In the Dawnforge Mountains high above the mortals of Hammerfast, the three-headed dragon Calastryx is eager to unleash her wrath upon the Nentir Vale and destroy everything in her path.

Biding her time deep within the mountains, an evil waits to be released. Calastryx, the three-headed red dragon, is a legend to the people of Hammerfast. The history of this beast is shrouded in mystery and mistruths, yet one fact remains—if Calastryx is ever released from the wizard’s curse that imprisons her, havoc would engulf the Nentir Vale.

**Dragons of the Vale:** Before the dwarves settled Hammerfast, a commune of dragons lived near that region in the Dawnforge Mountains. These dragons considered themselves rulers of the vale and constantly raided the groups of nomadic people that were attempting to settle the land. The people of the vale could not mount an effective defense. Eventually, help arrived from the dwarves of Hammerfast and the dragons’ attacks lessened, allowing civilization in the vale to grow.

The dragons still pose a credible threat to the folk of the vale and the citizens of Hammerfast. Many people are concerned because the attacks have increased in frequency recently and no one is sure why.

**The Founding of Hammerfast:** After years of the dragons’ raiding, the people trying to settle in the vale sought out any who could help quell such assaults. Their answer came in the form of the dwarves. Their thane sent a battalion of heavily armored dwarf warriors to establish a forward operating fortress near the Dawnforge Mountains. The dwarves named it Hammerfast, and it was there that the people of the vale first met Calastryx.

**Origin Unknown:** Calastryx is a vile and perverse creature, born of the mutations of entropy and evil magic. Some speculate that she was the creation of some long-forgotten god, while others believe she has always existed in one form or another. No matter the truth, the fact remains that she exists to destroy anything in her path, and she should be feared and respected. She currently slumbers from a curse placed upon her by the wizard Starris nearly three hundred years ago, but that slumber is nearly over.
Three Heads, One Plan: Each of Calastryx’s three heads came to an agreement long ago about how they would work together during combat. Preferring to take out the most obvious threat, Calastryx will go out of her way to ensure that her enemies are effectively terminated. Most often, Calastryx will send the lesser forces serving her to the front to take the brunt of attacks while she uses her reach to slash, bite, and immolate foes. Fearing little because of her size and might, Calastryx will slay allies with her blazing breath if it is tactically advantageous to do so (such as when few or none of her allies are in the area it affects).

Calastryx
Huge natural magical beast (dragon) XP 5,000

HP 684; Bloodied 342 Initiative see multiple heads
AC 26, Fortitude 27, Reflex 25, Will 27 Perception +19
Speed 6, fly 8 Darkvision
Resist 10 fire
Saving Throws +5; Action Points 2

Traits
Action Recovery
Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends.

Multiple Heads
Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns.

Power of Three
Each of Calastryx’s heads has its own breath weapon and rip and tear, and it tracks its usage of those powers separately.

Standard Actions
Bite + At-Will
Attack: Melee 3 (one creature); +19 vs. AC
Hit: 3d12 + 8 damage, and Calastryx slides the target up to 3 squares.

Inferno Shot (fire) + At-Will
Attack: Ranged 10 (one creature); +17 vs. Reflex
Hit: 3d10 + 6 fire damage.

Breath Weapon (fire, zone) + Recharge 11
Attack: Close blast 5 (creatures in the blast); +17 vs. Reflex
Hit: 2d12 + 7 fire damage. Effect: The blast creates a zone that lasts until the end of Calastryx’s next turn. Any creature that ends its turn in one or more zones created by this power takes 10 fire damage.

Rip and Tear + Encounter
Attack: Melee 3 (one, two, or three creatures); +19 vs. AC
Hit: 2d12 + 11 damage.

Triggered Actions
Bloodied Birth + Encounter
Trigger: Calastryx is first bloodied. Effect (No Action): Calastryx sprouts a fourth head, which acts on initiative count 40.

Skills
Arcana +17, Diplomacy +17, History +17, Insight +19, Intimidate +17

Con 21 (+12) Str 24 (+14) Int 20 (+12) Wis 24 (+14) Cha 21 (+12)

Alignment evil
Languages Common, Draconic, Giant, Goblin

Calastryx attempts to herd her enemies into a tight group so that each of her heads has an opportunity to unleash its breath. If an opponent survives such an onslaught, Calastryx will stay back from it, using her reach to shred the offender. If any enemy tries to flee or gain a tactical advantage over her, Calastryx moves that enemy into a more vulnerable location with a bite attack.

The Emberdark Kobolds: The kobolds of the Emberdark tribe were nearly hunted to extinction by the dwarves of Hammerfast, but they survived by hiding in the Dawnforge Mountains. Lately, their numbers have grown. The tribal elders have received signs from mighty Kurtulmak, exarch of Tiamat, that Calastryx is nearing freedom. The Emberdark kobolds are gathering a trove to win her favor and become her loyal servitors. So far, their efforts have yielded modest results, although Emberdark pillagers wearing armor with shoulder guards shaped like second and third kobold heads (in honor of Calastryx) have been sighted in the foothills. Whether Calastryx will accept such servants is unknown.

Emberdark Kobold Pillager
Small natural humanoid (reptile) XP 175

HP 55; Bloodied 27 Initiative +5
AC 20, Fortitude 17, Reflex 16, Will 16 Perception +8
Speed 6 Darkvision

Standard Actions
Flamebiter Spear (fire, weapon) + At-Will
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d8 + 3 fire damage. Effect: The target is marked until the start of the pillager’s next turn. Until the mark ends, the target takes 5 fire damage whenever it makes an attack that doesn’t include the pillager as a target.

Fire Dart (fire, weapon) + At-Will
Attack: Ranged 5 (one creature); +9 vs. AC
Hit: 2d4 + 7 fire damage, and the target is marked until the end of the pillager’s next turn.

Triggered Actions
Blaze of Glory + Encounter
Trigger: The pillager drops to 0 hit points. Effect (Free Action): The pillager makes a melee basic attack.

Skills
Stealth +8, Thievery +8

Con 15 (+4) Str 12 (+3) Dex 13 (+3) Wis 12 (+3)
Int 9 (+1) Cha 10 (+2)

Alignment evil
Languages Common, Draconic
Equipment scale armor, spear, 5 darts