

Harkover Lee, Dragon Tyrant

Harkover Lee, Dragon Tyrant	Level 34 Solo Artillery
Huge natural magical beast (dragon)	XP 190,000
HP 1230; Threshold I 820; Threshold II 410	Initiative +13
AC 48, Fortitude 46, Reflex 46, Will 46	Perception +14
Speed 8, fly 15 (hover)	Darkvision
Resist 30 fire; Immune charm, dominate	
Saving Throws +5; Action Point 1	

Traits

Dragon Unleashed (fear)

The old man gives a short laugh, and then his body tears apart, revealing a huge dragon with crimson scales and wings scarred with defensive runes. This is the draconic tyrant who once ruled swaths of Ber under the name Inacht the Hex-Eater. Screams rise up from those who see him and panic.

If Harkover is in human form, at the start of his first turn he can transform into his natural dragon form without spending an action. When he does, he can stand from prone and all negative conditions affecting him end, but damage dealt to him remains.

Creatures lower than twentieth level are too frightened to attack the dragon.

Hivemind Pinnacle

He seems oblivious to it, but an entire congress of ghosts float behind the dragon's head, barely visible but fixated on compelling the loyalty of this fire-breathing titan.

Harkover is a critical part of the Obscurati's plan, so he shares hit points with the ghost council members that keep him under control. However, the first time he takes radiant or psychic damage, the councilors snarl as they become briefly visible.

Keep track of psychic and radiant damage done to Harkover. If over 250 points of psychic and/or radiant damage is dealt to Harkover, the councilors briefly lose their grip over him, and on Harkover's next round all he does is force out a warning – perhaps about how to disable the explosion, or about how Cherage's rail enclave is where the lanterns in that city are controlled.

Thereafter, the ghost councilors reassert control, and Harkover will fight until reduced to 0 hp.

Golden Orb

Despite his massive size, he still carries his golden wizard's orb, cradled in his right claw. As he moves he absent-mindedly waves the orb, refreshing some minor magical ward.

Harkover's golden orb stores a fragment of his soul, and shields it from harm. Each day Harkover creates an illusion within the orb, and any divination that attempts to learn about him from afar discerns false information as depicted in the orb's illusion.

Whenever Harkover ends his turn, he can end any one negative condition affecting him without needing to make a save, even if the effect doesn't normally grant a save. Additionally, he can use various incidental magic generally not pertinent to combat, including a variety of abjurations, divinations, evocations, and illusions.

If he loses his golden orb, he loses the above abilities. An enemy who holds the 40-pound orb gains a +5 bonus to attack rolls against Harkover.

Reasoned Evasion

He carefully keeps his distance, preferring to rain magic on you from afar.

At an initiative count 10 higher than Harkover's own initiative, as a free action he take a move action, then use *sigil claw* or *firebolt*. If he cannot move due to being slowed, prone, or immobilized, he ends that condition instead of moving. If he cannot use a free action due to a dominating or stunning effect, then that effect ends instead of him making the attack.

Standard Actions

m Dispelling Bite * At-Will, Basic

His mouth is like a jagged cavern collapsing upon you, and fire seethes in its depths.

Attack: Melee 4 (one creature); +39 vs. AC

Hit: 4d12+10 damage. The target is grabbed and takes ongoing 10 fire damage until the grab ends (Escape DC 33). Additionally, the magical enhancement bonus of the target's weapon, armor, and neck item are each reduced by 1 until Harkover is slain or chooses to release the power he has consumed. An item that has its bonus reduced to 0 becomes permanently non-magical.

Special: Harkover can sustain his grab without spending an action. If he has a creature grabbed, he can only target that same creature with this attack.

m Sigil Claw * At-Will, Basic

His talons tear through your defenses like paper. You realize he placed a glowing glyph upon your skin where he struck you.

Attack: Melee 3 (one creature); +39 vs. AC

Hit: 4d8+10 damage. Harkover chooses an energy type, and the target gains ongoing 10 damage of that type (save ends).

r Firebolt (implement, fire) * At-Will, Basic

Flaming missiles fly from the orb in the crook of his right claw.

