

CHROMATIC BREACH

Chromatic Breach Level 14 Lurker Small Natural Construct

Initiative: +17 **Perception** +7
HP 120; **Bloodied** 60
AC 28; **Fortitude** 27; **Reflex** 26; **Will** 26
Speed 1, fly 5 (hover)

Traits

Simple Device

Whenever the Chromatic Breach would suffer one of the following ongoing effects, it instead takes 10 damage: Dazed, Dominated, Stunned, Blinded.

Control Rod

At the beginning of combat, designate one ally of the Chromatic Breach as possessing its control rod. This ally has line of sight from the Chromatic Breach's square. Whenever an enemy hits the ally with the control rod with a melee attack, they can choose to forgo any additional effects of the attack apart from damage, and instead 'jostle the rod', which slides the chromatic breach 5. If the enemy with the control rod is killed, the chromatic orb goes haywire, using its melee attack to charge and attack the closest target, enemy or ally, each turn until the end of combat.

Standard Actions

⚡ Blazing Backlash ⚡ At-Will

Attack: Melee Basic 1 (one creature) +17 vs. Reflex
Hit: 3d8+8 radiant and fire damage.

↔ Blinding Breach ⚡ Recharge

Attack: Close Blast 3 (all creatures in blast) +17 vs. Fortitude
Hit: 2d10+10 fire and radiant damage.
Effect: One of the enemies hit by the attack is blinded (save ends). If no enemies are hit, and one or more allies are hit, then one of the allies hit becomes blinded (save ends).
 Recharge: When containment surge is used.

🛡 Containment Surge ⚡ At-Will

Effect: The Chromatic Breach gains 50 temporary hit points, which it loses at the beginning of its next turn.

Skills Endurance +15

Str 16(+10); **Dex** 23(+13); **Wis** 10(+7)
Con 16(+10); **Int** 4(+4); **Cha** 10(+7)

Alignment Unaligned

A chromatic breach is the result of a mishap in the magical creation of a powerful light source. Housed within a floating iron structure which resembles an archaic lantern, the chromatic breach pulses with light and heat as its containment device struggles to keep it stable. A chromatic breach is usually at best, a minor hazard, but occasionally, a suitably dastardly figure gains access to its control rod- a magical device that directs the storage container the breach is trapped within.

Using this rod, a creature can turn the breach into a primitive but dangerous weapon, sending it careening around the battlefield to vent blasts of radiant energy, potentially blinding its targets in the process. What's worse, since the housing container around the lantern is designed to take a lot of punishment, its controller can cause a surge in its containment runes, further protecting the unit from damage. A cunning foe will use this moment of respite to maneuver their weapon out of trouble, before pushing it back into the fray.

The control rod is not flawless- a quick-thinking warrior can force the wielder of the rod to move the breach where they don't want it to be, and while the rod cannot be stolen from whoever it psychically imprinted on them, their death will send the Chromatic Breach into a destructive rampage. .

Lore

Religion DC 18: All the info in the introduction

Religion DC 23: Info about the creation method, the origin of the breach, where it might have come from, ect.

For use with the 4th Edition

**DUNGEONS
&
DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,[®] Monster Manual,[®] and Dungeon Master's Guide[®] Player's Handbook[®] 2, Monster Manual[®] 2, Adventurer's Vault[™] core rulebooks, available from Wizards of the Coast, LLC

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TACTICS

A chromatic breach is an odd lurker who 'lurks' in plain sight. Boosting it's wards cuts off it's energy output, but keeps it safe for a round or so- although it's important for it's allies to exploit this situation. The breach deals good close-in damage, focusing on blinding it's foes and taking enemies down. The breach is not overly mobile, but it can hover, allowing it to stay out of melee range while still using it's blasts.

While this can be effective, it does cut down on dps, since it can only blast once every two rounds. The breaches' melee attacks do good damage, so don't over-rely on the blast, especially if it's blind effect might go astray on somebody who isn't going to miss their sight this round. Chromatic Breaches have a few more hp than regular lurkers, but they'll burn through them quickly, especially as they encounter dazes or similar powers.

Encounters

A chromatic breach is not a monster or a villain, but rather a magical mishap which, while rare, is becoming increasingly common in regions where wizards seek to bend their arts to more mundane matters. A chromatic breach results when a wizard who's ambitions outstrip their resources attempts to create a large, powerful, long lasting light source, of the kind that might be used in anything from a lighthouse to a forboding wizard's tower.

These attempts tend to weave radiant energy into a dense, self-perpetuating ball which draws on arcane energies to keep itself shining brightly. The problem is, such energies are hard to manage. Almost inevitably, many such experiments end in failure, with the containment device for the light becoming emergency storage for powerful energies which unfurl from the blinding white heart of energy at it's core.

Anyone crazy enough to use a chromatic breach as a weapon in battle, deserves to have it blow up in their face. Still. Those who manage to get hold of the control rod of this rejected piece of magical equipment, often extracting it from a deep vault or cluttered workshop. Once attuned to the control rod, the thief (or improv-ridden wizard) can direct the device around the battle, like one might direct more conventional troops into battle. As long as the keeper or the rod remains unmolested, the breach can act as a powerful if unpredictable weapons- at least until it burns out, which tends to occur after days of such mistreatment, at most..

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