

# The Sapphire Covenant

**They're not Sith! No, really, I swear...**

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by Asmor of the Encounter-a-Day blog (<http://www.encounteraday.com>). Pictures are taken from Star Wars stuff, and belong to Lucas Arts.

# Sapphire Covenant Apprentice



**Description** This cloaked fighter's sword glows an ominous red. A porcelain mask with an unusual design hides his face.

**Tactics** The apprentice attempts to ambush the party if possible; if not possible, he lures the defenders away from the rest of the party and then disengages from them to attack the softer targets. If the fight is going badly, he retreats to plot another course of action.

**Sapphire Covenant Apprentice** Level 15 Solo Skirmisher  
Medium Natural Humanoid XP 6,000

**Initiative** +21      **Senses** Perception +15  
**HP** 740; **Bloodied** 370  
**AC** 29; **Fortitude** 29, **Reflex** 31, **Will** 28  
**Saving Throws** +5  
**Speed** 8  
**Action Points** 2

⚡ **Crippling Strike** (Standard; at-will)  
+20 vs. AC; 3d6+6 damage, and the target is slowed until the end of the apprentice's next turn.

☞ **Magic Missile** (Standard; at-will) ♦ **force**  
Ranged 20; +18 vs. Reflex; 2d8+6 damage.

⚡ **Passing Blow** (Minor; at-will)

The apprentice shifts 3 squares, and may make a single basic melee attack at any point during this movement.

⚡ **Disengage** (Standard; encounter, recharges when bloodied)

The apprentice makes a Crippling Strike attack and then takes a move action. If the Crippling Strike hit, the target loses any mark (if any) it had on the apprentice and may not mark or take opportunity attacks against the apprentice this round.

☞ **Mage's Reply** (Immediate Reaction, when hit by a ranged, area or close attack; recharge ☹☹☹) ♦ **force**

Ranged 20 against target who triggered this ability; +18 vs. AC; 4d10+6 damage.

⚡ **Shockwave** (Standard; recharge ☹☹) ♦ **force**

Close burst 1; +18 vs. Reflex; 3d10+6 damage, and target is pushed 3 squares and knocked prone. Miss: half damage and target is still pushed but not knocked prone.

**Alignment** Evil      **Languages** Common

**Skills** Arcana +23, Heal +15, History +19, Intimidate +16, Stealth +23

**Str** 18 (+11)      **Dex** 24 (+14)      **Wis** 16 (+10)

**Con** 20 (+12)      **Int** 24 (+14)      **Cha** 18 (+11)

# Sapphire Covenant Master



**Description** Imagine your surprise to find that the master of the Sapphire Covenant in this area is none other than your good friend and the king's most trusted vizier, Count Kondo. The old man is finely dressed and physically is hardly imposing, but his stance and demeanor bely his true skill.

**Tactics** Despite being no slouch with the blade, the Sapphire Covenant Master prefers ranged combat. He uses his fling power at every opportunity, and should usually have ample targets for it as his aura forces the PCs to fight closer together. If the opportunity presents itself, he will happily fling them off of cliffs, into

pools of lava, etc.

**Sapphire Covenant Master** Level 20 Solo Controller  
Medium Natural Humanoid XP 14,000

**Initiative** +27      **Senses** Perception +25

**Aura of the Master** aura 30; Enemies within the aura have the range of all their ranged and area attacks halved.

**HP** 945; **Bloodied** 472

**AC** 34; **Fortitude** 33, **Reflex** 36, **Will** 35

**Saving Throws** +5

**Speed** 6

**Action Points** 2

⬇ **Knockback Blow** (Standard; at-will) ♦ **force**  
+25 vs. Reflex; 2d6+7 damage and target is pushed 3 squares and knocked prone.

☞ **Mastered Magic Missile** (Minor; at-will) ♦ **force**  
Ranged 30; +24 vs. Reflex; 3d8+7 damage

✋ **Fling** (Standard; recharge ☹☹☹☹)  
Ranged 20; +24 vs. Reflex; target is slid up to 10 squares and knocked prone. If target is slid into a wall or another creature, make a secondary attack +25 vs. AC; 4d10+7 damage. If slid into another creature, the creature takes equal damage and is also knocked prone.

⚡ **Lightning Blast** (Standard; recharge ☹☹) ♦ **lightning**  
Close blast 5; +24 vs. Reflex; 4d12+7 damage and target is slowed. Miss: half damage and target is not slowed.

**Fleet of Foot** (Minor; at-will)  
The master shifts 3 squares

**Cloud Mind** (Minor; encounter, recharge when bloodied) ♦ **psychic**  
The master becomes invisible for 3 rounds or until he attacks or is damaged.

**Alignment** Evil      **Languages** Common

**Skills** Arcana +29, Diplomacy +29, History +29, Intimidate +29, Stealth +21

**Str** 18 (+14)

**Dex** 33 (+21)

**Wis** 35 (+22)

**Con** 21 (+15)

**Int** 28 (+19)

**Cha** 25 (+17)