

# COMBAT ADVANTAGE

The problem with creating your first 4E original monster is gauging its strengths, especially in a way so that you can assign the appropriate level and challenge to players. When you're doing it for your own group, you can have a little leeway with it and tailor the monster to suit your players. But doing the same thing for published material is trickier: if it comes off as too weak or too powerful, it doesn't look like you know what you're doing. And that's the beauty of these Combat Advantages. I can post them up here for hundreds of gamers to look at, playtest, and comment.

The centry is a new creature designed for our upcoming adventure, *The Key of the Fey*. Designed as a type of "mutated fey," we wanted something that was unique and unexpected for a low-level adventure, but doesn't become unbelievable to the point that its abilities are nothing more than window dressing. Have a read and let us know what you think by clicking here.

Todd Crapper

## New Monster: The Centry

There is nothing to see in this invisible, ethereal creature save for the glowing head. Fully illuminated and shining its beam like a lantern, centries are mysterious fey creatures originating around the temple of Anamupet, they are guardians, scouts, and hidden stalkers in the woods of the Feyrealm.

<b>Centry</b> Medium fey	<b>Level 3 Controller</b> XP 150	
<b>Initiative</b> +5	<b>Senses</b> Perception +5	
<b>Partial Invisibility</b> personal; gains concealment; closing the eye makes it totally invisible.		
<b>Tingling Throb</b> aura 10; +7 vs. Fortitude; target suffers -2 penalty to all actions (save ends)		
<b>HP</b> 42; <b>Bloodied</b> 21		
<b>AC</b> 20, <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 17		
<b>Speed</b> 6		
☞ <b>Eyebeam</b> (standard; at-will) • <b>Gaze, Radiant</b> Close blast 5; +11 vs Reflex; 1d6+2 radiant damage. <i>Secondary Attack:</i> +7 vs Fortitude; target is blind for 3 rounds (save ends).		
⊕ <b>Rippling Touch</b> (standard; recharge 4,5,6) • <b>Force</b> +9 vs AC; 1d4+1 damage.		
<b>Lawful Good</b>	<b>Language:</b> Special (clicking noises)	
<b>Skills</b> Athletics +8, History +6		
<b>Str</b> 12 (+1)	<b>Dex</b> 17 (+3)	<b>Wis</b> 14 (+2)
<b>Con</b> 10 (+0)	<b>Int</b> 15 (+2)	<b>Cha</b> 14 (+2)
<b>Equipment</b> None.		

*A seering white light shines in your eyes, projecting from a glowing head hovering in the air.. The head bobs back and forth, side to side with a humanoid twist to its body, and a clicking noise to follow it.*

## **Powers**

**Eyebeam:** This powerful white light projects at a blast range of 5 squares, causing radiant damage and potentially blinding the target. Any item that can block light can be used as total cover against an eyebeam attack.

Centries can turn off their illumination (move action) and nullify their eyebeam attack. Doing so causes complete invisibility (see below).

**Ripping Touch:** With concentrated effort, a centry can physically strike a target with a melee attack.

**Partial Invisibility:** Due to their illuminated heads, centries do not gain full benefits to invisibility, but they do have half concealment bonuses as their “bodies” are invisible and make it difficult to locate an exact strike on the creature.

Centries can turn off their illumination as a move action for an indefinite period of time and thereby gain full invisibility benefits. See the section on Invisibility in the *D&D 4E Player's Handbook*.

**Tingling Throb:** Centries emit a low sonic frequency to sicken and disorient their opponents. Once a character saves against it, he is considered immune for that encounter.

As such, centries are never used for stealth-related activities, but to confuse and weaken opponents while other creature break enemy defenses and strike simultaneously.

## **Centry Tactics**

Disruption and interference are the duties of centries: with their tingling throb and eyebeams, they spread out along the battlefield and weaken opposition while other creatures connected to or serving with the centries take them down. When confronted directly, they will flaunt their incorporeal natures and surprise opponents with a rippling touch attack. Not fiercely loyal, they will attempt to flee when bloodied.

## **Centry Lore**

As centries are a rare and unique creature to a specific part of the Feyrealm, a character will have to make a significant Arcana check.

**DC 25:** There are rumours of bizarre creatures in a pocket of the Feyrealm, but as the rumours state these creatures as invisible, it is difficult to garner gossip from fact. But these rumours did fall around a fallen deity named Anamupet, a god of evoution and change. It is said his only temple still stands in the Feyrealm, but has yet to be found.

*Combat Advantage is a series of free supplemental material for the  
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