

ADCP5-2 R1

BEST DEFENSE

ROUND 1: AL 2 STATS

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

THIS DOCUMENT IS USED IN COMBINATION
ADCP5~2 R1 AND ADCP5~2 R2

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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ENCOUNTER 1: THREE IF BY AIR? (ADVENTURE LEVEL 2)

3 Midnight Arrows	Level 2 Artillery
Medium shadow humanoid (human)	XP 125
HP 34; Bloodied 17	Initiative +6
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +5
Speed 6. climb 3	
TRAITS	
Street Agility	
The arrow ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
r Glancing Shot (weapon) • At-Will	
Attack: Ranged 15 (one creature); +9 vs. AC	
Hit: 1d6 + 4 damage, and another creature within 3 squares of the target takes 5 damage.	
R Double Shot • Recharge 5-6	
Effect: The arrow uses <i>glancing shot</i> twice.	
TRIGGERED ACTIONS	
R Vengeful Arrow • At-Will	
Trigger: An enemy hits the arrow with a ranged or area attack.	
Effect (Immediate Reaction): The arrow uses <i>glancing shot</i> against the triggering enemy.	
Skills Acrobatics +11, Athletics +7, Stealth +11	
Str 12 (+2)	Dex 21 (+6) Wis 18 (+5)
Con 16 (+4)	Int 10 (+1) Cha 10 (+1)
Alignment evil	
Languages Common, Netherese	
Equipment arrow x20, club, leather armor, longbow	

6 Ghost Talon Thug	Level 2 Minion Brute
Medium shadow humanoid (shadar-kai)	XP 31
HP 1; a missed attack never damages a minion.	Initiative +5
AC 14, Fortitude 15, Reflex 14, Will 13	Perception +2
Speed 6	Low-light vision
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4 damage, or 8 on a critical hit.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The thug teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Blood Phase • Encounter	
Trigger: The thug takes damage while it is insubstantial.	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
Str 20 (+6)	Dex 18 (+3) Wis 12 (+2)
Con 15 (+3)	Int 11 (+1) Cha 16 (+4)
Alignment evil	
Languages Common, Netherese	
Equipment heavy flail, hide armor	

3 Shadar-Kai Blacksouls	Level 2 Controller
Medium shadow humanoid (shadar-kai)	XP 175
HP 42; Bloodied 21	Initiative +4
AC 14, Fortitude 13, Reflex 16, Will 16	Perception +2
Speed 7	Low-light vision
TRAITS	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls.	
STANDARD ACTIONS	
m Corrupting Blackfire (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 4 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +5 vs. Reflex	
Hit: 1d8 + 5 necrotic damage, and the target is shrouded in gloom (save ends).	
A Shadowburst (necrotic) • Recharge 6	
Attack: Area burst 1 within 10 (enemies in the burst); +5 vs. Reflex	
Hit: 1d6 + 4 necrotic damage, and the target is shrouded in gloom (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai black soul teleports 3 squares and becomes insubstantial until the start of its next turn.	
Skills Arcana +13, Stealth +9	
Str 12 (+2)	Dex 16 (+4) Wis 12 (+2)
Con 18 (+5)	Int 24 (+8) Cha 20 (+6)
Alignment evil	
Languages Common, Netherese	
Equipment leather armor	

12 Vesperab	Level 1 Lurker
Large shadow beast	XP 100
HP 29; Bloodied 14	Initiative +8
AC 15, Fortitude 15, Reflex 12, Will 12	Perception +8
Speed 4, fly 8	Blindsight 20
TRAITS	
Dark Wings	
When mounted by a friendly rider of 6 th level or higher, the veserab grants its rider resist 5 poison and is immune to the effects of any veserab's noxious breath.	
Skills Stealth +9	
Str 20 (+5)	Dex 18 (+4) Wis 17 (+3)
Con 17 (+3)	Int 2 (-4) Cha 4 (-3)
Alignment unaligned	
Languages -	
Note: Simplified veserab (it is not going to attack).	

ENCOUNTER 4: ATTACK ON THE MAIN (ADVENTURE LEVEL 2)

Sergeant at Arms (T)	Level 3 Controller
Medium shadow humanoid	XP 150
HP 47; Bloodied 23	Initiative +4
AC 17, Fortitude 15, Reflex 15, Will 15	Perception +6
Speed 6; phasing	Darkvision
TRAITS	
O Intimidating Aura (psychic) • Aura 10	
Enemies in the aura take a -2 penalty to all defenses.	
Insubstantial	
The sergeant at arms takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the sergeant takes radiant damage, he loses the insubstantial trait until the end of its next turn.	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sergeant, the sergeant gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Mind-Wracking Touch (necrotic, psychic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 1d8 + 6 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 5 and is dazed.	
R Stare Down (psychic) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Will	
Hit: 1d8 + 6 psychic damage, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
C Fit of Rage (psychic) • Encounter	
Trigger: The sergeant at arms is bloodied.	
Attack (free action): Close burst 5 (enemies in the burst); +6 vs. Will	
Hit: 2d6 + 5 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 5 and is dazed.	
Skills Insight +10, Stealth +9	
Str 17 (+4)	Dex 17 (+4)
Con 15 (+5)	Int 12 (+2)
	Wis 18 (+5)
	Cha 18 (+5)
Alignment unaligned Languages Common	
Based on Hiro Yun from <i>Dungeon Magazine</i> 195. Removed undead subtype and immunities. Remove fly speed and added speed 6 and phasing. Change defenses to level appropriate and upgraded to MM3 damage expressions. Added unrelenting trait.	

