

Heroes of Shadowbane

Sithe

The specter of death herself, Sithe is a mysterious and deadly figure who plies her ruthless fighting skills as chief enforcer for King Toytore of the infamous Dead Rats gang of Luskan.

Sithe		Level 12 NPC Soldier	
Scion of Absence			
Medium elemental (genasi)		XP 700	
Initiative +12		Perception +16	
HP 120; Bloodied 60		normal vision	
AC 24*, Fortitude 25, Reflex 23, Will 25			
Speed 6			
Action Points 1, Healing Surges 3/enc (value 30)			
TRAITS			
Armor of Faith			
Sithe dodges attacks with uncanny intuitive grace. When she is bloodied, her <i>armor of faith</i> manifests as black flame wreathing her body. When she is conscious she gains +3 to her AC.			
STANDARD ACTIONS			
m Jagged Axe (weapon) ◆At-Will			
<i>Attack:</i> Melee 2 (one creature); +17 vs. AC			
<i>Hit:</i> 1d12 + 12 damage. (This weapon crits on 19-20 and inflicts an additional ongoing 10 damage (save ends) on a crit)			
R Excoriating Summons (radiant) ◆At-Will			
<i>Attack:</i> Ranged 10 (one creature); +15 vs. Fortitude			
<i>Hit:</i> 1d6 + 10 radiant damage and pull 5. The target is slowed until the end of Sithe's next turn.			
M Reaving Assault ◆At-Will			
<i>Effect:</i> Sithe makes two melee basic attacks.			
C Avenging Flames (fire) ◆Encounter			
<i>Attack:</i> Close blast 3 (creatures in blast); +15 vs. Reflex			
<i>Hit:</i> 2d12 + 8 fire damage and Sithes pushes the target 3 squares. If the creature is marked by Sithe, it is pulled 3 squares, immobilized, and takes ongoing 10 fire damage (save ends both).			
M Consign to the Void (psychic) ◆Encounter			
<i>Attack:</i> Melee 1 (one creature); +16 vs. Will			
<i>Hit:</i> Target is banished to the void, removed from play and taking ongoing 10 psychic damage (save ends both).			
<i>Aftereffect:</i> Target is dazed (save ends).			
<i>Miss:</i> Target is dazed (save ends).			
C Shar's Embrace ◆Daily			
<i>Effect:</i> Sithe recharges and uses <i>consign to the void</i> on all enemies in a close burst 2. She then recharges and uses <i>voidsoul assumption</i> .			

Design by Erik Scott de Bie

TRIGGERED ACTIONS		
M Voidsoul Body ◆Encounter		
<i>Trigger:</i> A creature hits Sithe with an attack.		
<i>Effect (Immediate Interrupt):</i> Sithe is incorporeal until the end of the attacker's next turn.		
Voidsoul Embrace (psychic)		
<i>Trigger:</i> Sithe takes damage from a creature other than her <i>oath of vengeance</i> target.		
<i>Effect (Immediate Reaction):</i> If her <i>oath of vengeance</i> target is within 10 squares, Sithe deals 10 psychic damage to it and pulls it 5 squares.		
MINOR ACTIONS		
C Oath of Vengeance ◆At-Will		
<i>Effect:</i> Sithe marks one enemy within 5 squares until the end of the encounter or until it drops to 0 hit points. Sithe gains +2 to all defenses against the attacks of her <i>oath of vengeance</i> target.		
Voidsoul Assumption ◆Encounter		
<i>Effect:</i> Sithe vanishes and is removed from play. She has line of effect only to creatures under the effect of <i>consign to the void</i> . At the end of her next turn, she reappears within 2 squares of the square she left.		
Spirit of Vengeance ◆Encounter		
<i>Effect:</i> Sithe is insubstantial and gains phasing until the end of her next turn.		
Divine Ardor ◆Daily		
<i>Effect:</i> Until the end of her next turn, Sithe deals 5 extra damage with weapon attacks and can score a critical hit on a roll of 18 or higher.		
Skills Athletics +15, Insight + 16, Intimidate +15, Stealth +15		
Str 14 (+8)	Dex 15 (+8)	Wis 20 (+11)
Con 13 (+7)	Int 20 (+11)	Cha 14 (+8)
Alignment Unaligned		
Languages Common, Primordial		
Equipment +3 jagged axe, holy symbol (Shar)		

Background:

Little is known of Sithe's past. She wears an amulet adorned with the symbol of Shar, Lady of Loss, and does not correct folk when they call her a demon. Whether this is because the rumor is true or she simply does not care, none can say.

A creature of few words, Sithe had jet-black skin run through with vein-like power lines of pulsing shadow. Her eyes are deep pools of infinity nothingness, and wispy darkness trails from the crown of her head. Her black axe—an ugly, brutal weapon fit for nothing so much as war.

Characters based on [Shadowbane](#)