



The Life of Soth

The Rise and Fall,
and Rise and Fall,
of a Unique D&D Villain

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"I forged my own doom. I am the cause of my damnation!"
—Lord Soth

Lord Soth, the master of Dargaard Keep, is a pivotal character in the world of Krynn, as set forth in the novels and game books of the DRAGONLANCE® setting.

Lord Soth, darklord of the domain of dread known as Sithicus, is a pivotal character in the world of the RAVENLOFT® setting.

They are one and the same . . . and yet, in a manner of speaking, they are not the same at all.

In the annals of the D&D® game, Soth is the only character who plays a key role in more than one campaign setting and series of novels. As you might guess, his story is a complicated one.

The narrator of this biography is the scribe Dannol, a minor member of the Order of Aesthetics, who once helped the honored Astinus of Palanthis in his work as the chronicler of Krynn's history. After the Chaos War ended, Astinus and every volume of work he contributed to disappeared from the Great Library of Palanthis. The head of the Aesthetics,

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Bertrem of Palanthis, has been striving to restore the missing texts with the help of his colleagues. Dannol's contribution to this effort is reproduced below.

HISTORY RECLAIMED

"To Bertrem of Palanthis, from the pen of Dannol of the Aesthetics:

As you bade me do, honored Keeper of the Great Library, I have set pen to paper in an effort to once again chronicle the life story of Loren Soth, former Knight of Solamnia and Lord of Dargaard Keep. Let the following serve as a distillation of what I have come to know or believe I can suppose. In the hope that all who come after me will benefit from my efforts, I present them to you."

Truly, the world of Krynn has seen innumerable legends rise and fall among its denizens. But even in this world of storied chronicles and legends, few mortals have had a greater effect on the world's history than Lord Soth, the Knight of the Black Rose.

THE ROSE OF CHIVALRY

Loren Soth was born some thirty years before the Cataclysm, into a family whose long tradition in knighthood earned it the stewardship of Knightlund, a fertile and prosperous province of Solamnia. Loren Soth was one of the most well regarded of the Knights of Solamnia, even to the point of achieving membership in its highest rank, the Order of the Rose. Although he was often described as impulsive, his deeds of bravery and skill in battle were peerless, and his reputation was untarnished.

Since plagues had killed many of his uncles, Loren Soth inherited the rulership of Knightlund. Proud of his position, the newly crowned Lord Soth designed and built a small keep amid the cliffs of the Dargaard Mountains. The design of the keep resembled a

blooming rose, which was the symbol of Soth's order. Riding forth from Dargaard Keep, Lord Soth and his thirteen loyal retainers defeated all manner of brigands, goblins, and ogres.

But for all his devotion to the Oath and the Measure that guides every Solamnic Knight, Lord Soth had more material concerns. The gallant knight maintained an expensive lifestyle, and the construction of Dargaard Keep also helped to deplete his coffers to an uncomfortable extent. When the time came for him to choose a wife, Lord Soth wed Lady Korinne Gladria, the only daughter of a minor but wealthy nobleman from the city of Palanthis. It is unknown if Loren and Korinne truly loved each other at this time, or if the wedding was just a convenient way for Soth to combine his fame with Lady Gladria's fortune.

Regardless of what their feelings for each other might have been, the union between Loren and Korinne was unfruitful, and no heir was born to them. Over time, it became widely known that Lord Soth had grown apart from his wife; he spent much of his time away from Dargaard Keep, patrolling the countryside and attending official functions of the Knights of Solamnia.

DOOMED LOVE BLOOMS

In the last spring before the Cataclysm that would change the fate of Lord Soth—and all of Krynn with him—the call went forth for a Knight's Council in the great city of Palanthis. Though he was not particularly eager to attend the council, Lord Soth was duty-bound to do so. Still, he took his time riding to the meeting in the company of his thirteen retainers, determined to enjoy the countryside and the many inns and taverns along the way.

While on the road, Soth and his followers chanced upon a group of elf priestesses being harassed by a

band of ogre brigands. The humans made short work of the creatures, but the ogres' leader spirited away one of the priestesses, causing Soth to chase him. For all its brutish prowess, the ogre was no match for a seasoned Knight of Solamnia, and Soth emerged triumphant. Soon after this victory in battle, Soth began to lose his heart to the one he had saved, the elf maiden Isolde.

