrate these characteristics during non-combat periods), but in the aims of running a fast game where the players are the heroes, these simple stat blocks allow them to feature without becoming “DM PCs” and to fill in a gap or two in the players' ranks.

For example, if they're weak on the striker front, they may take one of the drow kingslayers (Quillathe or Yvonne); if they don't have the ability to use the *Song of Forms*, they might take Tiljann; or if they need support roles they may elect for Torrent or even Coaltongue himself. Katrina is good for artillery and for disarming traps both mundane and magical, while Crystin is great for a party lacking in skills. Darius the Inquisitor from Korstull is exceptionally well trained in Arcana and is useful for circumventing magical problems.

Each NPC generally has a single attack power, one bonus ability, a couple of high skills and – occasionally – a special movement power.

You'll need access to the *WotBS* adventures to understand who these NPCs are.

Katrina			Level 20 Artillery
Medium natural humanoid (fire)			XP 2,800
HP 146; Bloodied 73			Initiative +18
AC 32; Fortitude 32; Reflex 33; Will 32			Perception +13
Speed 6			
Standard Actions			
A Fireball (fire) • At-Will			
<i>Attack:</i> Burst 2 within 10 (all creatures in burst); +25 vs. Reflex			
<i>Hit:</i> 2d10 + 12 fire damage.			
Skills Arcana +26, Thievery +26			
Str 20 (+15)	Dex 26 (+18)	Wis 17 (+13)	
Con 20 (+15)	Int 23 (+16)	Cha 20 (+15)	
Alignment unaligned		Languages Common	

Crystin Ja-Nafeel			Level 20 Artillery
Medium natural humanoid (human)			XP 2,800
HP 143; Bloodied 72			Initiative +18
AC 32; Fortitude 31; Reflex 33; Will 32			Perception +15
Speed 6			
Standard Actions			
R Magic Missile • At-Will			
<i>Effect:</i> Ranged 10; 3d6 + 8 force damage.			
C Trillith Foreshadowing • Encounter			
<i>Effect:</i> Ranged 5; one ally gains a +6 bonus to its skill check.			
Skills Arcana +21			
Str 17 (+13)	Dex 26 (+18)	Wis 20 (+15)	
Con 17 (+13)	Int 23 (+16)	Cha 20 (+15)	
Alignment good Languages Common, Elven, Giant			

Torrent			Level 20 Controller (Leader)
Medium natural humanoid (human)			XP 2,800
HP 188; Bloodied 94			Initiative +15
AC 34; Fortitude 32; Reflex 32; Will 33			Perception +15
Speed 5			
Standard Actions			
m Battleaxe • At-Will			
<i>Attack:</i> +25 vs. AC			
<i>Hit:</i> 2d10 + 12 damage.			
M Healing • At-Will			
<i>Effect:</i> Melee 1 (one ally); The target may spend one healing surge.			
Skills Heal +20, Religion +20			
Str 20 (+15)	Dex 20 (+15)	Wis 20 (+15)	
Con 20 (+15)	Int 20 (+15)	Cha 23 (+16)	
Alignment good Languages Common			

Tiljann		Level 20 Controller
Medium fey humanoid		XP 2,800
HP 185; Bloodied 93		Initiative +15
AC 34; Fortitude 31; Reflex 32;		Perception +15
Will 32		Darkvision
Speed 6, fly 8		
Saving Throws +2		
Standard Actions		
r Shortbow • At-Will		
<i>Attack:</i> Ranged 15/20; +25 vs. AC		
<i>Hit:</i> 2d10 + 7 damage.		
C Song of Forms (psychic) • Encounter		
<i>Attack:</i> Close Burst 10 (all insubstantial creatures in burst); +24 vs. Will		
<i>Hit:</i> 2d10 + 7 psychic damage and the creature loses insubstantial and phasing until the end of Tiljann's next turn.		
<i>Sustain Minor:</i> Tiljann can maintain the effect.		
Str 17 (+13)	Dex 20 (+15)	Wis 20 (+15)
Con 17 (+13)	Int 20 (+15)	Cha 20 (+15)
Alignment unaligned Languages Common, Elven		

Drakus Coaltongue		Level 25 Elite Controller (Leader)
Medium immortal humanoid		XP 14,000
HP 460; Bloodied 230		Initiative +18
Regeneration 20		Perception +19
AC 39; Fortitude 37; Reflex 37; Will 38		
Speed 6		
Saving Throws +2; Action Points 1		
Standard Actions		
M Mace • At-Will		
<i>Attack:</i> Melee 1; +30 vs. AC		
<i>Hit:</i> 3d10 + 10 damage.		
Triggered Actions		
Immortal • Encounter		
<i>Trigger:</i> Coaltongue is reduced to 0 hit points.		
<i>Effect (Immediate Reaction):</i> Coaltongue recovers one round later with full hit points.		
C Tactics • At-Will		
<i>Trigger:</i> An ally misses with an attack roll or fails a skill check.		
<i>Effect:</i> Close Burst 10; once per round only; one ally may reroll an attack roll or skill check which they have just failed.		
Str 22 (+18)	Dex 22 (+18)	Wis 25 (+19)
Con 22 (+18)	Int 22 (+18)	Cha 31 (+22)
Alignment unaligned Languages Common, Goblin		