Hunting Lightdrinker (H)	Level 3 Soldier
Medium shadow beast	XP 150
HP 47; Bloodied 23	Initiative +8
AC 19, Fortitude 14, Reflex 17, Will 15	Perception +4
Speed 7	Darkvision
Resist 10 radiant	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
M Dark Fangs • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage, and the target is marked until the end of the lightdrinker's next turn.	
Effect: The target's space fills with darkness until the end of the lightdrinker's next turn. For creatures without darkvision, the area blocks line of sight and is totally obscured. Creatures without darkvision are blinded while in the area. Light sources do not function in the darkness.	
TRIGGERED ACTIONS	
Dark Harrier (teleportation) • At-Will	
Trigger: Any enemy adjacent to and marked by the lightdrinker moves to a square that is not adjacent to the lightdrinker.	
Effect (immediate reaction): The lightdrinker teleports up to 10 squares to a square adjacent to the triggering enemy and makes a bite attack against it.	
C Light Burst (radiant) • Encounter	
Trigger: The lightdrinker drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in burst); +6 vs. Reflex	
Hit: 2d6 + 5 radiant damage, and the target is blinded until the end of its next turn.	
Skills Athletics +8, Stealth +11	
Str 15 (+3)	Dex 20 (+6)
Con 15 (+3)	Int 2 (-3)
	Wis 17 (+4)
	Cha 6 (-1)
Alignment unaligned Languages -	
From <i>Dungeon Magazine</i> 190. Updated to MM3 damage values.	

Netherese Striker (K)	Level 3 Brute
Medium shadow humanoid	XP 150
HP 62; Bloodied 31	Initiative +2
AC 15, Fortitude 17, Reflex 12, Will 14	Perception +3
Speed 6; phasing	Darkvision
TRAITS	
Insubstantial	
The striker takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the striker takes radiant damage, he loses the insubstantial trait until the end of its next turn.	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the striker, the striker gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Soulbound Spiked Chain (psychic, weapon) • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 7 psychic damage.	
M Charging Rebuke (psychic, weapon) • At-Will	
Effect: The striker charges and makes the following in place of a melee basic attack.	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 7 psychic damage, and the striker can push the target 1 square and knock it prone.	
C Furious Sweep (psychic, weapon) • At-Will	
Attack: Close blast 2 (creatures in blast); +6 vs. Reflex	
Hit: 1d8 + 6 psychic damage.	
Str 16 (+4)	Dex 12 (+2)
Con 22 (+7)	Int 13 (+2)
	Wis 16 (+4)
	Cha 13 (+2)
Alignment unaligned	Languages Common
Based on phantom brigade armiger from the <i>Monster Vault: Threats to the Nentir Vale</i> . Removed undead subtype and immunities. Updated hit points to brute appropriate. Changed insubstantial trait to be consistent.	

Netherese Sailors (R)	Level 3 Minion Soldier
Medium shadow humanoid	XP 38
HP 1; a missed attack never damages a minion.	Initiative +4
AC 19, Fortitude 17, Reflex 15, Will 14	Perception +2
Speed 6; phasing	Darkvision
TRAITS	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sailor, the sailor gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Soulbound Short Sword (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 psychic damage.	
r Spectral Crossbow (psychic, weapon) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. AC	
Hit: 5 psychic damage.	
TRIGGERED ACTIONS	
Shielding Martyr • At-Will	
Trigger: An enemy hits an ally adjacent to the sailor with a melee attack	
Effect (immediate interrupt): The sailor becomes the target of the attack.	
Insubstantial Defense • At-Will	
Trigger: An enemy hits the sailor with an attack that does not deal force or radiant damage.	
Effect (Free Action): The sailor makes a saving throw. If the save is successful, the attack passes harmlessly thorough the sailor.	
Str 19 (+5)	Dex 12 (+2)
Con 16 (+4)	Int 14 (+3)
	Wis 12 (+2)
	Cha 11 (+1)
Alignment unaligned	Languages Common
Based on phantom brigade squire from the <i>Monster Vault: Threats to the Nentir Vale</i> . Removed undead subtype and immunities. Updated MM3 damage. Added insubstantial defense from ghost worg packmate.	

ENCOUNTER 4B: GREEN GLOBES (ADVENTURE LEVEL 2)

Shield Room Supervisor (S)	Level 2 Skirmisher (Elite)
Medium shadow humanoid	XP 250
HP 84; Bloodied 42	Initiative +8
AC 16, Fortitude 14, Reflex 15, Will 12	Perception +8
Speed 6; phasing	Darkvision
TRAITS	
O Slow Healing • Aura 2	
Any enemy that spend a healing surge while in the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Sucker Punch • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
M Grab and Move • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the supervisor can shift half his speed, pulling the target with him. The target remains adjacent to the supervisor during the movement.	
M Punch and Grab • At-Will	
Effect: The supervisor uses sucker punch then grab and move against the same target,	
C Command of Doom (psychic, thunder) • Encounter	
Attack: Close blast 5 (creatures in blast); +5 vs. Will	
Hit: 1d6 + 4 thunder damage, and the target is doomed. Until the target is no longer doomed, it takes 5 psychic damage whenever it misses every target with an attack power. Doomed ends at the end of the encounter.	
MOVE ACTIONS	
Ghostly Travel (illusion) • Recharge when first bloodied	
Effect: the supervisor becomes invisible and moves up to his speed. He remains invisible until the end of his next turn.	
Skills Acrobatics +11, Perception +8	
Str 18 (+5)	Dex 20 (+6) Wis 14 (+3)
Con 17 (+4)	Int 4 (-2) Cha 15 (+3)
Alignment unaligned Languages Common	
Note: Based on bregga, hound of ill omen from <i>The Shadowfell</i> . Removed undead subtype, insubstantial and immunities.	

Shield Operator (O)	Level 2 Minion Brute
Medium humanoid	XP 31
HP 1; a missed attack never damages a minion.	Initiative +5
AC 14, Fortitude 15, Reflex 13, Will 14	Perception +2
Speed 6	Low-light vision
TRAITS	
Operating Together	
The operator can score a critical hit on a roll of 19-20 against an enemy that has one or more of the operator's allies adjacent to it.	
STANDARD ACTIONS	
m Pipe (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 6 damage, or 9 on a critical hit.	
TRIGGERED ACTIONS	
Don't Touch That • At-Will	
Trigger: An enemy pulls a lever the shield operator is adjacent too.	
Effect (Immediate Interrupt): The enemy must make a save. If the save is failed, the action is spent and the lever is not pulled.	
Str 22 (+7)	Dex 18 (+5) Wis 12 (+2)
Con 15 (+3)	Int 10 (+1) Cha 20 (+6)
Alignment unaligned Languages Common	
Equipment pipe	
Note: Based on ebony initiate from <i>The Shadowfell</i> . Added don't touch that power.	

