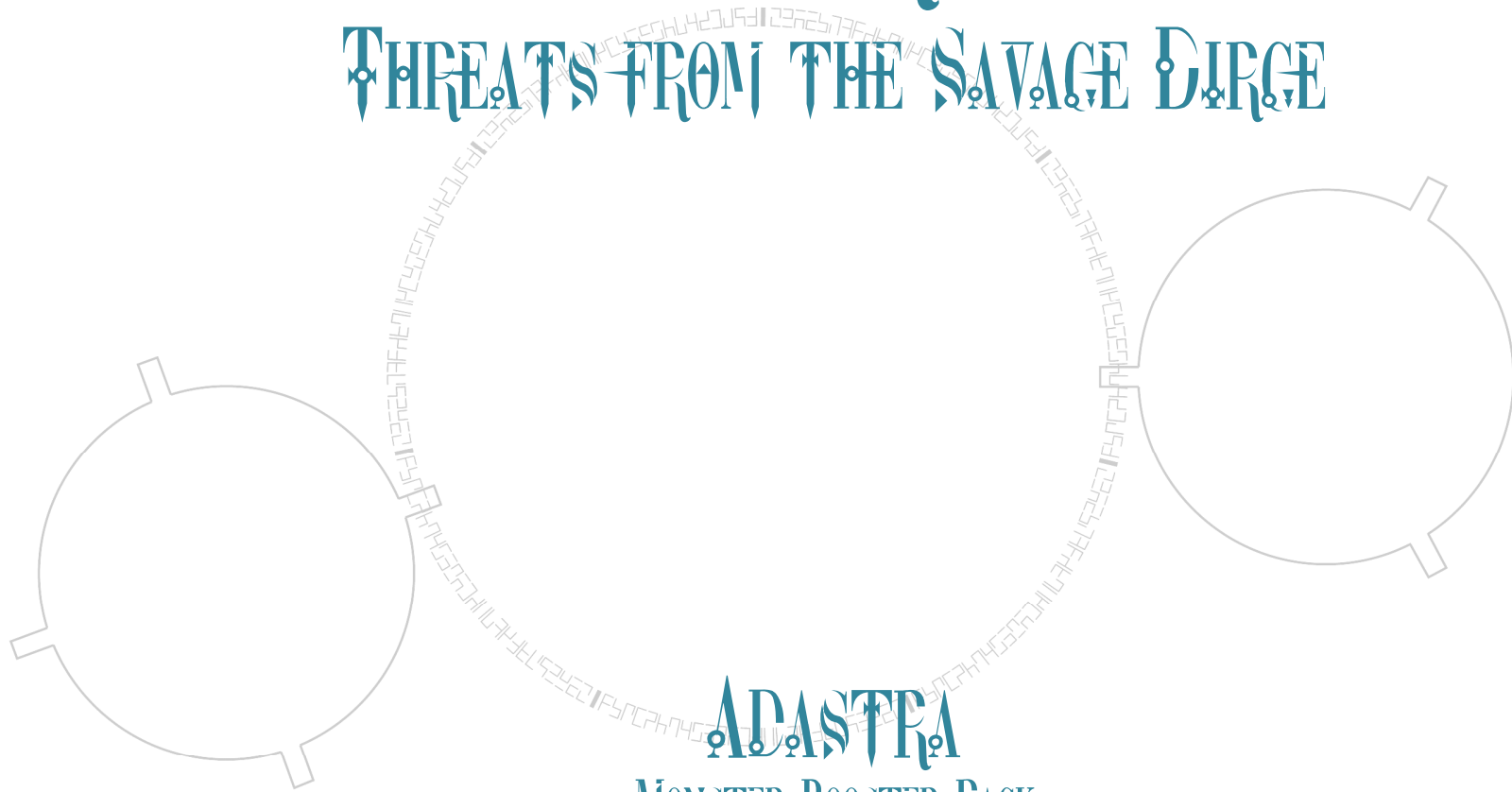


XORI

THREATS FROM THE SAVAGE DIRGE



ADASTRA

MONSTER BOOSTER PACK

Fearless Goblin Games

James Leonard • Jon Leonard • Jerry Qualls • Mark Ross

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CHAPTER 1 ~ PROLOGUE

The Xori are intelligent, cunning, and ruthless. A trio that cannot be overlooked.

The most common foe to most any party is the Savage Xori Dirge.

BASIC HISTORY

Xori themselves were born in a heated war in the astraea of Sidir Xor between the undead and the living. The xori were created when a prominent living magical researcher fully unraveled the secrets to becoming a lich, discovering a half-state somewhere between living and lichdom. He and his rather large cadre of human apprentices became the undying race now known as the Xori.

UNDYING

Creatures with the undying keyword are neither alive, nor are they undead. Because of this state, they are not affected by things that can only target living or undead creatures.

