

CHRONARCH AEONBLADE

Chronarch Aeonblade Level 25 Skirmisher
Medium Fey Humanoid, (Chronoarch), elf

Initiative: +21 **Perception** +22
HP 220; **Bloodied** 110
AC 39; **Fortitude** 37; **Reflex** 37; **Will** 37
Speed 6

Traits

Post-Elven

The Aeonblade ignores difficult terrain.

Chronal Damage

See the attached notes on chronal damage for information on this special damage type.

Standard Actions

⬇ **Blade of Aeons** ✦ **At-Will**

Attack: Melee Basic 1 (one creature) +30 vs AC
Hit: 5d8+8 force damage. If the target was granting combat advantage, it takes ongoing 10 chronal damage (save ends), and the Aeonblade teleports 2..

⬇ **Time Warped Duel** ✦ **Recharge** [1]

Effect: The Aeonblade makes a MBA against the target, then this attack:
Attack: Melee 1 (one creature) +28 vs Will
Hit: The aeonblade teleports themself and the target 3 squares to adjacent squares, and makes a melee basic attack against them as a free action.
Miss: The target teleports themself and the aeonblade 3 squares to adjacent squares, and makes a basic attack against them as a free action.

Minor Actions

Temporal Probe ✦ **Recharge** [1]

Effect: Place a temporal probe in your current square, erasing any temporal probe the aeonblade has already placed. On this probe record any conditions the aeonblade is suffering, like you would a normal character. These conditions remain on the probe until it is erased. The Aeonblade has line of sight and effect from their temporal probe.

Accelerated Motion ✦ **At-Will**

Effect: The aeonblade can either shift one square, stand from prone, or attempt to escape from a grab.

Back-Step ✦ **At-Will**

Effect: The Aeonblade loses any conditions on them, and teleports to their temporal probe or the closest available square. They gain any conditions that are on the temporal probe, and the temporal probe is erased.

Skills Acrobatics +24, Athletics +24, Stealth +24, History +25
Str 25 (+19); **Dex** 25 (+19); **Wis** 20 (+17)
Con 25 (+19); **Int** 26 (+20); **Cha** 23 (+18)

Alignment Unaligned **Languages** Elven, Common

The Aeonblade is a tall figure that appears to be elven, although there is an angular severity to their features that make them seem like something else, entirely. They are dressed- or coated- in a slick reflective black substance with a dark, rainbow sheen, leaving only their face and the top of their head exposed, although even this is coated with an odd, crystalline frosting. In n their hands they hold a simple blade of the same material, lacking a cross-guard or any features but a hilt, and a long, thin, double edged blade.

The Aeonblade moves with impossible speed, flickering from place to place and lashing out with their weapon almost too quickly to be seen- and indeed, at times, they do move entirely too quickly to be seen at all, crossing short distances in an instant as they whirl around the battle. Their blade cuts deep, and against a foe with a failing guard, it seems to cut into the very time line of it's target, wracking them with a paradoxical pain which is not so much felt as foreseen, until, moments after the strike, it crashes down on it's victim with crushing force.

What's worse, at times the Aeonblade seems to side-step time entirely. They leave in their wake, shimmering transparent after-images which stand, as if caught in a freeze-frame. When hard pressed, the Aeonblade can seemingly revert to these frozen moments in space-time, appearing where the after-image stands, free of recent entanglements. At other times, they strike out at their foe with such speed and ferocity that the two vanish, momentarily, battling between moments before re-appearing some distance away.

Little is known of the Aeonblade and their origins. But the fate of those who face them in battle, is all but sealed.

Chronal Damage

Chronal damage is strange, time-warping energy that inflicts delayed-action damage on a target. When a creature takes Chronal damage, do not subtract it from their hit points, but make a note of it, totaling all chronal damage taken over the creature's turns- chronal damage does not stack with multiple sources of itself, unless noted as doing so.

Chronal damage is ongoing (save ends), but it can only ended by saving against it at the end of a creature's turn- no powers, or additional saves apply to it, aprt from those stipulated in a chronarch's powers. The saving throw can also have no bonuses applied to it.