ENCOUNTER 5: DEFENDING THE MAIN (ADVENTURE LEVEL 2)

Netherese Raid Leader (L)		Level 5 Elite Controller	
Medium shadow humanoid (shadar-kai)		XP 400	
HP 146; Bloodied 73		Initiative +3	
AC 21, Fortitude 22, Reflex 16, Will 18		Perception +9	
Saving Throws +2		Low-light vision	
Speed 6			
Action Points 1; Saving Throw +2			
TRAITS			
O Shar's Boon • Aura 10			
Allies who start their turns in the aura gain a +2 bonus to attack rolls.			
STANDARD ACTIONS			
m Bone-Slicing Spiked Chain (fear, weapon) • At-Will			
Attack: Melee 2 (one creature); +10 vs. AC			
Hit: 2d6 + 6 damage, and the target is weakened until the end of the raid leader's next turn.			
M Wrap Around Attack (weapon) • At-Will			
Effect: The raid leader makes two basic melee attacks and can shift before or after both attacks. If both attacks hit the same target, the target is slowed (save ends).			
R Savage Shadows (charm, psychic) • At-Will			
Attack: Ranged 10 (one creature); +9 vs. Will			
Hit: 2d6 + 6 psychic damage, the target takes ongoing 5 psychic damage (save ends).			
C Unholy Shadows (necrotic) • Recharge when bloodied			
Attack: Close blast 5 (each creature in the blast); +9 vs. Will			
Hit: 2d8 + 6 necrotic damage.			
Miss: Half damage.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter			
Trigger: The raid leader teleports up to 3 squares and becomes insubstantial until the start of its next turn.			
Skills Dungeoneering +9, Intimidate +11, Nature +11, Religion+11			
Str 28 (+11)		Dex 12 (+3) Wis 15 (+4)	
Con 25 (+9)		Int 18 (+6) Cha 23 (+8)	
Alignment evil		Languages Common	
Equipment robes, spiked chain			
Note: Based on Oastarix from <i>Dragon Magazine</i> 369. Reflavored to shadar-kai. Updated hit points to level appropriate. Replaced goring charge with wrap around attack.			

Enigma of Shar (E)		Level 5 Controller
Medium natural humanoid		XP 200
HP 60; Bloodied 30		Initiative +5
AC 19, Fortitude 16, Reflex 17, Will 18		Perception +9
Speed 6		Darkvision
STANDARD ACTIONS		
m	Dagger (weapon) • At-Will	
	Attack: Melee 1 (one creature); +10 vs. AC	
	Hit: 2d6 + 6 damage.	
m	Rend Flesh • At-Will	
	Requirement: The enigma must be affected by horrific visage.	
	Attack: Melee 1 (one creature); +10 vs. AC	
	Hit: 3d6 + 6 damage.	
R	Memory Ripper (psychic) • At-Will	
	Attack: Ranged 5 (one creature); +9 vs. Will	
	Hit: 2d6 + 6 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).	
R	Shock Bolt (lightning) • At-Will	
	Attack: Ranged 10 (one creature); +8 vs. Reflex	
	Hit: 2d6 + 6 lightning damage and the target is slowed to the end of the enigma's next turn.	

TRIGGERED ACTIONS		
C Horrific Visage (healing, psychic) • Encounter		
Trigger: The enigma is first bloodied.		
Attack (No Action): Close burst 2 (enemies in the burst); +9 vs. Will		
Hit: 2d8 + 6 psychic damage, and the enigma pushes the target 3 squares.		
Effect: Until the end of the encounter, the enigma cannot use any power except rend flesh.		
Skills Arcana +12		
Str 12 (+3)	Dex 15 (+4)	Wis 15 (+4)
Con 12 (+3)	Int 20 (+7)	Cha 16 (+5)
Alignment evil Languages Common		
Equipment dagger		
Note: Reffavored enigma of vecna.		

Netherese Slayer (S)		Level 5 Soldier	
Medium shadow humanoid		XP 200	
HP 66; Bloodied 33		Initiative +11	
AC 20, Fortitude 18, Reflex 17, Will 15		Perception +3	
Resist 5 radiant		Darkvision	
Speed 6			
TRAITS			
O Deranging Aura (charm) • Aura 5			
Enemies within the aura take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls. Each enemy whose attack misses the slayer must make a melee basic attack against the nearest ally within reach as a free action.			
Shadow Charge			
When the slayer charges, it deals an extra 1d6 damage and is insubstantial until the end of the charge.			
STANDARD ACTIONS			
m Claw • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 6 damage and the target is marked until the end of the slayer's next turn.			
M Slaying Frenzy • Recharge 5-6			
Effect: The slayer makes two claw attacks. If either attack hits a target marked by the slayer, or if both attacks hit the same target, that target is also slowed until the end of the slayer's next turn.			

ENCOUNTER 6: CLEANING OUT THE POOP (ADVENTURE LEVEL 2)

Netherese Sky Captain (C)	Level 3 Skirmisher
Medium shadow humanoid	XP 150
HP 46; Bloodied 23	Initiative +7
AC 16, Fortitude 15, Reflex 16, Will 13	Perception +7
Resist 5 cold	Darkvision
Speed 6	
TRAITS	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the captain, the captain gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage, and the captain shifts 1 square.	
M Swiftshadow Strike • At-Will	
Requirement: The target grants combat advantage.	
Effect: The captain makes two short sword attacks against one target.	
C Manifest Whirlwind • Encounter	
Attack: Close burst 2 (creatures in the burst); +6 vs. Reflex	
Hit: 2d6 + 5 damage and the target is pushed 1 square and knocked prone.	
MINOR ACTIONS	
Sky Jaunt • Recharge 5-6	
Effect: Until the end of its turn, the captain gains a fly speed equal to his speed and can hover.	
Skills Acrobatics +10, Endurance +5, Nature +4, Stealth +10	
Str 17 (+4)	Dex 18 (+5)
Con 14 (+3)	Int 13 (+2)
	Cha 11 (+1)
Alignment evil	Languages Common
Equipment pendant of Shar, leather armor, short sword x2	
Note: Based on Genasi Skyspy. Re-flavored as a shadow humanoid. Upgraded to MM3 damage expressions. Added darkvision. Replaced feather-footed trait with unrelenting trait.	

