

COLD-BLOODED

A Central Thanalan FATE, Recommended for a Light Party of Level 30 Adventurers

Lv. 30

Cold-Blooded
Player Information

Description

A terrible monster, known as Vodyanoi, living in the pools beneath the Unholy Heir has been seen dragging his victims into the water, where he lies upon them until they asphyxiate. One would think that the wavekin then eats his prey, but such is not the case, as the corpses are left to drift in the pools until they are consumed by jackals and carrion crows. Could it be that Vodyanoi kills merely for pleasure!?



Enemy Tactics

Round 1

Vodyanoi: Attack using **Combo (Sticky Tongue → Lap → Labored Leap)**.

- ◆ **Sticky Tongue:** Target a random adventurer. If a tank has **Enmity** on this character, target the tank instead.
- ◆ **Lap:** Target a random adventurer. If a tank has **Enmity** on this character, target the tank instead.
- ◆ **Labored Leap:** Use a standard movement to get within 5 squares of as many adventurers as possible, then place the marker to include as many adventurers as possible, regardless of whether a tank has **Enmity** on this character.

Toxic Toad: Attack using **Combo (Lap or Sticky Tongue → Labored Leap)**.

- ◆ **Lap:** Target the nearest non-tank adventurer. If a tank has **Enmity** on this character, target the tank instead. If no adventurers are within range of this ability, this character uses **Sticky Tongue** instead.
- ◆ **Sticky Tongue:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- ◆ **Labored Leap:** Place the marker on this character.

On all subsequent rounds, enemies will repeat the tactics outlined for round 1.

Keep in mind that characters can move through squares occupied by enemies at least one size smaller than them. This means that both Vodyanoi and the toxic toads are able to move past the adventurers, provided they end their turn in empty squares.

Additionally, all enemies may use their standard movement to reposition at the GM's discretion before, after, or between using their abilities.

Transitioning to Phase 2

The encounter transitions to its second phase once Vodyanoi has been reduced to 60 or less HP. This occurs at the end of the [Enemy Step].

When phase 2 begins, add 1 toxic toad to the encounter map in the position marked with a ★.

At any point during phase 2, you may inform the players that their adventurers can use their limit breaks.

USING THIS FATE

This FATE can be used to craft a short but exciting adventure set in central Thanalan. Alternatively, you can include it as an additional encounter in any scenario set in central Thanalan. For example, if your group is playing Scenario 1: The Crystal Caper from the Starter Set, you could have them stumble onto this FATE before proceeding to **Southern Cave - Entrance** on page 24.

If the players struggle during this FATE, they can run away at any time. See **Ending the Encounter** on the following page.

Victory Conditions

The adventurers win by reducing Vodyanoi to 0 HP.

Preparing the Encounter

Enemy Turn Order: 1. Vodyanoi x1 (V)
2. Toxic Toad x3 (T) & (★)*

If the party attempts this FATE before proceeding to **Southern Cave - Entrance** as part of Scenario 1: The Crystal Caper from the Starter Set, the river included in that scenario's encounter map does not impede the characters' movement or impose penalties on their actions.

*Place a toxic toad in the position marked with a ★ at the start of phase 2. If another character occupies a square in which the toxic toad is meant to be placed, place the toxic toad in the nearest unoccupied position.



Toxic Toad

Vodyanoi



ENCOUNTER DATA

VODYANOI

Size: Huge (3x3) - Wavekin		Vigilance: 10		
Defense: 14	Magic Defense: 13			
Max HP: 120	Speed: 5 squares			
STR +6	DEX +0	VIT +3	INT -2	MND +0

TRAITS

Enrage

During phase 2, this character's abilities deal an additional 1d6 damage. Be sure to inform the players of this before beginning phase 2.

ABILITIES

Combo *Primary, Unique*

Base Effect: Attack using **Sticky Tongue** and **Lap**, then use **Labored Leap**.

Sticky Tongue *Primary, Physical, Blue Magic*

Target: Single **Range:** 5 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 2 damage to the target and forces them to move to the closest empty square adjacent to this character if one is available. While **Enrage** is active, this ability deals an additional 1d6 damage.
Direct Hit: Deals an additional 1d6 damage.

Lap *Primary, Physical*

Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target. While **Enrage** is active, this ability deals an additional 1d6 damage.
Direct Hit: Deals an additional 1d6 damage.

Labored Leap *Primary, Stationary Marker, Physical*

Origin: All squares occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets. While **Enrage** is active, this ability deals an additional 1d6 damage.



TOXIC TOAD

Size: Large (2x2) - Wavekin		Vigilance: 10		
Defense: 13	Magic Defense: 12			
Max HP: 60	Speed: 5 squares			
STR +4	DEX +0	VIT +2	INT -3	MND +0

ABILITIES

Combo *Primary, Unique*

Base Effect: Attack using either **Sticky Tongue** or **Lap**, then use **Labored Leap**.

Sticky Tongue *Primary, Physical, Blue Magic*

Target: Single **Range:** 5 squares
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 2 damage to the target and forces them to move to the closest empty square adjacent to this character if one is available.
Direct Hit: Deals an additional 1d6 damage.

Lap *Primary, Physical*

Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Labored Leap *Primary, Stationary Marker, Physical*

Origin: All squares occupied by this character
Marker Area: A stationary 4x4 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 damage to all targets.




Ending the Encounter

The encounter ends when Vodyanoi has been reduced to 0 HP or when the party is defeated, regardless of whether any toxic toads remain on the encounter map.

If the adventurers triumph over Vodyanoi, have the players mark down that they have completed this FATE in the profile section of their adventurer sheets. Alternatively, they can keep track of their accomplishments in a notebook or journal to serve as a record of their past adventures. If you included this encounter as part of a scenario, you may reward the players with an Ether for successfully completing this FATE.

If the party is on the brink of defeat or the players feel they have very little chance of victory, they can run from this FATE at any time. No actions or checks are required to do so. While there is no penalty for abandoning a FATE, it is generally best to assume that the party cannot attempt the same FATE again during the scenario.

	Ether <i>Secondary, Consumable</i>
	Target: Self
	Base Effect: Restores 1 MP to the target. Discard after use.

Party members may exchange items at any time outside of an encounter, but characters can only use an item if it is in their inventory when an encounter begins.