Young, naïve, and possessed of almost unearthly beauty, Isolde Denissa was on her way to Palanthis to take her vows as a Revered Daughter of Paladine. Chaste and virtuous, as one who sought the blessing of Paladine must be, she nevertheless could not deny the feelings she felt for her rescuer. Her eyes reflected the love that was dawning within her as the handsome knight carried her back to the rest of her group. Courteous as ever, Lord Soth offered to escort the priestesses for the rest of their journey, and they gladly accepted the company of the knight and his thirteen men-at-arms. As the days went by, Soth and Isolde exchanged meaningful glances and little more. The knight, all this time torn between upholding his honor and giving in to his passion, finally made a decision one day. Loren Soth promised himself that he would rise early the next morning and press on toward Palanthis, leaving Isolde and the other priestesses behind. It was an act that would have saved him from disgrace and served as a testament to his self-control, but this turn of events would never come to pass.

Later that same day, the elf maid set out to harvest herbs and Lord Soth went out hunting. While they were away from their companions in this fashion, Loren and Isolde chanced upon each other and surrendered to their mutual passion. Enraptured, Soth soon thereafter proposed marriage to ease the guilt he saw in Isolde's eyes. He sent word back to the seneschal of Dargaard Keep, ordering that Lady Gladria be permanently removed. Whatever guilt he might have felt from the issuance of this order was soon

forgotten when he was once again basking in Isolde's intoxicating presence.

DISHONOR REVEALED

As their journey continued, Lord Soth and Isolde were often seen talking and smiling at each other, which raised suspicions among the priestesses concerning the knight's true character. When the priestesses and Soth's retainers reached Palanthis, each group went its way, the elves as guests in a fine house while Soth and his retainers were lodged among the other knights.

Days later, Soth was visited by the head of the Knights of Solamnia and the leaders of all three orders, and he was arrested for dishonorable behavior in seducing the elf maiden and for the mysterious disappearance of his wife. At first Soth offered no resistance, believing that Isolde had learned of his previous marriage and thus had forsaken him. In truth, as he would find out too late, it was Isolde's companions who brought Soth to the attention of the authorities.

The details of Soth's travels and his trial are known from the records kept by the Knights of Solamnia. He was tried and found guilty of the charges against him, and sentenced to be executed with his own sword. Soth was paraded around Palanthis in disgrace, while the people hurled filth and insults at him. As the citizens began to act like a mob—and upon seeing that his fellow knights did nothing to stop them—Soth became blind to his own guilt, claiming everyone else to be no different from him. He vowed revenge on the city before being taken back to his cell.

That night, Soth's loyal retainers came to rescue him from captivity. To Soth's amazement, Isolde was with them. As they fled the city, she explained that she had fallen ill upon arriving in Palanthis. As the other priestesses treated her, they discovered she was

with child and immediately denounced the knight to his superiors.

Soth's retinue raced back to Dargaard Keep, with an army of Solamnic Knights at their heels. Loren Soth and Isolde were married in a small ceremony within Dargaard Keep, even as the Knights of Solamnia besieged the rose-shaped castle.

THE BLASTED ROSE

As the siege went on, Soth's mood began to worsen. He drank heavily, for wine was easier to come by than water. His servants—apart from his retainers—fled from his violent punishments, and it was through their testimony that these events became known. His castle, once his mightiest achievement, was being eroded by catapult boulders and flaming missiles. Not even the presence of Isolde and the prospect of soon seeing the birth of his child could soothe Soth's mood. When he struck his wife in a flash of rage, Soth realized how far he had fallen. Embracing his wife, he prayed for the first time since his arrest in Palanthis. Soth and Isolde beseeched Paladine for a way to restore honor to their lives. Miraculously, the God of Good answered that prayer. And in doing so, Paladine spoke of the Kingpriest of Istar.

In distant Istar, the Kingpriest was spearheading a crusade against Evil, and he had become determined to wipe it from the face of Krynn—oblivious to the Law of Gilean, God of Neutrality, which states that “Both Good and Evil must exist in contrast.” Although the Kingpriest's early efforts were well intentioned, his definition of “Evil” had grown to encompass everything and everyone but himself.

Lord Soth was granted a vision of the fate that awaited Krynn if the Kingpriest's hubris went unchecked. He foresaw the Kingpriest raise his arms and demand that the gods give him power to eradicate Evil. He foresaw the gods' response in the form of a flaming mountain that struck Istar, obliterating thousands. Soth realized what would happen if he

failed to intervene: Krynn would be doomed. If he followed the quest and succeeded, his life would be forfeit in the bargain, but his honor would be forever restored.