Common undying creatures have resistance to poisons and can more easily shrug off ongoing damage. They also don't need to eat, breathe, or sleep, however this doesn't render them immune to those effects.

XOR AS A LANGUAGE

While normally, there are only a handful of languages to choose from. xor is a crafted and eerie, yet beautiful, language that the xori and associates speak and read. It is heavy in S sounds because most xori don't have lips.

When xori speak, they will mostly speak in xor, only speaking common if they have to.

KNIGHTS AND ABLATION

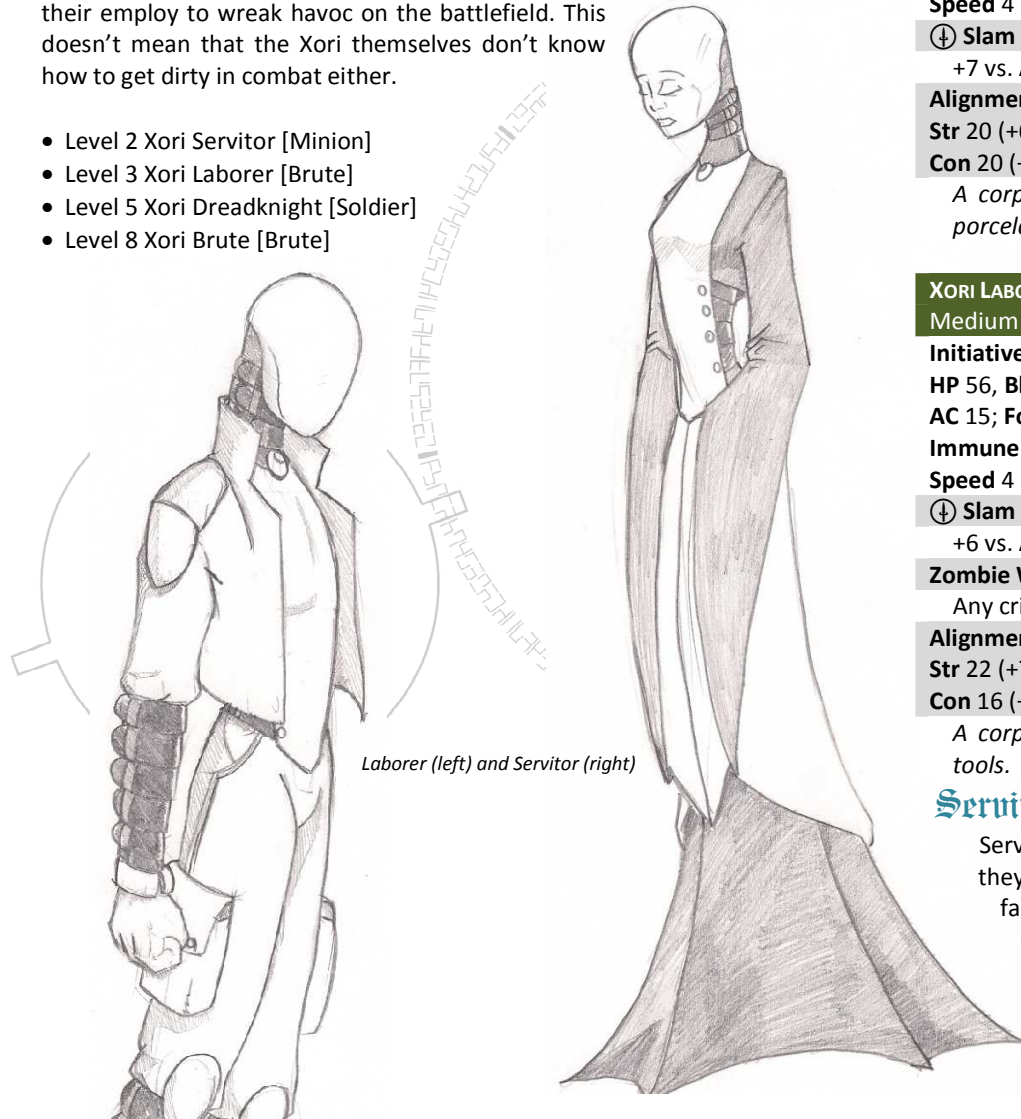
The xori dreadknight and felknight are wearing hard armor. The hard armor ablates as if it is +4 armor, ignoring 4 damage from firearms.

CHAPTER 2 ~ HEROIC

Not dead, yet not alive. They have a host of creatures in their employ.

They are cunning. The Savage Xori Dirge has many different monsters in their employ to wreak havoc on the battlefield. This doesn't mean that the Xori themselves don't know how to get dirty in combat either.

