

# MAGE TOWER FOURTH LEVEL

The heroes fight Vurkor in the top level of his tower.

## Mage Tower Fourth Level Groups

Group	Creatures
1	Vurkor
2	Three zombies (minion squad)
3	Three zombies (minion squad)

## ENCOUNTER ADJUSTMENTS

If this encounter has more or fewer than five heroes, make the following adjustments:

- For six heroes, add **two zombies** to the start of the encounter.
- For four heroes, remove **two zombies** at the start of the encounter.
- For three heroes, remove **four zombies** at the start of the encounter.

## DANGEROUS COMPOUNDS

The tables in Vurkor's laboratory area contain dangerous chemical compounds and alchemical mixtures. A creature who is force moved into a laboratory table takes 3 acid damage or 5 acid damage if the table breaks.

## BASSA

Bassa, a **civilian**, is the last to act during the round. She flees to the stairs. Vurkor lets her run, knowing she can't escape the tower.

## TACTICS

If the heroes fight Vurkor, he chooses a magic-wielder, preferably another elementalist, as the target of his Rivalry trait, and the zombies animate and attack under his command when the encounter begins. He stays behind them, using ranged attacks to harm his foes. He's careful not to harm Bassa, since he believes the dwarf will be instrumental in restoring the tower. If he becomes winded, he flees for the stairs, using Glowing Recovery to heal himself.

## ENDING THE ENCOUNTER

The encounter ends when Vurkor is reduced to 0 Stamina, which causes the zombies to fall down dead. Then each hero earns 1 Victory.

## STAT BLOCKS

### CIVILIAN

Humanoid or Animal

Stamina 8

Speed 5

Size 1S, 1M, 1L, or 2 / Stability 0

Free Strike 1

Might 0

Agility 0

Reason 0

Intuition 0

Presence 0

### RIVAL MALICE

### LEVEL 1+ MALICE FEATURES

At the start of any rival's turn, you can spend malice to activate one of the following features.

#### Work as One ♦ 3 Malice

Until the end of the round, each rival can impose a bane against a strike made against an adjacent rival as a free triggered action.

#### We Just Do It Better ♦ 3 Malice

Until the end of the round, each rival rolls an additional 1d3 on all power rolls made against the target of their Rivalry trait.

#### Check Out Our Loot ♦ 5 Malice

The rival pulls out a magic consumable and hurls it, targeting a 5 x 1 line within 1 or a 3 cube within 10. Each enemy in an affected area makes an **Agility test**.

\* ≤11 11 damage; condition (save ends)

★ 12–16 8 damage; condition (EoT)

◆ 17 5 damage

**Effect** The rival chooses the damage type and condition afflicted from one of the following pairs: sonic and dazed, poison and weakened, or fire and frightened.

#### Calling the Shots ♦ 7 Malice

All rivals regain 10 Stamina. Until the end of the round, when a rival uses an ability against an enemy, each rival adjacent to that enemy can make a free strike against them.

#### Coordinated Takedown ♦ 10 Malice

Each rival moves up to their speed and uses an action or maneuver that doesn't cost Malice.