The promise of redemption stirred Soth from his self-destructive spiral. He bade his wife farewell, gathered his thirteen loyal knights, and—cloaked by divine intervention—set out for Istar to confront the Kingpriest.

Soth never reached the great city. During his journey, he came across the same elf priestesses who had denounced him to the Knights of Solamnia. Filled with self-righteousness, Soth proudly proclaimed the importance of his mission to these clerics of Paladine. The elves—themselves beholden to the Kingpriest—scoffed at his assertions. In counterpoint, they whispered doubts into Soth's ears. Although the elves didn't lie, they prompted Soth to reexamine not only his quest, but also his marriage: Was the child Isolde bore even *his*? The conflict inside himself became impossible to ignore.

Just as Isolde was giving birth to the boy Peradur, Soth turned away from his gods-given mission and raced back to Dargaard Keep. When he stormed back into his castle, he mistook Isolde's distressed expression for an admission of guilt. Soth ignored the baby she cradled in her arms and cursed them both. At that very moment, the fiery mountain that Soth had seen in his vision struck Istar. The Cataclysm had begun.

THE ROSE GOES DARK

As earthquakes began to ravage the continent of Ansalon, Dargaard Keep was the victim of one such upheaval. Half of the castle crumbled down the cliffs that surrounded it, and a hundred-candle chandelier fell upon Isolde and the half-elf baby. As the flames set tapestries and clothing ablaze, Isolde held out

the infant Peradur and begged Soth to save him. His heart poisoned by jealousy and his temper thus inflamed, he refused.

Finally, with her last breath, Isolde cast a curse upon her husband. "You will die this night in fire," she cried, "even as your son and I die. But you will live eternally in darkness. You will live one life for every life that your folly has brought to an end this night!" With that, the flames engulfed Soth, charring his armor and searing his flesh. Soth witnessed the flames burning everything around him, wood and stone, cloth and iron. His retainers, loyal unto the end, attempted to flee, to no avail. None that were inside Dargaard Keep survived.

And yet the afterlife held no rest for Lord Loren Soth. Isolde's curse would not let him truly die.

Shaking off the debris and ashes of his fallen home, the creature that once was Loren Soth arose, encased in his own armor. Of all the intricate designs that decorated the armor, only a single rose survived, blackened by the fire. As he came to learn, his divine powers, once fueled by Paladine, became terrible magics of death and hellfire.

Isolde's curse spared no aspect of Soth's life. His retainers, once loyal beyond reproach, turned into skeleton warriors. Dargaard Keep became an ashen ruin, distorted by the fire and ravaged by the Cataclysm. Where once it was shaped like a beautiful rose, now it was blackened and crumbling like a wilted flower. And the priestesses that were so instrumental in Soth's downfall were doomed to serve him as spectral banshees. Soth's realm was cloaked in a perpetual twilight where undead diseases ran rampant, and the area was renamed Nightlund.

His senses dulled by the pallor of undeath, Lord Soth couldn't savor the world beyond his armor. All he had were his memories, and he clung to them like a drowning man clinging to a piece of driftwood. As if punishing himself for his misdeeds, Soth commanded the banshees to sing him a dreadful dirge

every night, recalling his downfall. Few creatures have ever witnessed this horrifying spectacle, and fewer still have retained their sanity after hearing the banshees' song.

SERVANT TO THE BLUE LADY

In the years following the Cataclysm, Lord Soth's tale became a half-remembered legend, changing with each new telling. Nightlund was all but deserted, for

the living had no place there. In time, Soth pledged himself to the service of Paladine's eternal rival, Takhisis.

The Queen of Darkness was plotting a way to enter Krynn in her full divine splendor, and she raised a vast dragonarmy to conquer the world in what came to be known War of the Lance. When the call went out to Soth to join this dragonarmy, he made it known that he would serve the first Dragon Highlord that dared spend the night in Dargaard Keep. Thus did Soth come under the sway of Kitiara uth Matar, the Blue Lady, Highlord of the blue dragonarmy. Strong,

THE SONG OF SOTH

*And in the climate of dreams
When you recall her, when the world of the dream
expands, wavers in light,
when you stand at the edge of blessedness and sun,*

*Then we shall make you remember,
shall make you live again
through the long denial of body*

*For you were first dark in the light's hollow,
expanding like a stain, a cancer*

