Oristus

The shadar-kai Oristus and his sister, Nira, came to Gloomwrought as adolescents, after they escaped their enclave’s destruction at the hands of shadowborn halfling pirates. They eventually begged passage on a freighter bound for the City of Midnight. Upon arriving in the city, they were taken in as Raven’s Eyrie nestlings and were raised in communion with the Raven Queen.

In time, both siblings joined the Eyrie’s clergy. Through diligence and faith, they ascended through its ranks until Nira became the high priestess and Oristus became a member of her inner council. Despite his dramatic rise in status, Oristus remained bitter toward other races. He secretly formed the Ghost Talon, a fringe group devoted to the superiority of shadar-kai.

When Nira found out about Oristus’s doings, she was surprised but did not take action immediately. Soon, the Ghost Talon became a thorn in the Eyrie’s side, and the siblings, formerly so close, grew wary of each other. As the days passed, Nira became convinced that Oristus was slipping in his faith. Finally, when a Talon mission caused a riot in Penance Square, Nira consulted with the Sorrowmere to determine her course of action. The next day, Oristus’s sister banished him from the temple and excommunicated him from the Eyrie.

Since then, Oristus has grown increasingly vengeful. Every problem he sees, he lays at the feet of the dirty-blooded beasts who have stolen Gloomwrought from the shadar-kai. Under Oristus’s leadership, the Ghost Talon takes up arms in the name of the Raven Queen, intent on reclaiming the city from its oppressors. Shadar-kai that do not stand with the Talon are considered enemies and potential targets, including Nira.

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**ROLEPLAYING ORISTUS**

Oristus is hostile to all outsiders and immediately considers the adventurers enemies. It’s unlikely he would deign to talk to any characters. If a conversation does occur, Oristus is utterly contemptuous toward the heroes. He continually strokes the handle of his weapon, making it clear he would like nothing more than an excuse to use it. He especially hates halflings, and he spews insults and challenges at any such character.

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**Oristus, Marshal of the Talon**

Medium shadow humanoid, shadar-kai

XP 2,400

HP 245; Bloodied 122

AC 30, Fortitude 29, Reflex 25, Will 27

Speed 6

Low-light vision

Saving Throws +2; Action Points 1

**STANDARD ACTIONS**

1. **Blade of Shadows** (necrotic, weapon) At-Will

   **Attack:** Melee 1 (one creature); +20 vs. AC

   **Hit:** 2d10 + 10 necrotic damage, and the target is slowed until the end of its next turn.

   **Effect:** The target is marked until the end of Oristus’s next turn.

2. **Double Attack** At-Will

   **Effect:** Oristus uses _blade of shadows_ twice. If both attacks hit, he becomes insubstantial until the end of his next turn.

3. **Pierce the Soul** (necrotic, weapon) At-Will

   **Requirement:** Oristus must be insubstantial.

   **Attack:** Melee 1 (one creature marked by Oristus); +18 vs. Fortitude

   **Hit:** 3d10 + 7 necrotic damage, and ongoing 10 necrotic damage (save ends). If the target attacks a creature other than Oristus while taking ongoing damage from this attack, it takes 15 necrotic damage and is dazed until the end of its next turn.

   **Miss:** Half damage.

**MOVE ACTIONS**

**Shadow Jaunt** (teleportation) Encounter

**Effect:** Oristus teleports up to 3 squares and becomes insubstantial until the end of his next turn. Oristus can instead teleport up to 6 squares if he teleports to a square adjacent to an enemy marked by him.

**Str 24 (+14)** **Dex 16 (+10)** **Wis 13 (+8)**

**Con 16 (+10)** **Int 11 (+7)** **Cha 21 (+12)**

Alignment evil Languages Common

Equipment chainmail