- Level 2 Xori Servitor [Minion]
- Level 3 Xori Laborer [Brute]
- Level 5 Xori Dreadknight [Soldier]
- Level 8 Xori Brute [Brute]



Laborer (left) and Servitor (right)

XORI SERVITOR

LEVEL 2 MINION

Medium Natural Animate (Undead)

XP 31

Initiative +6

Senses Perception +0; darkvision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 17, **Reflex** 17, **Will** 11

Immune disease, poison

Speed 4

⊕ **Slam** (standard, at-will)

+7 vs. AC, 4 damage.

Alignment unaligned

Languages Xor

Str 20 (+6)

Dex 20 (+6)

Wis 8 (+0)

Con 20 (+6)

Int 8 (+0)

Cha 8 (+0)

A corpse shambles towards you with blank expression coming from a porcelain mask.

XORI LABORER

LEVEL 3 BRUTE

Medium Natural Animate (Undead)

XP 150

Initiative +4

Senses Perception +0; Darkvision

HP 56, **Bloodied** 28; see also *zombie weakness*

AC 15; **Fortitude** 19, **Reflex** 16, **Will** 12

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 4

⊕ **Slam** (standard, at-will)

+6 vs. AC; 1d6+3 damage

Zombie Weakness

Any critical hit to the zombie reduce it to 0 hit point instantly.

Alignment unaligned

Languages Xor

Str 22 (+7)

Dex 16 (+4)

Wis 8 (+0)

Con 16 (+4)

Int 8 (+0)

Cha 8 (+0)

A corps slowly moves towards you, its pockets are filled with random tools.

Servitor and Laborer Tactics

Servitors and Laborers are not built for combat, but they will fight if they are commanded to by the xori that owns them. Their tactics are fairly strait forward; they will get into melee with whoever is the closest at the time and start to use their slam attack.

XORI DREADKNIGHT **LEVEL 5 SOLDIER**
Medium Natural Humanoid (Undying, Xori) XP 200

Initiative +8 **Senses** Perception +2; darkvision 12 squares
Dispersion Field (Force) aura personal; Resist 5 all damage. Every time damage exceeded 5, the dispersion field gains an impact counter. If they have more than 3 impact counters, the dispersion field is disabled and suppressed.

HP 60, **Bloodied** 30
AC 21; **Fortitude** 18, **Reflex** 18, **Will** 15
Resist 3 necrotic, see *dispersion field*; **Vulnerable** 5 radiant
Saving Throws +2 against ongoing damage
Speed 6

⚔ **Dark Desire** (standard, encounter) • **Heal, Necrotic**
+12 vs.AC; 1d6+4 necrotic damage; heal hit points equal to the damage dealt this way.

⚔ **Wrist Blade** (standard; at-will)
+12 vs. AC; 1d10+4 damage.

🔫 **Plasma Pistol** (standard; at-will) • **Fire, Lighting**
Ranged 10; +12 vs. AC; 2d8+4 fire and lighting damage.

Alignment Evil **Languages** Common, Xor
Str 18 (+6) **Dex** 18 (+6) **Wis** 10 (+2)
Con 12 (+3) **Int** 10 (+2) **Cha** 10 (+2)

Don in full armor, it is hard to make out the face of your attacker. He suddenly draws his pistol and extends his wrist blade.

Dreadknight Tactics

A Dreadknight rarely enters combat on their own and would employ teamwork to take down the bigger threats first. They prefer to stay out of melee and target the opposing strikers and controllers with their *plasma pistol*, but if engaged, they will use their *wrist blade* to avoid drawing opportunity attacks. They wait to use *dark desire* until they are finally bloodied, and only if they are in melee already.



Dreadknight



XORI BRUTE **LEVEL 8 BRUTE**
 Large Natural Animate (Undead) XP 350

Initiative +9 **Senses** Perception +3; darkvision
Dispersion Field (Force) aura 1; resist 5 all damage. Every time damage exceeded 5, the dispersion field gains an impact counter. If they have more than 2 impact counters, the dispersion field is disabled and suppressed.

HP 110, **Bloodied** 55; see also *zombie weakness*
AC 20; **Fortitude** 21, **Reflex** 21, **Will** 16
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Speed 5

⬇ **Beat Face** (standard, at-will)
 +11 vs. AC, 1d8+5 damage. On a crit, the xori brute deal 3d8+15 instead.

⬇ **Necrotizing Bite** (standard, at-will) • **Necrotic**
 +9 vs. Fortitude; 2d8+5 necrotic damage. The target takes ongoing 6 necrotic damage.

Zombie Weakness
 Any critical hit to the zombie reduce it to 0 hit point instantly.

Alignment Unaligned		Languages Xor
Str 20 (+9)	Dex 20 (+9)	Wis 8 (+3)
Con 20 (+9)	Int 8 (+3)	Cha 8 (+3)

This large mass of writhing muscle starts to move towards the closest enemy, trailing the gore of the last victim from its knuckles.