*For you were the shark in the slowed water
beginning to move*

*For you were the notched head of a snake,
sensing forever warmth and form*

*For you were inexplicable death in the crib,
the long house in betrayal*

*And you were more terrible than this
in a loud alley of visions,
for you passed through unharmed, unchanging*

*As the women screamed, unraveling silence,
halving the door of the world,
bringing forth monsters*

*As a child opened in parabolas of fire
There at the borders
of two lands burning*

*As the world split, wanting to swallow you back
willing to give up everything
to lose you in darkness*

*You passed through these unharmed, unchanging,
but now you see them
strung on our words—on your own conceiving
as you pass from night—to awareness of night
to know that hatred is the calm of philosophers
that its price is forever
that it draws you through meteors
through winter's transfixion
through the blasted rose
through the sharks' water
through the black compression of oceans
through rock—through magma
to yourself—to an abscess of nothing
that you will recognize as nothing
that you will know is coming again and again
under the same rules.*

—by Michael Williams



determined and charming, Kitiara was the perfect partner for Lord Soth. The death knight became Kitiara's personal agent in her plot to gain the overall leadership of Takhisis's dragonarmies.

At first, Soth's reward would be the elf maiden Laurana, who served as the Golden General for the armies of Good and was Kitiara's rival for the affection of Tanis Half-Elven. Soth kidnapped Laurana at Kitiara's behest, so Kitiara could present the elf maiden to Takhisis herself when the dragonarmy assembled before the Queen of Darkness. As it turned out, this plan was foiled by Tanis and the fabled Heroes of the Lance. This apparent setback didn't diminish Kitiara's ambition, however, and at the same time Soth's affections shifted from the angelic elf maiden to the Blue Lady, with her crooked smile and fiery temper. This turn of events would be Kitiara's undoing.

After spending some time consolidating her control over the dragonarmies, Kitiara's path was approached by her half-brother, the archmage Raistlin Majere, who told her and Lord Soth about his plan to venture into the Abyss and confront the Queen of Darkness in her own domain. Convinced that her brother would fail—and worse, bring down Takhisis's wrath upon her—Kitiara sought to sabotage his efforts. Under her orders, Lord Soth snuffed out the life of Lady Crysania, a cleric of Paladine upon whom Raistlin's plans seemed to hinge. Unwittingly, Kitiara and Soth enabled Raistlin's plans to come to fruition through this action.

As Raistlin ventured into the Abyss, Kitiara began a dalliance with her brother's apprentice, the dark elf Dalamar. Enraged at the notion of Kitiara falling into the arms of the elf wizard, Lord Soth concocted a plan to drive them apart and ensure that the Blue Lady would be his for eternity. Soth informed Dalamar that Kitiara would attack the city of Palanthis but leave his Tower of High Sorcery unscathed in deference to her brother. At the same time, Soth told

Kitiara that Dalamar had betrayed her, and he convinced her that the dark elf intended to side with Raistlin in his fight against the Queen of Darkness. According to what the death knight told her, Kitiara's only chance to stop her brother was to attack Palanthis and kill Dalamar. As an additional benefit of this plan, Lord Soth would exact his revenge upon the city where he had been publicly humiliated centuries earlier.

In the end, Soth's plan succeeded. He razed a large part of Palanthis with the help of his skeleton warriors and banshee followers, then proceeded to the Tower of High Sorcery, where he confronted Tanis and Dalamar and discovered that he had arrived too late to save Kitiara. He gathered up her body and resigned himself to continued existence without the only flame that had brought pleasure to his undead existence.

THE ROSE BLOOMS ANEW

Decades after the death of Kitiara, Krynn underwent a new upheaval that signaled the beginning of that world's Fifth Age—the Age of Mortals.

For many years, no one heard of Lord Soth's whereabouts. Many assumed that he was confined within Dargaard Keep for all this time, brooding interminably and waiting for a death that he knew could never come.

Meanwhile, strange rumors began to circulate—some recasting the events of Soth's life, making him out to be an even more monstrous figure than he was already known to be. These tales even go so far as to suggest that he was spirited away to a land of spectres—a place where he consorted with other creatures as evil as Soth himself (and perhaps more so). The salient features of these rumors have been distilled and presented here in a separate section. This is an

RUMORS OF LORD SOTH IN THE LAND OF SPECTRES

Here follows an alternate version of Soth's life, as cobbled together from various anecdotal sources, portraying him as even more monstrous than what we know of him and going into fanciful detail about his travails in some other spectral realm.