Netherese Striker (K)	Level 3 Brute
Medium shadow humanoid	XP 150
HP 62; Bloodied 31	Initiative +2
AC 15, Fortitude 17, Reflex 12, Will 14	Perception +3
Speed 6; phasing	Darkvision
TRAITS	
Insubstantial	
The striker takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the striker takes radiant damage, he loses the insubstantial trait until the end of its next turn.	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the striker, the striker gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Soulbound Spiked Chain (psychic, weapon) • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 7 psychic damage.	
M Charging Rebuke (psychic, weapon) • At-Will	
Effect: The striker charges and makes the following in place of a melee basic attack.	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 7 psychic damage, and the striker can push the target 1 square and knock it prone.	
C Furious Sweep (psychic, weapon) • At-Will	
Attack: Close blast 2 (creatures in blast); +6 vs. Reflex	
Hit: 1d8 + 6 psychic damage.	
Str 16 (+4)	Dex 12 (+2)
Con 22 (+7)	Int 13 (+2)
	Cha 13 (+2)
Alignment unaligned	Languages Common
Note: Based on phantom brigade armiger. Removed undead subtype and immunities. Updated hit points to brute appropriate. Changed insubstantial trait to be consistent.	

Engulfing Shadow (E)	Level 3 Lurker
Large shadow beast	XP 150
HP 38; Bloodied 19	Initiative +8
AC 17, Fortitude 15, Reflex 16, Will 14	Perception +9
Speed 6	Darkvision
TRAITS	
Shadow Form	
The engulfing shadow in shadow blend mode resembles a natural shadow. A creature can recognize the engulfing shadow by succeeding on a DC 21 Perception check.	
STANDARD ACTIONS	
m Shadow Tendril • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
M Grasping Shadows • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d6 + 5 damage.	
Effect: The engulfing shadow makes one more attack against the same target. If both attacks hit, the engulfing shadow grabs the target (escape DC 13).	
C Shadow Wave • At-Will	
Attack: Close blast 2 (creatures in the blast); +6 vs. Fortitude	
Hit: The target falls prone.	
Effect: The engulfing shadow blends into the shadows (shadow blend mode). While the engulfing shadows is in shadow blend mode, its speed is 0, it gains a +5 bonus to all defenses, and it does not have line of effect to any creature other than a creature it has grabbed. The engulfing shadow slides the creature it has grabbed into its space. The grabbed creature has line of sight and effect only to the engulfing shadow. The engulfing shadow does not gain its bonus to defenses against the grabbed creature. If the grabbed creature escapes, it appears in a space adjacent to the engulfing shadow. The engulfing shadow can exit shadow blend mode as a minor action.	
Skills Stealth +9	
Str 19 (+5)	Dex 16 (+4)
Con 14 (+3)	Int 6 (-1)
	Wis 17 (+4)
	Cha 9 (+0)
Alignment unaligned Languages -	
Note: Based on geonid. Re-flavored as a shadow monster. Updated to MM3 damage values. Added darkvision and increased speed to 6. Removed immunities. Made the shadow form trait a Hard DC perception check.	

Netherese Sailors (R)	Level 3 Minion Soldier
Medium shadow humanoid	XP 38
HP 1; a missed attack never damages a minion.	Initiative +4
AC 19, Fortitude 17, Reflex 15, Will 14	Perception +2
Speed 6; phasing	Darkvision
TRAITS	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sailor, the sailor gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Soulbound Short Sword (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 psychic damage.	
r Spectral Crossbow (psychic, weapon) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. AC	
Hit: 5 psychic damage.	
TRIGGERED ACTIONS	
Shielding Martyr • At-Will	
Trigger: An enemy hits an ally adjacent to the sailor with a melee attack.	
Effect (Immediate Interrupt): The sailor becomes the target of the attack.	
Insubstantial Defense • At-Will	
Trigger: An enemy hits the sailor with an attack that does not deal force or radiant damage.	
Effect (Free Action): The sailor makes a saving throw. If the save is successful, the attack passes harmlessly thorough the sailor.	
Str 19 (+5)	Dex 12 (+2)
Con 16 (+4)	Int 14 (+3)
	Wis 12 (+2)
	Cha 11 (+1)
Alignment unaligned Languages Common	
Note: Based on phantom brigade squire. Removed undead subtype and immunities. Updated MM3 damage. Added insubstantial defense.	

ENCOUNTER 9: WHAT THE HECK IS A FO'C'SLE? (ADVENTURE LEVEL 2)

Shadow Strangler (T)	Level 3 Artillery
Medium Shadow Humanoid	XP 150
HP 17; Bloodied 8	Initiative +4
AC 17, Fortitude 12, Reflex 15, Will 16	Perception +3
Speed 8	Darkvision
Resist insubstantial; Vulnerable 5 radiant	
TRAITS	
Born of Shadows	
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
Insubstantial	
The strangler takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the strangler takes radiant damage, he loses the insubstantial trait until the end of its next turn.	
STANDARD ACTIONS	
m Shadowy Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 1d8 + 6 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.	
R Blinding Shadows (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: The 1d8 + 6 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.	
R Strangling Darkness (necrotic) • Recharge 5-6	
Attack: Ranged 10 (one creature); +6 vs. Fortitude	
Hit: The target is restrained and takes ongoing 5 necrotic damage (save ends both).	
R Devouring Dark (necrotic) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +6 vs. Reflex	
Hit: 1d8 + 8 necrotic damage, and the target is blinded until the end of the strangler's next turn.	
Miss: half damage	
Skills: Arcana +8, Stealth +11	
Str 12 (+2)	Dex 17 (+4)
Con 17 (+4)	Wis 14 (+3)
Int 12 (+1)	Cha 17 (+4)
Alignment evil	Languages Common

Master Chief (M)	Level 3 Elite Soldier (Leader)
Medium shadow humanoid (shadar-kai)	XP 300
HP 102; Bloodied 51	Initiative +4
AC 21, Fortitude 17, Reflex 16, Will 18	Perception +5
Speed 5	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
O Deathshadow Fervor • Aura 5	
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also slowed (save ends).	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the master chief, the chief gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 4 damage	
Effect: Master Chief marks the target until the end of his next turn.	
r Shock Bolt (lightning, weapon) • At-Will	
Attack: Range 10 (one creature); +8 vs. AC	
Hit: 1d6 + 6 lightning damage, and the target is dazed (save ends).	
R Rapid Fire • Recharge when first bloodied	
Effect: Master chief makes a <i>shock bolt</i> attack against up to three enemies within range.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Master chief teleports up to 3 squares and becomes insubstantial until the start of his next turn.	
TRIGGERED ACTIONS	
R Memory Rage (weapon) • At-Will	
Trigger: An enemy marked by master chief makes an attack that does not include master chief.	
Attack (<i>Immediate Interrupt</i>): Range 10 (triggering creature); +6 vs. Will	
Hit: 1d8 + 6 lightning damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends)	
Skills Athletics +9, Acrobatics +9, Intimidate +10	
Str 14 (+3)	Dex 12 (+2)
Con 14 (+3)	Wis 17 (+4)
Int 15 (+3)	Cha 16 (+4)
Alignment unaligned	Languages Common and Netherese
Equipment: scale armor, dagger, hand crossbow	
Note: Re flavored Sammiel.	