Brute Tactics

They are built to fight and keep fighting. Normally they are being commanded by a xori. Their major goal is to use *beat face* until their opponent is a bloody pulp. The normal use of brutes are to send them in and have them start with *necrotizing bite* to start to weaken the defender they happen to be fighting at the time and then continue to use *beat face*. If a striker or controller manages to get close enough, it will use *necrotizing bite* on them and then continue taking on the defender.



Brute

CHAPTER 3 ~ PARAGON

"Sleepless, we desire no food or drink. Breathless we still sing of the end of others."

Xori has many warriors and threats, each more skilled at their trade than the previous.



Arcanis

- Level 11 Xori Arcanis [Controller]
- Level 14 Xori Felknight [Soldier]
- Level 16 Xori Dreadarcanis [Controller]
- Level 19 Xori Reaper [Soldier]

XORI ARCANIS

LEVEL 11 CONTROLLER

Medium Natural Humanoid (Undying, Xori)

XP 600

Initiative +4

Senses Perception +5; darkvision 12 squares

Dispersion Field (Force) aura 1; Resist 5 all damage. Every time damage exceeded 5, the dispersion field gains an impact counter. If they have more than 3 impact counters, the dispersion field is disabled and suppressed.

Bolster Undead (Necrotic) aura 3; undead within the aura gains a +1 to attacks and damage, and a +2 to all defenses.

HP 108, **Bloodied** 54

AC 25; **Fortitude** 20, **Reflex** 20, **Will** 24

Resist 6 necrotic, see *dispersion field*; **Vulnerable** 5 radiant

Saving Throws +2 against ongoing damage

Speed 6

↓ **Dark Desire** (standard, encounter) • **Heal, Necrotic**

+13 vs.AC; 1d6+4 necrotic damage; heal hit points equal to the damage dealt this way.

↘ **Rot** (standard, at-will) • **Necrotic**

Ranged 10; +15 vs. Fortitude; 2d6+5 necrotic damage.

↘ **Twist** (standard, encounter) • **Necrotic, Psychic**

Close Burst 3; +13 vs. Will; living creatures within burst takes 4d10+5 necrotic and psychic damage, they are stunned (save ends).

Alignment Evil

Languages Common, Xor

Str 8 (+4)

Dex 8 (+4)

Wis 10 (+5)

Con 12 (+6)

Int 12 (+6)

Cha 20 (+10)

A dark hood casts a shadow over a majority of its face, but you can still see the semi-mummified jaw of your attacker.

Arcanis Tactics

Many xori become Arcanis on their path to becoming a powerful mage. They normally allow others under their command to be in melee while staying just within range of their foes and start taking on controllers and strikers with *rot*. If they get into deep trouble and become surrounded, they will use *twist* to stun them long enough to get out of melee. If they happen to be bloodied while in melee, they will use *dark desire*.

XORI FELKNIGHT **LEVEL 14 SOLDIER**
XP 1,000
Medium Natural Humanoid (Undying, Xori)

Initiative +13 **Senses** Perception +7; darkvision 12 squares

Dispersion Field (Force) aura 1; Resist 10 all damage. Every time damage exceeded 10, the dispersion field gains an impact counter. If they have more than 5 impact counters, the dispersion field is disable and suppressed.

Bolster Undead (Necrotic) aura 3; undead within the aura gains a +1 to attacks and damage, and a +2 to all defenses.

HP 140, **Bloodied** 70

AC 30; **Fortitude** 26, **Reflex** 25, **Will** 21

Resist 8 necrotic, see *dispersion field*; **Vulnerable** 5 radiant

Saving Throws +2 against ongoing damage

Speed 6

⚔ **Dark Desire** (standard, encounter) • **Heal, Necrotic**
+21 vs.AC; 1d10+6 necrotic damage; heal hit points equal to the damage dealt this way.

⚔ **Wrist Blade** (standard; at-will)
+21 vs. AC; 2d8+6 damage.

⚔ **Plasma Pistol** (standard; at-will) • **Fire, Lighting**
Ranged 10; +21 vs. AC; 3d6+6 fire and lighting damage.

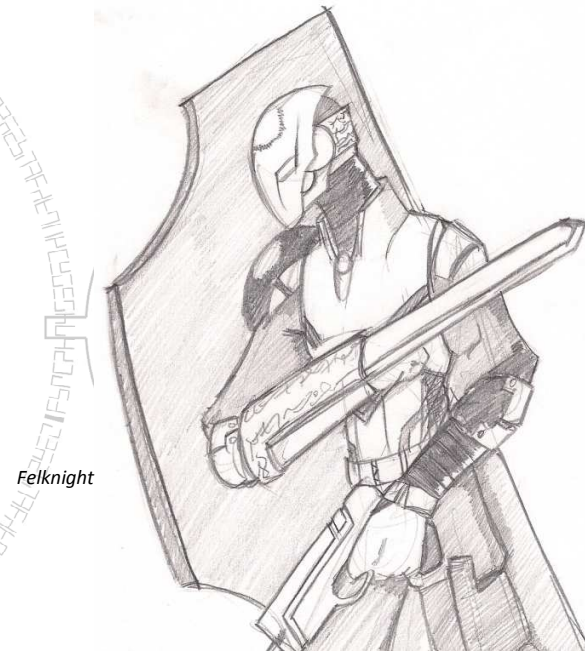
⚔ **Shield Bash** (standard; encounter)
+21 vs. AC; 3d10+6 damage and push the target 4 squares.