Effect: Harkover fires five bolts of fire, divided as he chooses among any number of targets within 40 squares. Each bolt unerringly strikes its target, dealing 15 fire damage.

Positioning Sorcery * At-Will

He snarls, swipes, and drives you into position for a devastating breath attack.

Effect: Harkover uses *dispelling bite* once and *sigil claw* twice. For each creature he damages with one of these attacks, Harkover can slide that creature 2 squares.

BI Consuming Breath (fire) * Recharge 56

His inhalation is like the rising grandeur of a symphony nearing crescendo. The roar of flames deafens you.

Attack: Close blast 9 (enemies in blast); +37 vs. Reflex

Hit: 10d12 fire damage, and the target is deafened, weakened, and takes ongoing 30 fire damage (save ends all).

Miss: Half damage, and the target is deafened and weakened until the end of Harkover's next turn.

Effect: Harkover heals damage equal to the highest amount of damage the attack dealt to any creature in its area. If a target dealt damage by this attack has fire resistance or immunity from any source other than a racial ability, it loses that defense until the end of the encounter.

Move Actions

Dimension Door * Encounter

Effect: Harkover teleports 80 squares.

Greater Invisibility * Encounter

Effect: Harkover turns invisible for the next three rounds, even if he attacks.

Triggered Actions

Eat Hex * Encounter

Trigger: An attack or zone inflicts a condition or deals energy damage to Harkover or a creature within 3 squares of him.

Effect (Immediate Interrupt): The effect inflicts no condition and deals no energy damage, and Harkover may dispel the effect if it is a zone.

Fight For Identity * Encounter

He thrashes and bites at the ghosts that form a halo around his head, but he cannot seem to harm them. One ghost digs its incorporeal talons into his head and he stops resisting.

“Loyalty!” he roars. “For two centuries my loyalty to my ruler was absolute. Now Nicodemus rules, and yet you disobey! I shall bury you for defying my liege.”

He chants, swoops to the ground, and tears an entire building free from the earth. It hurls across the city at you, carried by streaks of golden magic.

Trigger: Harkover drops to 760 HP or fewer.

Effect (No Action): All negative conditions affecting Harkover end, he stands up, flies his speed, and makes the following attack. Then he gains an action point and his *eat hex* power recharges.

Attack: Area burst 4 within 500 (creatures in burst); +37 vs. Reflex

Hit: 6d6+30 damage and the target is knocked prone and restrained (Escape DC 40). While restrained, the target takes ongoing 5 damage (save ends).

Final Arrogance * Encounter

Blood curls down his face from his eyes, but he smiles and glances at what remains of the cursed Cauldron Hill. His next words are a whisper, but you can hear them perfectly in a sudden stillness.

“May the witches who once contested the king of Risur now take their vengeance with my aid.”

You collapse, feeling as weak and powerless as you did years ago when you first stood atop Cauldron Hill. The great red dragon laughs and circles like a cat taunting his prey.

“I have deprived you of your power,” he taunts, “and when I swing around I mean to deprive you of your life.”

Trigger: Harkover drops to 380 HP or fewer.

Effect (No Action): All negative conditions affecting Harkover end. He stands up, flies his speed, and makes the following attack. Then he gains an action point and his *eat hex* power recharges.

Attack: Ranged 500 (one creature); +37 vs. Will

Hit: The target is stunned (save ends). Until the end of the encounter, the target takes a -10 penalty to attack rolls and defenses and cannot use any powers higher than 3rd level.

Miss: The target is dazed (save ends). Until the end of the encounter, the target takes a -5 penalty to attack rolls and defenses and cannot use any powers higher than 3rd level.

Special: Harkover can target a ship with this power, which must overcome the captain's defenses. On a hit, the ship is immobilized and cannot fire any weapons or use any other special abilities.

Str	42 (+31)	Dex	13 (+16)	Wis	24 (+22)
Con	24 (+22)	Int	24 (+22)	Cha	26 (+23)
Alignment	Unaligned				
Languages	Common, Draconic, Elven, Giant, Gnoll, Goblin, Orc, Primordial				