Netherese Petty Officer (P)	Level 3 Soldier
Medium shadow humanoid	XP 150
HP 46; Bloodied 23	Initiative +3
AC 19, Fortitude 17, Reflex 16, Will 14	Perception +4
Speed 5; phasing	Darkvision
TRAITS	
Insubstantial	
The petty officer takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the petty officer takes radiant damage, he loses the insubstantial trait until the end of its next turn.	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the petty officer, the petty officer gains a +2 power bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Soulbound Tulwar (psychic, radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 psychic and radiant damage, and the target is marked. If the target makes an attack that does not include the veteran on its next turn, it takes 5 damage and the petty officer can shift 1 square as a free action.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage	
Skills: Athletics +12	
Str 23 (+7)	Dex 14 (+3) Wis 16 (+4)
Con 14 (+3)	Int 16 (+4) Cha 13 (+2)
Alignment unaligned Languages Common, Netherese	
Equipment: crossbow, crossbow bolt x10, heavy shield, scale armor, tulwar.	

Note: Re flavored Phantom Brigade Banneret.

Ammo Loader (A)	Level 3 Brute
Large natural animate (blind, construct)	XP 150
HP 55; Bloodied 27	Initiative +2
AC 15, Fortitude 16, Reflex 12, Will 13	Perception +11
Speed 6	
Immune charm, disease, fear, poison; Resist 5 all	
STANDARD ACTIONS	
m Elongated Grasp • At-Will	
Attack: Melee 3 (one creature); +8 vs. AC	
Hit: 2d6 + 6 damage, and if the ammo loader is grabbing fewer than two targets, it can grab the target (escape DC 13). Until the grab ends, the target takes ongoing 5 damage.	
MOVE ACTIONS	
M Retract • At-Will	
Attack: Melee 3 (creatures grabbed by the ammo loader); +6 vs. Fortitude	
Hit: The ammo loader pulls the target to a space adjacent to the ammo loader.	
TRIGGERED ACTIONS	
Magic Growth • Encounter	
Trigger: An arcane attack hits the ammo loader.	
Effect: (Immediate Reaction): Until the end of the encounter, the ammo loader grows an extra arm and can grab with elongated grasp if grabbing fewer than three targets.	
Skills Athletics +10	
Str 18 (+5)	Dex 13 (+2) Wis 14 (+3)
Con 15 (+3)	Int 9 (+0) Cha 10 (+1)
Alignment unaligned Languages Common and Netherese,	
Note: Re flavored Phantom Brigade Armiger.	

Netherese Striker	Level 3 Brute
Medium shadow humanoid	XP 150
HP 62; Bloodied 31	Initiative +2
AC 15, Fortitude 17, Reflex 12, Will 14	Perception +3
Speed 6; phasing	Darkvision
TRAITS	
Insubstantial	
The striker takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the striker takes radiant damage, he loses the insubstantial trait until the end of its next turn.	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the striker, the striker gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Soulbound Spiked Chain (psychic, weapon) • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 7 psychic damage.	
M Charging Rebuke (psychic, weapon) • At-Will	
Effect: The armiger charges and makes the following in place of a melee basic attack.	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 7 psychic damage, and the armiger can push the target 1 square and knock it prone.	
C Furious Sweep (psychic, weapon) • At-Will	
Attack: Close blast 2 (creatures in blast); +6 vs. Reflex	
Hit: 1d8 + 6 psychic damage.	
Str 16 (+4)	Dex 12 (+2) Wis 16 (+4)
Con 22 (+7)	Int 13 (+2) Cha 13 (+2)
Alignment unaligned Languages Common	
Note: Re flavored Caldron Magen.	

ENCOUNTER 11: WE HAVE HOW LONG TO STOP THAT THING? (AL 2)

1 Arturas Shadowghast (A)	Level 4 Elite Brute (Leader)
Medium shadow humanoid	XP 350
HP 128; Bloodied 64	Initiative +4
AC 16, Fortitude 16, Reflex 15, Will 17	Perception +3
Speed 5	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Bloodthirsty Shadow (cold, necrotic) • Aura 1	
When a bloodied enemy is hit by an attack, that enemy takes 5 extra cold and necrotic damage from the attack.	
STANDARD ACTIONS	
m Dread Flail (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: The 2d8 + 6 damage, and Arturas can slide the target 1 square. If Arturas has combat advantage against the target, the target also takes ongoing 5 cold and necrotic damage (save ends).	
M Whirling Flail • At-Will	
Effect: Arturas used <i>dread flail</i> twice.	
M Shadow Contamination (cold, necrotic) • Recharge 5-6	
Attack: Melee 1 (one creature); +7 vs. Will	
Hit: 3d6 + 11 cold and necrotic damage, ongoing 5 cold and necrotic damage (save ends). In addition Arturas pushes the target up to 3 squares. While the target is taking the ongoing damage, any of its allies adjacent to it at the start of its turn take 5 cold and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
Ruby Shroud • Recharge when first bloodied	
Effect: Arturas gains concealment until the end of his next turn.	
Skills Arcana +7, History +7, Religion +7	
Str 17 (+5)	Dex 15 (+4)
Con 14 (+4)	Int 10 (+2)
Wis 12 (+3)	Cha 19 (+6)
Alignment evil	
Languages Common, Netherese	
Equipment: scale armor, flail, symbol of Shar	