Alignment Evil		Languages Common, Xor
Str 20 (+12)	Dex 18 (+11)	Wis 10 (+7)
Con 20 (+12)	Int 10 (+7)	Cha 10 (+7)

The heavy armor and large shield makes the felknight a menacing foe.

Felknight Tactics

Felknights carry a shield that actually floats around them rather than being tied to their arm. Like a dreadknight, they prefer to stay at range and take on controllers and strikers with their plasma pistols, but if engaged in melee, they will use their *wrist blade*. If for any reason the melee starts to get too crowded or they need an avenue of escape, they can use *shield bash* to create an opening. If they are bloodied and in melee, they will use *dark desire*.



Felknight

XORI DREADARCANIS	LEVEL 16 CONTROLLER
Medium Natural Humanoid (Undying, Xori)	XP 2,400

Initiative +8 **Senses** Perception +9; darkvision 12 squares
Dispersion Field (Force) aura 1; Resist 10 all damage. Every time damage exceeded 10, the dispersion field gains an impact counter. If they have more than 5 impact counters, the dispersion field is disabled and suppressed.

Bolster Undead (Necrotic) aura 5; undead within the aura gains a +2 to attacks and damage, and a +3 to all defenses.

HP 172, **Bloodied** 86
AC 33; **Fortitude** 26, **Reflex** 28, **Will** 32

Resist 9 necrotic, see *dispersion field*; **Vulnerable** 5 radiant
Saving Throws +2 against ongoing damage

Speed 6

‡ **Dark Desire** (standard, encounter) • **Heal, Necrotic**
+24 vs.AC; 2d6+7 necrotic damage; heal hit points equal to the damage dealt this way.

☞ **Rot** (standard, at-will) • **Necrotic**
Ranged 10; +23 vs. Fortitude; 3d8+7 necrotic damage.

☞ **Twist** (standard, encounter) • **Necrotic, Psychic**
Close Burst 5; +21 vs. Will; living creatures within burst takes 4d12+7 necrotic and psychic damage, they are stunned (save ends).

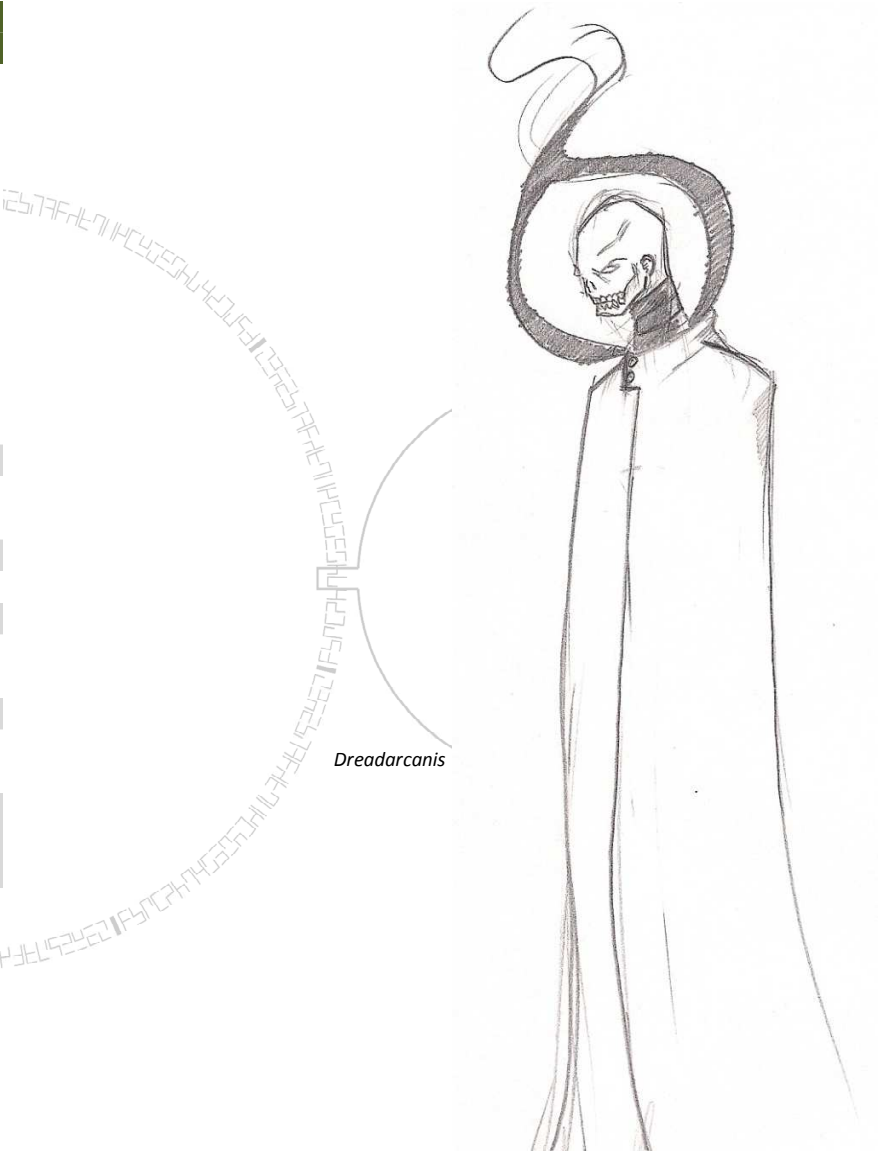
Spell Shunt • Arcane
You may have an allied undead within 5 squares be the origin of any power you use. They become bloodied after the use.