When a creature does save against chronal damage, they take the total as damage. If this damage bloodies them, they then suffer ongoing chronal damage (save ends) of 5 points less than the amount they saved against.

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

Created by
Michael Jones
for
Catastrophe Games
CATASTROPHEGAMES.COM

WHY CAN'T ANYONE NICE EVER COME FROM THE FUTURE?

TACTICS

The Aeonblade is a formidable skirmisher, capable of managing a lot of flack from their enemies as long as they wisely set up a temporal probe before taking too much punishment. While Back Step does not effect hit points, conditions are far more of a death sentence, and so it's effect on battle can be quite dramatic. Since back step has no maximum range or sight limits, it can be used extremely well in a two-front battle, or a combat with different rooms. However, while it may be tempting to set up the Temporal Probe somewhere safe, it works best when the Aeonblade can emerge from it and step right back into combat- targeting a vulnerable enemy with time warped duel can aid in using this move to cross the battlefield.

The Aeonblade works well with many sorts of allies- as a skirmisher, they are flexible, and mobile. However, the power of their basic attack and the benefit they can gain from ca suggest some excellent pairings. Melee combatants, leaders who grant extra attacks, and controllers and others that can grant the aeonblade ca on a target, can all be of great use to them. A Soldier flanking a marked target with them is ideal, as are allies with daze and prone effects. A friendly brute can capitalize on the damage the Aeonblade causes, but a brute and a skirmisher together is a tempting target for area attacks.

Laying down fresh temporal probes is important, and can often double as an escape hatch from the battle. Setting your primary probe up like this is a waste of a lot of potential, but as the battle wears on, the Aeonblade can place a probe around the corner of a wall, or near an exit point, counting on it as a means to escape if things go poorly. This kind of tactic is only likely to be used in initial assaults, where the Aeonblade is fighting with pawns and hirelings- when fighting alongside the rest of the Chronarch, they battle to the death, or withdraw only according to the prescient plans of their leaders.

LORE

Arcana DC 26: All the information in the introduction.

Arcana DC 31: Clues about the origins and mission of the Chronarch.

ENCOUNTERS

The origins of the Chronarchs are unknown, but while they are uncommunicative as a rule, they have been know occasionally to comment on the primitive and backwards nature of the creatures they encounter. What this suggests can barely be imagined, but their formidable powers in combat hint at the same, mad notion. Their sudden boosts of speed, the harrowing power of their blade, their ability to step back along their personal time line, their seemingly advanced and rarefied nature- all this evidence suggests that this being may indeed have traveled from some future distant age, returning to what is to them antiquity, on a mission most dire.

Heroes facing the Chronarchs will find their enemies cold and restrained but, with time, they can be taunted into outbursts of vital and shocking information. The Chronarchs claim to hail from a far future era where the world, in fact the entire universe, is collapsing due to a mighty cataclysm who's seeds were planted in the present era. Turning all their magic and artifice to their only hope for survival, the people who became the Chronarchs, already highly advanced, transformed themselves into time traveling killing machines, dedicated to the mission of returning to the past, and putting a stop to the folly that doomed the future to oblivion.

Of course, the Chronarchs are convinced that the heroes are the cause of this apocalypse. The actions they take to cause it could be any number of things- but the Chronarch's mission is the same. Destroy them, utterly, after learning all they can about the seeds of obliteration planted in this era. That information could require the invasive study of the unique magic of physiology of one or more of the heroes, or some history-shaking quest they have undertaken, like the slaying of a god, or the raising of the dead.

The Chronarchs will use whatever means they have available to track down the heroes, and gain the information they need. Early in the conflict, Aeonblades might join with other powerful foes of the heroes, to test their resilience, power, and combat prowess, but as the conflict escalates, more and more of the Chronarch will arrive in the era of the heroes, set on their destruction. The heroes can seek to evade them, but a confrontation with the formidable forces of the future may be inevitable- one could almost say, it is destiny.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20.

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt ; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.