4 Netherese Fireman (F)	Level 4 Minion
Medium shadow humanoid	XP 44
HP 1; a missed attack never damages a minion	Initiative +5
AC 20, Fortitude 18, Reflex 16, Will 15	Perception +3
Speed 6; phasing	Low-light vision
Immune disease, poison	
TRAITS	
Comrades in Arms	
Whenever an ally with this trait drops to 0 hit points within five squares of the fireman, the fireman gains a +2 power bonus to attack rolls until the next of its next turn.	
STANDARD ACTIONS	
m Soulbound Short Sword (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4 psychic damage	
m Crushing Charge (psychic, weapon) • At-Will	
Requirement: The fireman charges and makes this attack at the end of the charge.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 4 psychic damage and the target is knocked prone.	
M Dogpile • At Will	
Attack: Melee 1 (one prone creature); +9 vs. AC	
Hit: 3 damage and the fireman ends up in the same square as the target. The target must make an escape check as if he were grabbed (DC 14) during his turn to stand up. Up to three firemen may pile on	

a single target in this fashion; every fireman beyond the first adds a cumulative -3 penalty to the escape check.		
Skills Athletics +11		
Str 19 (+6)	Dex 12 (+3)	Wis 12 (+3)
Con 16 (+5)	Int 14 (+4)	Cha 11 (+2)
Alignment evil		Languages Common, Netherese
Equipment: short sword, leather armor		
Note: Phantom brigade squire reflavored as a Netherese.		

Shadar-Kai Weaponmaster	Level 4 Skirmisher
Medium shadow humanoid	XP 175
HP 52; Bloodied 26	Initiative +8
AC 18, Fortitude 16, Reflex 17, Will 16	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
m Shadar-Kai Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
r Hurl Weapon (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage; the weaponmaster can use any melee weapon for this attack.	
M Disarming Strike (weapon) • Recharge 5-6	
Attack: Melee 1 (one creature) +7 vs. Reflex	
Hit: 2d6 + 5 damage and the target drops one weapon it is holding.	
The shadar-kai weapon master can choose to catch this weapon in a free hand or have it land on the ground at his feet (in his square).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai weaponmaster teleports 3 squares and becomes insubstantial until the start of his next turn.	
TRIGGERED ACTIONS	
M / R My Weapon Now • At-Will	
Trigger: when the shadar-kai weaponmaster successfully catches a weapon a target drops.	
Effect (Free Action): The shadar-kai weaponmaster makes a basic attack with the weapon his target just dropped.	
Skills Acrobatics +11	
Str 16 (+5)	Dex 19 (+6)
Con 12 (+3)	Int 10 (+2)
Wis 16 (+5)	Cha 10 (+2)
Alignment unaligned	
Languages Common, Netherese	
Equipment: shadar-kai short sword, leather armor, 4 daggers	

ENCOUNTER 12: ENEMY YACHTS (ADVENTURE LEVEL 2)

1 Raven Roost Grenadier (C)	Level 4 Controller
Medium natural humanoid (human)	XP 175
HP 53; Bloodied 36	Initiative +6
AC 18, Fortitude 15, Reflex 17, Will 15	Perception +4
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
A Fire Bomb (fire) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +7 vs. Fortitude	
Hit: 1d8 + 5 fire damage, and the target falls prone.	
Miss: Half damage.	
A Smoke Bomb • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +7 vs. Fortitude	
Hit: The target is dazed and takes ongoing 5 damage (save ends both).	
Effect: Squares in the burst are lightly obscured until the end of the encounter.	
A Oil Slick • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +7 vs. Reflex	
Hit: The target falls prone.	
Effect: Each target gains vulnerable 5 fire until the end of the encounter.	
MINOR ACTIONS	
Grenadier's Rush • Encounter	
Effect: The grenadier moves up to its speed.	
Skills Athletics +9, Stealth +11	
Str 14 (+4)	Dex 18 (+6) Wis 15 (+4)
Con 13 (+3)	Int 12 (+3) Cha 10 (+2)
Alignment evil Languages Common, Netherese	
Equipment 8 fire bombs, flask of oil, smoke bomb, leather armor, short sword	

1 Raven Roost Outlaw Veteran (B)	Level 4 Brute
Medium natural humanoid (human)	XP 175
HP 66; Bloodied 33	Initiative +3
AC 16, Fortitude 18, Reflex 16, Will 14	Perception +2
Speed 6	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d10 + 4 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d10 + 4 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.	
M Swath of Death (weapon) • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +11, Stealth +8	
Str 19 (+6)	Dex 13 (+3) Wis 10 (+2)
Con 16 (+5)	Int 7 (+0) Cha 10 (+2)
Alignment evil Languages Common, Netherese	
Equipment studded leather, bastard sword	

2 Raven Roost Highwaymen (S)	Level 4 Soldier
Medium natural humanoid, human	XP 175
HP 53; Bloodied 26	Initiative +8
AC 20, Fortitude 15, Reflex 18, Will 15	Perception +9
Speed 6	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d4 + 5 damage.	
Effect: The target is marked until the end of the highwayman's next turn.	
R Bolt to the Gut (weapon) • Encounter	
Attack: Ranged 5 (one creature); +9 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 3d4 + 4 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
Stand, You Coward • At-Will	
Trigger: An enemy within 5 squares of the highwayman and marked by it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): <i>Bolt to the gut</i> recharges, and the highwayman uses it against the triggering enemy.	
Skills Bluff +10, Intimidate +10, Stealth +11	
Str 16 (+5)	Dex 18 (+6) Wis 15 (+4)
Con 13 (+3)	Int 12 (+3) Cha 16 (+5)
Alignment evil Languages Common, Netherese	
Equipment studded leather, crossbow bolt x10, hand crossbow, rapier	

2 Raven Roost Sharpshooter (A)	Level 4 Artillery
Medium natural humanoid (human)	XP 175
HP 43; Bloodied 21	Initiative +6
AC 18, Fortitude 15, Reflex 17, Will 15	Perception +9
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 6 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +11 vs. AC	
Hit: 2d8 + 3 damage.	
MOVE ACTIONS	
Careful Aim • At-Will	
Effect: The sharpshooter chooses an enemy it can see. If it can still see that enemy at the start of its next turn, its crossbow attack power targets the enemy's Reflex, instead of AC, and deals 5 extra damage against it. These benefits last until the end of that turn.	
MINOR ACTIONS	
Archer's Decoy • Recharge when first bloodied	
Effect: The sharpshooter gains a +2 bonus to AC and Reflex until the start of its next turn.	
Skills Stealth +11	
Str 14 (+4)	Dex 19 (+6) Wis 15 (+4)
Con 13 (+3)	Int 10 (+2) Cha 10 (+2)
Alignment evil Languages Common, Netherese	
Equipment studded leather, crossbow, crossbow bolt, short sword	