Alignment Evil	Languages Common, Xori	
Str 8 (+4)	Dex 8 (+4)	Wis 10 (+5)
Con 12 (+6)	Int 12 (+6)	Cha 20 (+10)

The robes are intricately decorated with runes and from under the hood, all that can be seen is seemingly eternal darkness.

Dreadarcanis Tactics

While using their undead minions and other xori to keep strikers and defenders at bay, they can now keep further out of combat. Using their *spell shunt* ability, they can keep an undead ally within range and effectively increase the range of their *rot* or *twist* spells.

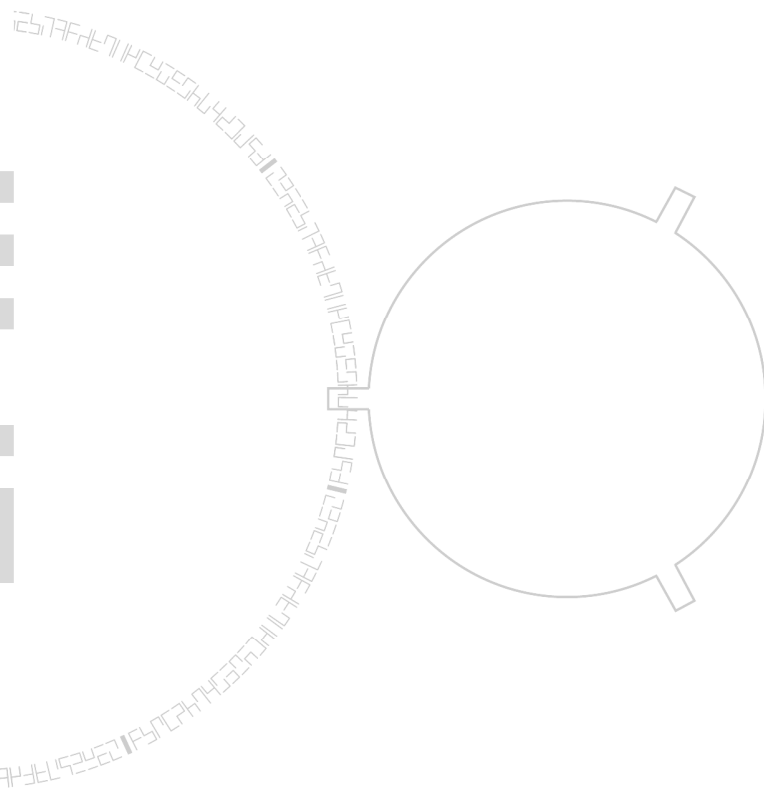


XORI REAPER		LEVEL 19 SOLDIER
Large Natural Animate (Undead)		XP 2,400
Initiative +18		Senses Perception +3; darkvision
Dispersion Field (Force) aura personal; resist 10 all damage. Every time damage exceeded 5, the dispersion field gains an impact counter. If they have more than 2 impact counters, the dispersion field is disabled and suppressed.		
HP 185, Bloodied 92; see also <i>zombie weakness</i>		
AC 35; Fortitude 32, Reflex 32, Will 24		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
⬇ Reap (standard, at-will)		
Reach 2, +26 vs. AC, 2d6 + 7 damage.		
⬅ Wide Arch (standard, at-will)		
Close Blast 2, +24 vs. AC; each creature take 3d8 + 7 damage.		
✂ Throw (standard, encounter) • Necrotic		
Range 10, +26 vs. AC, the reaper throws the scythe to attack its target dealing 4d12 + 7 necrotic damage. At the beginning of their turn, the scythe returns.		
Zombie Weakness		
Any critical hit to the zombie reduce it to 0 hit point instantly.		
Alignment Unaligned		Languages Xor
Str 25 (+16)	Dex 25 (+16)	Wis 8 (+8)
Con 25 (+16)	Int 8 (+8)	Cha 8 (+8)

This mass of muscle swings a gigantic scythe.

