

NARGAT, MAGE PRIEST



Nargat is Myrial's Mage Priest and master of its magical Acolytes.

- **Controls:** magical Acolytes, Wards, ritual research, supernatural communication.
- **Normal location:** his three-level tower; he almost never leaves it.
- **Direct protection:** four magical Acolytes.
- **Role in Myrial:** chief instructor for Acolytes trained in blood, fire, and Ruin magic.
- **True loyalty:** a missing Demon Lord whom he still considers his master.
- **Wants:** victims, components, and artifacts for rites intended to strengthen that absent master.
- **Opinion of Urien and Samael:** largely indifferent. Their ambitions are not his cause.
- **Fourth Watch:** may leave the tower to gather victims or ritual materials.

ENCOUNTER STRUCTURE

The encounter contains **Nargat** and **four magical Acolytes**.

- **Phase One:** 600 HP. Nargat fights through controlled Ruin magic and prepared defenses.
- Two Acolytes begin active.
- **Phase Two:** 400 HP. The remaining two Acolytes become active.
- At the start of Phase Two, every other creature in the encounter gains **Ruin(2)**.
- After every **two Rounds** in Phase Two, every other creature gains another **Ruin(2)**.
- During Phase Two, Nargat may use **Ruin Step** instead of normal Movement to teleport up to **12**

m to a visible space.

The second phase is deliberately short and increasingly lethal.

IF NARGAT IS REMOVED

Nargat's magical infrastructure begins to collapse. Complex Wards and magical coordination throughout Myrial become less reliable.

Most importantly, the magical barrier protecting the **Book of Lights** disappears. The Book can then be physically removed without first destroying Nargat's Ward.

NARGAT COMBAT CARD

NARGAT – PHASE ONE: CONTROLLED RUIN

Nargat begins the encounter with **600 HP**.

Two Acolytes begin active. The remaining two enter when Phase Two begins.

CORE PROFILE

Statistic	Value
Initiative	-4
Movement	8 m
Evade	10
Armor	8
Actions	3 per Round
Reactions	2 per Round
Health	600 HP

ACTIONS

Action	Range and Area	Attack	Damage	Special
Ruinous Pulse	Self; Radius 3 m	10d8	6d8	Ruin(4)
Ruin Lance	20 m; single target	10d8	5d8	Ruin(6)
Ruin Eruption	20 m; Radius 3 m	10d8	5d8	Ruin(4)

Each Action may be used no more than **once per Round**.

REACTIONS

Nargat has only one Reaction option.

Reaction	Trigger	Cost	Effect
Detonate Acolyte	An active Acolyte within 20 m is hit or reduced to 0 HP	1 Reaction	Destroy that Acolyte. Nargat makes one 10d8 AoE Attack against every creature within 3 m of it. A hit deals 4d8 damage and applies Ruin(4) .

Nargat may use **Detonate Acolyte** up to **twice per Round**, limited by his two Reactions.

ACOLYTES

CORE PROFILE

Statistic	Value
Initiative	-6
Movement	8 m
Evade	6
Armor	6
Actions	1 per Round
Health	70 HP

ACTIONS

Action	Range and Area	Attack	Damage	Special
Sickle Strike	Melee; single target	6d8	5d8	Ruin(3)
Ruin Lance	20 m; single target	6d8	4d8	Ruin(3)

NARGAT – PHASE TWO: RUIN UNBOUND

The tower erupts into uncontrolled Ruin and fire.

Every **two Rounds** during Phase Two, every other creature still inside the encounter gains another **Ruin(2)**.

Nargat now uses the burning Ruin around him to reposition himself across the battlefield.

CORE PROFILE

Statistic	Value
Initiative	-4
Movement	Ruin Step
Evade	10
Armor	8
Actions	3 per Round
Reactions	2 per Round
Health	400 HP

ACTIONS

Action	Range and Area	Attack	Damage	Special
Ruinous Pulse	Self; Radius 3 m	10d8	6d8	Ruin(4)
Ruin Lance	20 m; single target	10d8	5d8	Ruin(6)
Ruin Eruption	20 m; Radius 3 m	10d8	5d8	Ruin(4)

Each Action may be used no more than **once per Round**.

MOVEMENT

Ability	Effect
Ruin Step	Instead of normal Movement, Nargat teleports up to 12 m to a visible space.

REACTIONS

Reaction	Trigger	Cost	Effect
Detonate Acolyte	An active Acolyte within 20 m is hit or reduced to 0 HP	1 Reaction	Destroy that Acolyte. Nargat makes one 10d8 AoE Attack against every creature within 3 m of it. A hit deals 4d8 damage and applies Ruin(4) .

When Nargat reaches **0 HP** during Phase Two, he is defeated.