In the early days of his life, the Knight of the Black Rose was far from a shining example of chivalry. Even before ascending to his throne, he conspired with his father and their servant Caradoc to slay all of his sire's bastard offspring. When Lord Soth's first wife proved seemingly unable to bear children, she resorted to hedge sorcery in an attempt to give her husband a child. Some say that a mystic offered to make Lady Korinne fertile, but that the fruit of that pregnancy would reflect Lord Soth's true soul. The noblewoman accepted, knowing nothing of Soth's essential nature and believing her husband to be beyond reproach. When the time came she gave birth to a monstrous, misshapen creature that didn't survive long.

The Lady Korinne was never the same after that. She was unmindful of her husband's affections for the elf maiden Isolde, even though Soth was bold enough to house the elf maiden in his own castle after rescuing her. By the time he started for Palanthas again, riding alongside his retainers and the elf maiden, the word had already been given to Caradoc to get rid of Lady Korinne. And that wouldn't be the last time Soth betrayed a woman who trusted him.

After orchestrating the death of Kitiara, the warrior-woman he loved, during the siege on the city of Palanthas, it is said that Lord Soth spirited her body

away to Dargaard Keep in hopes of retrieving her soul back from Takhisis's realm in the Abyss. He trusted his now-ghostly seneschal Caradoc with retrieving the warrior-woman's soul, yet the ghost also sought to blackmail Soth into restoring him to life. As the two undead quarreled over the arrangement, mists swallowed them and whisked the pair to a distant province, far from their world.

According to stories told by the Vistani about the mystical realm of Barovia, the Knight of the Black Rose—alongside a fellow Vistani called Magda—had an altercation of sorts with Count Strahd von Zarovich. At another time, Soth and Strahd allied against the neighboring ruler, Duke Gundar of Gundarak, but the partnership was short-lived. In the end, Soth entered the mists once again and was given a chance to avoid further punishment for his transgressions by kneeling down and repenting. He must have failed to do so, for the mists parted to reveal a large territory, which the native elves called Sithicus, "the land of spectres." This world within the world was to be Soth's domain and prison, forever taunting him with twisted reflections of his distant homeland. Even the song used by his banshees to torment him changed from night to night, further frustrating Lord Soth.

It is said that the Soth of this realm is barely a shade, a poor nightmare reflection of his former self. He idles his days inside magical mirrors where he lives the life of a honored knight, and his undead forces scour the land following rumors of a warrior-woman with a crooked smile.

area of Soth's history where more research is certainly called for.

What is known is that although Soth continued to exist in the Age of Mortals thanks to the intercession of the Queen of Darkness, his skeleton warriors and banshee tormentors were lost in the previous age. Alone with his thoughts for the first time since his death, Soth came to grips with his own failings.

As Takhisis posited herself as the One God of Krynn, a young girl became the leader of the armies of darkness. This young general, Mina, went to Dargaard Keep in hopes of recruiting Soth to her cause. In many ways, Mina was reminiscent of Kitiara, and Takhisis imagined this resemblance would be enough to earn the death knight's loyalty. But Soth refused to join Takhisis's army in the War of Souls, finally having come to terms with his own destiny. Infuriated at this rejection, Takhisis sought to coerce Soth by making him mortal again and threatening him with death. But the mortal Loren Soth vowed to search the afterlife for his wife Isolde and his son Peradur, in hopes of earning their forgiveness. Kneeling in the very spot where Isolde and Peradur had died, Loren Soth—his honor restored by his renunciation of the Queen of Darkness—was crushed by the crumbling ruins of Dargaard Keep.

In the aftermath of the War of Souls and Takhisis's death, the eternal gloom was lifted, and the sun shines again on a redeemed Nightlund. If his disobedience of a god led to Lord Soth's downfall, it was also the cause of his salvation.

LORD SOTH, DEATH KNIGHT

The statistics at right present Lord Soth as a death knight, as he exists after the Cataclysm.

Lord Soth speaks with a hollow, chilling voice. His eyes glow red behind the visor of his helm, and he wears black plate armor. His emblem, a black rose, is embroidered on his clothing and embossed on his shield.

Soth's immunity to fear makes him bold in combat, and he relies on his blindsight to see invisible enemies. He prefers to attack with his greatsword and to use *chilling glare* to gain combat advantage against a creature he has marked. He uses *wall of ice* to cut off his enemies' escape and to separate healers from allies who might benefit from their ministrations.

SOTH, DARKLORD OF SITHICUS

If you want to use Soth as the darklord of Sithicus, use the statistics above and add the following powers.