ENCOUNTER 13: AHEAD OF THE TROOPS (ADVENTURE LEVEL 2)

Horned Kir-Lanan (H)	Level 2 Brute
Medium shadow humanoid	XP 125
HP 47; Bloodied 23	Initiative +4
AC 14, Fortitude 16, Reflex 13, Will 13	Perception +9
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 5 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.	
M Impaling Charge • At-Will	
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d8 + 5 damage, and the target is grabbed (escape DC 13) and takes ongoing 5 damage until the grab ends.	
R Enfeebling Strike (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +5 vs. Fortitude	
Hit: 1d8 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Skewering Drag • At-Will	
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other for this movement. If the kir-lanan attempts to drag a creature off the ship the creature is allowed a save to fall prone at the railing.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 11 hit points.	
Skills Stealth +11	
Str 22 (+7)	Dex 16 (+4) Wis 16 (+4)
Con 17 (+4)	Int 10 (+1) Cha 11 (+1)
Alignment evil Languages Common, Netherese	
Note: Re flavored hornstone gargoyle, changed into kir-lanan.	

99 Recruits on clumsy veserabs (R)	Level 2 Minion Soldier
Medium shadow humanoid	XP -
HP 1; a missed attack never damages a minion	Initiative +3
AC 15, Fortitude 15, Reflex 14, Will 13	Perception +7
Speed 6, fly 8	Darkvision
TRAITS	
By The Skin Of Their Teeth	
Whenever an enemy kills a recruit they gain a +2 power bonus to their next skill check to scare away the recruits.	
STANDARD ACTIONS	
m Strength in Numbers • At-Will	
Effect: The recruit does not flee, yet	
Str 16 (+4)	Dex 14 (+3) Wis 12 (+2)
Con 16 (+4)	Int 12 (+2) Cha 10 (+1)
Alignment neutral scared Languages Common, Netherese	

Kir-Lanan Shadow Hurler (S)	Level 2 Artillery
Medium shadow humanoid	XP 125
HP 33; Bloodied 16	Initiative +5
AC 16, Fortitude 12, Reflex 10, Will 10	Perception +9
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
TRAITS	
Shadow Defense	
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 4 damage.	
r Hurled Shadow (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +7 vs. Fortitude	
Hit: 1d8 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
A Bursting Shadow (necrotic) • At-Will	
Attack: Area burst 1 within 10 (creatures in the burst); +5 vs. Fortitude	
Hit: 1d6 + 4 necrotic damage, and the target is slowed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 8 hit points.	
Skills Stealth +12	
Str 22 (+7)	Dex 18 (+5) Wis 17 (+4)
Con 15 (+3)	Int 10 (+1) Cha 17 (+4)
Alignment evil Languages Common, Netherese	
Note: Re flavored gargoyle rock hurler, changed into kir-lanan.	

Netherese Artillery	Level 4 Artillery
Large natural animate (construct)	XP 175
HP 45; Bloodied 22	Initiative +7
AC 16, Fortitude 15, Reflex 16, Will 13	Perception +4
Speed 0	low-light vision
Immune charm, disease, fear, poison, sleep; Resist 5 all	
STANDARD ACTIONS	
r Arcane Bolt (force) • At-Will	
Attack: Ranged 20/40 (one creature); +9 vs. Reflex. This attack does not provoke opportunity attacks.	
Hit: 2d6 + 5 force damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 1 within 15 (creatures in burst); +9 vs. Reflex	
Hit: 1d8 + 5 lightning damage.	
Str 19 (+6)	Dex 20 (+7) Wis 14 (+4)
Con 15 (+4)	Int 3 (-2) Cha 6 (+0)
Alignment unaligned Languages none	
Equipment none	

ENCOUNTER 14: SWARMS OF DARKNESS (ADVENTURE LEVEL 2)

3 Wraiths	Level 3 Lurker
Medium shadow humanoid	XP 150
HP 41; Bloodied 20	Initiative +9
AC 17, Fortitude 15, Reflex 16, Will 13	Perception +1
Speed 0, fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Insubstantial	
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.	
Spawn Wraith	
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's command.	
STANDARD ACTIONS	
m Shadow Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 1d8 + 6 necrotic damage, or 2d8 + 12 necrotic damage if the wraith was invisible to the target when it attacked.	
TRIGGERED ACTIONS	
Shadow Glide (teleportation) • At-Will	
Trigger: An attack that does not deal force or radiant damage hits the wraith.	
Effect (Free Action): The wraith becomes invisible until it hits or misses with an attack or until the end of the encounter. The wraith teleports up to 6 squares and cannot attack until the end of its next turn.	
Skills Stealth +10	
Str 4 (-2)	Dex 18 (+5) Wis 10 (+1)
Con 17 (+4)	Int 6 (-1) Cha 15 (+3)
Alignment chaotic evil Languages Common, Netherese	

1 Mad Wraiths	Level 3 Controller
Medium shadow humanoid	XP 150
HP 49; Bloodied 24	Initiative +6
AC 17, Fortitude 13, Reflex 16, Will 15	Perception -3
Speed 0, fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
O Mad Whispers (psychic) • Aura 1	
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 1 square.	
Insubstantial	
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.	
Spawn Wraith	
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's command.	
STANDARD ACTIONS	
m Touch of Madness (psychic) • At-Will	
Attack: Melee 1 (one creature); +6 vs. Will	
Hit: 1d8 + 6 psychic damage, and the target takes a -2 penalty to all defenses (save ends).	
M Touch of Chaos (charm, psychic) • Recharge 5-6	
Attack: Melee 1 (one creature); +6 vs. Will	
Hit: 1d8 + 6 psychic damage, and the wraith slides the target up to 2 squares. The target must then use a free action to make a basic attack against its nearest ally.	
Miss Half damage.	
Skills Stealth +11	
Str 6 (-1)	Dex 20 (+6) Wis 3 (-3)
Con 17 (+4)	Int 11 (+1) Cha 195 (+5)
Alignment chaotic evil Languages Common, Netherese	

