Legends tell of a colossal war that ended with the annihilation of an empire. After a long struggle, one faction used a mighty ritual infused with divine power to rain colorless fire on its enemy’s lands. It turned an entire civilization into a sea of ash and dust. The downpour eventually ended, but the power remained in the motes of ash and dust, and soon heralds of colorless fire began emerging to wander the planes.

**Herald of Colorless Fire**

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**Herald of Colorless Fire**

*Medium natural animate (construct, fire) Level 27 Skirmisher*

<table>
<thead>
<tr>
<th>Trait</th>
<th>Value</th>
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<tbody>
<tr>
<td><strong>Initiative</strong></td>
<td>+25</td>
</tr>
<tr>
<td><strong>AC</strong></td>
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<tr>
<td><strong>Fortitude</strong></td>
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<tr>
<td><strong>Reflex</strong></td>
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<tr>
<td><strong>Will</strong></td>
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<td><strong>Perception</strong></td>
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<td><strong>Speed</strong></td>
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<tr>
<td><strong>Resist</strong></td>
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**Traits**

- **Frozen in Place**
  - Whenever the herald of colorless fire takes cold damage, it cannot use *flickering flame* until the end of its next turn.

**Standard Actions**

- **Caress of Flame** *(fire, force)*
  - *At-Will*
  - **Attack:** Melee 1 (one creature); +32 vs. AC
  - **Hit:** 3d10 + 19 fire and force damage.

- **Storm of Colorless Fire** *(fire, force)*
  - *Recharge 5*
  - **Effect:** The herald makes the following attack twice, shifting half its speed between the attacks. The herald cannot target the same creature with both attacks.
    - **Attack:** Close burst 1 (creatures in burst); +30 vs. Reflex
    - **Hit:** 4d10 + 16 fire and force damage, and ongoing 15 fire damage (save ends).

**Minor Actions**

- **Flickering Flame** *At-Will*
  - **Effect:** The herald shifts 4 squares.

**Triggered Actions**

- **Unfettered Apocalypse** *Encounter*
  - **Trigger:** An enemy scores a critical hit against the herald or the herald is first bloodied.
  - **Effect (No Action):** The herald creates a duplicate of itself, which appears in the nearest unoccupied square. The duplicate has the same hit points as the herald, is considered to have expended the same powers as the herald, and acts during the herald’s turn. Any effects on the herald do not transfer to the duplicate. At the end of the herald’s next turn, the duplicate disappears.

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**Herald of Colorless Fire**

**IN COMBAT**

A herald of colorless fire wanders the wastelands of the planes in search of creatures and settlements to obliterate. The malice and wrath that powered the original spell roils in its mind, driving the monster to toy with prey. It prefers to lure impetuous attackers into ambushes. A herald darts forward to attack and then slips away, luring foes into a gully or a canyon where its allies wait.

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**Prison of Mual-Tar and herald of colorless fire**

A herald normally kills of its own volition. On rare occasions, some mighty spellcaster has compelled one into service. Once bound, a herald of colorless fire becomes a faithful servant.