TRAITS
Misty Torpor When Soth drops to 0 hit points, he turns to mist and dissipates. He re-forms with his equipment on his throne in Nedragaard 2d6 days later at full health. During those days, the borders of Sithicus remain open.
MOVE ACTIONS
Shadow Walk (teleportation) ◆ At-Will Effect: If Soth is in darkness, he can teleport to any other area of darkness within his line of sight.

Closing the Borders

As the darklord of Sithicus, Lord Soth has complete control of the borders of his domain. Even this ability, however, is connected to the events of his shameful past. In order to seal his domain, all Soth needs to do is sing a song—the same dirge that, on Krynn,

Lord Soth, Death Knight	Level 18 Elite Soldier
Medium natural humanoid (undead)	XP 4,000
HP 338; Bloodied 169	Initiative +17
AC 34, Fortitude 31, Reflex 29, Will 27	Perception +10
Speed 6	Darkvision, blindsight 20
Immune disease, fear, poison, sleep;	
Resist 20 cold, 20 necrotic; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
☼ Dread (fear) ◆ Aura 1 Enemies in the aura deal only half damage to Soth.	
STANDARD ACTIONS	
⚔ Greatsword (cold, necrotic, weapon) ◆ At-Will Attack: Melee 1 (one creature); +23 vs. AC Hit: 2d10 + 9 damage plus 1d10 cold and necrotic damage, and the target cannot spend healing surges until the end of Soth's next turn. If this attack drops the target below 1 hit point, Soth gains an action point that he must spend before the end of his next turn, or he loses the point. Effect: The target is marked until the end of Soth's next turn.	
⚔ Double Attack ◆ At-Will Effect: Soth uses <i>greatsword</i> twice.	
💣 Fireball (fire) ◆ Encounter Attack: Area burst 2 within 10 (creatures in the burst); +21 vs. Reflex Hit: 4d6 + 19 fire damage. Miss: Half damage.	
❄️ Wall of Ice (cold, conjuration) ◆ Recharge ☼ ☼ Effect: Area wall 8 within 20 squares. Soth creates a wall of solid ice up to 4 squares high in unoccupied squares on the ground. The wall lasts until the end of the encounter or until it is destroyed. Any creature that starts its turn adjacent to the wall takes 15 cold damage.	

was sung to him each night by vengeful banshees. As Soth sings the song that recounts his sins and acts of cowardice in evocative imagery, his voice is joined by those of other lost sinners; the sound rises from the borders, so awful that no mortal can bear it. All who are attempting to flee must return to Sithicus or fall hopelessly mad.

The wall blocks line of sight and line of effect, and it can be attacked. The wall has Soth's defenses, ignoring any temporary bonuses or penalties, and each square of the wall has 20 hit points. The wall is immune to cold and has vulnerable 15 fire.

MINOR ACTIONS

⚔ **Chilling Glare** (fear) ◆ **At-Will** (1/round)

Effect: Close burst 5 (one enemy marked by Soth in the burst). The target grants combat advantage until the end of Soth's next turn.

⚔ **Power Word** (fear) ◆ **Recharge** when Soth spends an action point

Attack: Close burst 5 (one enemy in the burst); +21 vs. Will
Hit: Soth chooses one of the following effects.

1. The target loses two healing surges. If the target does not have two healing surges, the target instead takes damage equal to its bloodied value.
2. The target cannot attack Soth until the end of Soth's next turn. The effect ends immediately if Soth attacks the target.
3. The target is blinded until the end of the encounter, but can lose a healing surge as a standard action to end the effect.

TRIGGERED ACTIONS

⚔ **Implacable** ◆ **At-Will**

Trigger: Soth becomes marked, slowed, immobilized, dazed, or stunned by an effect.

Effect (Opportunity Action): Soth makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.

Str 24 (+16)

Dex 22 (+15)

Wis 13 (+10)

Con 17 (+12)

Int 14 (+11)

Cha 20 (+14)

Alignment chaotic evil

Languages Common

Equipment +3 *magic plate armor*, heavy shield, +3 *magic greatsword*, helm

About the Author

Claudio Pozas is a freelance artist and writer whose recent design credits include *Player's Option: Heroes of Shadow*™, *Player's Option: Heroes of the Feywild*™, and many contributions to *Dragon*. He lives in Rio de Janeiro, Brazil, with his wife, Paula, his son, Daniel, and his pet dire tiger, Tyler. His art can be seen at claudiopozas.com.