Reaper Tactics

Built on the same frame as the brutes, reapers are more cunning. They will attempt to keep all their advisories at the edge of their reach, but will also step in after they are clustered to attempt a *wide arch* and take as many down in one swing as possible. Reapers normally reserve their *throw* until the last possible moment to take down threats that it cannot get close to.

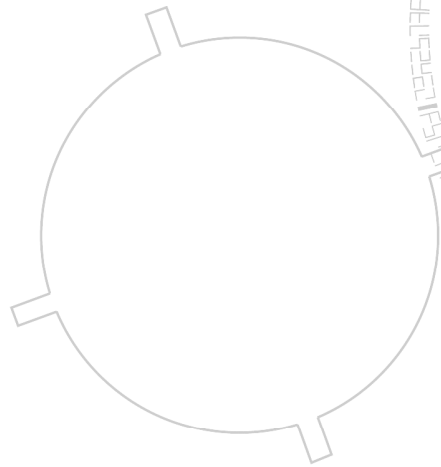


CHAPTER 4 ~ EPIC

"On again, sing again. Fall you shall rise stronger. Fall you shall be mine for ever."

Deadly and cunning, they have mastered the secrets of flesh and have honed it into a lethal weapon.

- Level 21 Xori Spitter [Artillery]
- Level 24 Xori Felarcanis [Elite Controller]
- Level 27 Xori Deadwomb [Controller Leader]
- Level 20 Xori Necroling [Minion Token]



XORI SPITTER

LEVEL 21 ARTILLERY

Large Natural Animate (Undead)

XP 3,200

Initiative +20

Senses Perception +9; darkvision

Dispersion Field (Force) aura personal; resist 10 all damage. Every time damage exceeded 5, the dispersion field gains an impact counter. If they have more than 2 impact counters, the dispersion field is disabled and suppressed.

HP 140, **Bloodied** 70; see also *zombie weakness*

AC 33; **Fortitude** 32, **Reflex** 36, **Will** 26

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 5

Ⓣ **Slam** (standard, at-will)

+28 vs. AC, 2d6 + 7 damage. Push the target 3 squares.

☹ **Spit** (standard, at-will) • Acid, Necrotic

Range 10, +26 vs. Fortitude; Target creature takes 3d6+ 8 acid and necrotic damage. They take ongoing 5 acid and ongoing 5 necrotic damage (save ends individually).

↩ **Spit Up** (standard, encounter) • Acid, Necrotic

Close Blast 5, +24 vs. Fortitude; Target creature takes 3d6+ 8 acid and necrotic damage. They take ongoing 5 acid and ongoing 5 necrotic damage (save ends individually).

Zombie Weakness

Any critical hit to the zombie reduce it to 0 hit point instantly.

Alignment Unaligned

Languages Xor

Str 20 (+15)

Dex 30 (+20)

Wis 8 (+9)

Con 20 (+15)

Int 8 (+9)

Cha 8 (+9)

This creature lumbers towards, suddenly a vial ilk is spewed from its mouth.

Spitter Tactics

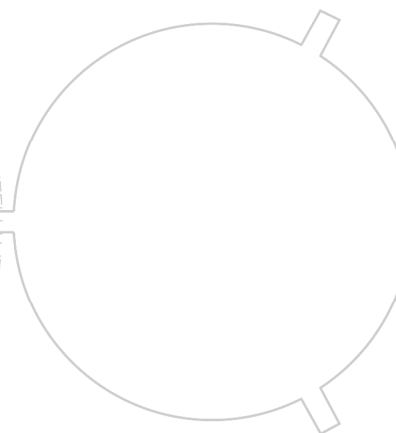
Similar in build as a brute, they have a large bladder on their backs. With powerful muscle action, it can force a potent concoction of decaying flesh and gastric acid through their mouths. They normally use *spit* to take out pinpoint targets such as mages and clerics, if a large enough concentration of opponents are in range, they will use *spit up* to hit the most possible. If anyone gets too close they use *slam* to get them into a safer range.