Three Weeping Ravens		Level 20 Soldier
Medium natural humanoid (psychic)		XP 2,800
HP 188; Bloodied 94		Initiative +23
AC 36; Fortitude 32; Reflex 36; Will 31		Perception +20
Speed 6, climb 6		
Standard Actions		
M Martial Artist • At-Will		
<i>Attack:</i> +27 vs. AC		
<i>Hit:</i> 2d10 + 12 damage and the target is slid one square.		
R Soul-Tap (psychic) • Encounter		
<i>Attack:</i> Ranged 5 (one creature); +25 vs. Will		
<i>Hit:</i> 1d10 + 9 psychic damage and the target loses one encounter or recharge power until the end of Three Weeping Ravens' next turn.		
<i>Aftereffect:</i> All allies within 5 squares gain 15 temporary hit points and may make an immediate saving throw.		
Move Actions		
Tumble • At-Will		
<i>Effect:</i> Three Weeping Ravens may shift up to 4 squares.		
Skills Acrobatics +23, Athletics +21, Religion +20		
Str 23 (+16)	Dex 26 (+18)	Wis 20 (+15)
Con 20 (+15)	Int 20 (+15)	Cha 20 (+15)
Alignment lawful good Languages Common		

Quillathe		Level 20 Skirmisher
Medium fey humanoid (drow)		XP 2,800
HP 188; Bloodied 94		Initiative +23
AC 34; Fortitude 32; Reflex 33; Will 32		Perception +20
Speed 10		Darkvision
Immune charm		
Vulnerability 5 radiant		
Traits		
Sneak Attack		
Quillathe deals an extra 4d6 damage once per turn when she has combat advantage.		
Standard Actions		
m Bladed Whip • At-Will		
<i>Attack:</i> Reach 2; +23 vs. Reflex		
<i>Hit:</i> 2d10 + 7 damage and ongoing 5 poison damage (save ends).		
Move Actions		
Tumble • Encounter		
<i>Effect:</i> Quillathe shifts her speed.		
Minor Actions		
A Faerie Fire • At-Will		
<i>Effect:</i> Range 10 (one creature); the target is illuminated by glowing purple fire. This does no damage, but the target grants combat advantage until the end of Quillathe's next turn.		
Skills Acrobatics +26, Athletics +20, Stealth +26, Thievery +26		
Str 20 (+15)	Dex 32 (+21)	Wis 20 (+15)
Con 20 (+15)	Int 20 (+15)	Cha 20 (+15)
Alignment evil Languages Common, Elven, Deep Speech		

Yvonne		Level 20 Soldier
Medium fey humanoid (drow)		XP 2,800
HP 188; Bloodied 94		Initiative +17
AC 36; Fortitude 33; Reflex 32; Will 32		Perception +20
Speed 6, fly 6		Darkvision 15
Immune charm		
Vulnerability 5 radiant		
Traits		
Sneak Attack		
Yvonne deals an extra 4d6 damage once per turn when she has combat advantage.		
Standard Actions		
m Two-Bladed Sword • At-Will		
<i>Attack:</i> +27 vs. AC		
<i>Hit:</i> 3d10 + 7 damage.		
Minor Actions		
A Deeper Darkness • Encounter		
<i>Effect:</i> Close Burst 2 (zone); The burst creates a zone of darkness that lasts until the end of the encounter. Creatures inside the darkness are blind and have total concealment, but grant combat advantage to Yvonne.		
Skills Athletics +24, Stealth +20, Thievery +20		
Str 29 (+19)	Dex 20 (+15)	Wis 20 (+15)
Con 20 (+15)	Int 20 (+15)	Cha 20 (+15)
Alignment evil Languages Common, Elven, Deep Speech		

Darius		Level 20 Soldier
Medium natural humanoid (half-orc)		XP 2,800
HP 188; Bloodied 94		Initiative +17
AC 36; Fortitude 33; Reflex 32; Will 32		Perception +15
Speed 6		
Standard Actions		
† Mace • At-Will		
<i>Attack:</i> +27 vs. AC		
<i>Hit:</i> 2d10 + 7 damage.		
☞ Inquisitorial Edict • At-Will		
<i>Attack:</i> Ranged 10 (one zone or conjuration); +25 vs. Will; the zone or conjuration is removed.		
Skills Arcana +34, History +20, Religion +20, Thievery +20		
Str 26 (+18)	Dex 20 (+15)	Wis 20 (+15)
Con 20 (+15)	Int 20 (+15)	Cha 20 (+15)
Alignment Languages Common, Goblin, Giant		