XORI FELARCANIS		LEVEL 24 ELITE CONTROLLER	
Medium Natural Humanoid (Undying, Xori)		XP 12,100	
Initiative +14	Senses Perception +17; darkvision 12 squares		
Dispersion Field (Force) aura 1; Resist 15 all damage. Every time damage exceeded 15, the dispersion field gains an impact counter. If they have more than 5 impact counters, the dispersion field is disable and suppressed.			
Bolster Undead (Necrotic) aura 5; undead within the aura gains a +4 to attacks and damage, and a +6 to all defenses.			
HP 434, Bloodied 217			
AC 38; Fortitude 32, Reflex 35, Will 36			
Resist 10 necrotic, see <i>dispersion field</i> ; Vulnerable 5 radiant			
Saving Throws +2, +4 against ongoing damage			
Action Point 1			
Speed 6			
⚡ Dark Desire (standard, encounter) • Heal, Necrotic			
+29 vs.AC; 4d8 + * necrotic damage; heal hit points equal to the damage dealt this way.			
☞ Rot (standard, at-will) • Necrotic			
Ranged 10; +28 vs. Fortitude; 4d6 + 8 necrotic damage.			
Chained Rot (standard, at-will) • Necrotic			
The felarcanis may use <i>rot</i> twice in a turn.			
☞ Twist (standard, encounter) • Necrotic, Psychic			
Close Burst 5; +26 vs. Will; living creatures within burst takes 5d10 + 8 necrotic and psychic damage, they are stunned (save ends).			
Spell Shunt • Arcane			
You may have an allied undead within 10 squares be the origin of any power you use. They become bloodied after the use.			
Alignment Evil		Languages Common, Xor	
Str 15 (+14)	Dex 15 (+14)	Wis 20 (+17)	
Con 17 (+15)	Int 22 (+18)	Cha 25 (+19)	

The robes are intricately decorated with runes and from under the hood, all that can be seen is seemingly eternal darkness.

Felarcanis Tactics

The felarcanis is a deadly foe and has mastered the art of rot. They will *spell shunt* during most of the encounter trying hard to stay out of melee. They will employ *chained rot* to get as many targets as possible. If they become surrounded, they will use *twist* then escape while they are stunned, when they take their movement away from combat, they will use their action point to use *chained rot* to start causing as much damage as possible again.



XORI DEADWOMB	LEVEL 27 CONTROLLER (LEADER)	
Large Natural Animate (Undead)	XP 11,000	
Initiative +12	Senses Perception +17;	
Dispersion Field (Force) aura personal; Resist 15 all damage. Every time damage exceeded 15, the dispersion field gains an impact counter. If they have more than 3 impact counters, the dispersion field is disable and suppressed.		
Bolster Undead (Necrotic) aura 5; undead within the aura gains a +2 to attacks and damage, and a +3 to all defenses.		
HP 264, Bloodied 132		
AC 41; Fortitude 36, Reflex 30, Will 30		
Resist 10 necrotic, see <i>dispersion field</i> ; Vulnerable 5 radiant		
Speed 2		
Spawn (standard, recharge ) • Necrotic		
Create a <i>deadwomb necroling token</i> in an unoccupied square adjacent to the deadwomb.		
Shunt Spell Shunt • Arcane		
You may have a necroling within 10 squares of you be the origin of any spell that is shunted through the deadwomb. The necroling is dismissed afterward without using <i>pop</i> .		
Alignment Evil	Languages Xor	
Str 8 (+12)	Dex 8 (+12)	Wis 8 (+12)
Con 40 (+28)	Int 8 (+12)	Cha 8 (+12)
<i>A large mass the resembles a set of organs moves slowly across the field. It deposits small twisted humanoids as it moves.</i>		

DEADWOMB NECROLING	LEVEL 20 MINION (TOKEN)
Small Natural Animate (Undead)	XP None
Initiative Same as spawning deadwomb Senses Perception +9; darkvision	
HP 1; <i>minions are not affected by miss damage, see pop.</i>	
AC 34; Fortitude 32, Reflex 32, Will 25	
Resist 10 necrotic	
Speed 6	
Ⓢ Slam (standard, at-will) • Necrotic	
+25 vs. AC, target creature takes 9 necrotic damage.	
⬅ Pop (immediate interrupt, when necroling reaches 0 hit points) • Necrotic	
Close burst 5; all living creatures takes 4d10 + 7 necrotic damage.	
Unstable	
Necrolings are unstable creations of shadow and flesh. They enter play with 3 stability counters. At the beginning of its turn, it removes a stability counter; if it cannot, it dies and uses <i>pop</i> .	
Alignment Evil	Languages None
Str 23 (+16)	Dex 23 (+16)
Con 23 (+16)	Int 8 (+9)
	Wis 8 (+9)
	Cha 8 (+9)
<i>This creature walks towards you like a child, its form twisted and covered in blisters and ilk.</i>	

Deadwomb Tactics

Deadwombs themselves have no attacks, they generate necrolings. Every turn it attempts to move out of harm's way and produce necrolings with its *spawn* ability. The necrolings will move towards the closest living creature and use its *slam* attack until it dies. When it dies it uses its *pop* ability to harm as many living creatures as possible.