6 Wraith Figments	Level 3 Minion Skirmisher
Medium shadow humanoid	XP 38
HP 1; a missed attack never damages a minion	Initiative +6
AC 15, Fortitude 13, Reflex 17, Will 14	Perception +1
Speed 0, fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m Shadow Caress (necrotic) • At-Will	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 5 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
Effect: The wraith figment shifts up to 6 squares.	
Skills Stealth +8	
Str 3 (-3)	Dex 17 (+4) Wis 10 (+1)
Con 13 (+2)	Int 4 (-2) Cha 15 (+3)
Alignment chaotic evil Languages Common, Netherese	

2 Vortex Wraiths		Level 3 Soldiers
Medium shadow humanoid		XP 150
HP 49; Bloodied 24		Initiative +8
AC 19, Fortitude 15, Reflex 17, Will 14		Perception +4
Speed 0, fly 6 (hover), phasing		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Vortex • Aura 2		
Any enemy that ends its turn in the aura is pulled 1 square by the wraith.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.		
Spawn Wraith		
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's command.		
STANDARD ACTIONS		
m	Spiral Strike (force) • At-Will	
Attack: Melee 1 (one creature); +6 vs. Fortitude		
Hit: 1d8 + 4 force damage, and the target is slowed until the end of the wraith's next turn.		
M	Spectral Helix (force) • Encounter	
Attack: Melee 2 (one creature); +6 vs. Reflex		
Hit: 1d10 + 4 force damage, and the target takes ongoing 10 force damage and is immobilized (save ends both).		
Miss: Half damage.		
Effect: The vortex wraith can shift 1 square to a square adjacent to the target.		
Skills Stealth +11		
Str 15 (+3)	Dex 20 (+6)	Wis 6 (-1)
Con 17 (+4)	Int 8 (+0)	Cha 17 (+4)
Alignment chaotic evil Languages Common, Netherese		

ENCOUNTER 15: SHADY HARRIERS (ADVENTURE LEVEL 2)

1 Shadowskull (S)	Level 3 Artillery
Tiny natural animate (undead)	XP 150
HP 38; Bloodied 19	Initiative +4
AC 18, Fortitude 16, Reflex 16, Will 16	Perception +6
Speed 0. Fly 8 (hover)	Darkvision
Immune disease, poison; Resist 5 necrotic	
TRAITS	
Regeneration	
The shadowskull regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the shadowskull takes radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
m Bite to the Bone • At-Will	
Attack: Reach 0 (one creature); +8 vs. AC	
Hit: 2d4 damage, and ongoing 5 damage.	
r Ghost Ray (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Will	
Hit: 1d10 + 6 necrotic damage, and the target treats the shadowskull as insubstantial until the end of its next turn	
R Grave Strands (necrotic) • Recharge 6	
Attack: Ranged 10; +7 vs. Fortitude	
Hit: 2d8 + 6 necrotic damage, and the target is restrained until the end of the shadowskull's next turn. Enemies adjacent to the target take 5 necrotic damage and are slowed until the end of the shadowskull's next turn.	
MINOR ACTIONS	
Column of Darkness • Encounter	
Effect: The shadowskull's square is filled with darkness 4 squares high until the end of its next turn.	
Skills Stealth +9	
Str 2 (-3)	Dex 16 (+4) Wis 10 (+1)
Con 14 (+3)	Int 10 (+1) Cha 18 (+5)
Alignment evil Languages Common, Netherese	

2 Shadowhunter Bats (W)	Level 3 Lurker
Medium shadow beast	XP 150
HP 38; Bloodied 19	Initiative +9
AC 18, Fortitude 16, Reflex 16, Will 16	Perception +7
Speed 2(clumsy), fly 8 (hover)	Darkvision
STANDARD ACTIONS	
m Tail Slash • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 +6 damage. In dim light or darkness the shadowhunter bat gains a +2 bonus to the attack roll and deals 4 extra damage,	
R Flyby Attack • At-Will	
Effect: The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.	
Str 13 (+2)	Dex 18 (+5) Wis 13 (+2)
Con 14 (+3)	Int 2 (-3) Cha 11 (+2)
Alignment unaligned Languages -	

1 Shadow Drakeling Swarm (D)	Level 3 Elite Soldier
Medium shadow magical beast (reptile, swarm)	XP 300
HP 70; Bloodied 35	Initiative +4
AC 18, Fortitude 16, Reflex 16, Will 16	Perception +2
Speed 2, fly 7 (hover)	Darkvision
Immune fear; Resist half damage from melee and ranged attacks;	
Vulnerable 5 damage from close and area attacks.	
Saving Throws +2; Action Points 1	
TRAITS	
O Swarm Attack • Aura 1	
The shadow drakeling swarm makes a basic attack as a free action against any enemy that starts their turn in the aura. Any square in the aura becomes dimly lit.	
STANDARD ACTIONS	
m Teeth of Shade • At-Will	
Attack: Melee 1 (one or two creatures); +8 vs. AC	
Hit: 2d6 + 2 damage, or 2d6+6 damage against a prone target.	
MINOR ACTIONS	
M Pull Out of the Light • Encounter	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: 1d6 + 4 damage and the target is knocked prone.	
Str 15 (+3)	Dex 18 (+5) Wis 12 (+2)
Con 14 (+3)	Int 2 (-3) Cha 10 (+1)
Alignment unaligned Languages -	

ENCOUNTER 16: SHADOW DRAGON (ADVENTURE LEVEL 2)

Adventure Level 16 to 20 only.

ENCOUNTER VII: REPEL BOARDERS (ADVENTURE LEVEL 2)

Raven Roost Sharpshooter (S)	Level 2 Artillery
Medium natural humanoid (human)	XP 150
HP 31; Bloodied 15	Initiative +5
AC 16, Fortitude 13, Reflex 15, Will 13	Perception +8
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d4 + 5 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +9 vs. AC	
Hit: 1d10 + 3 damage.	
MOVE ACTIONS	
Careful Aim • At-Will	
Effect: The sharpshooter chooses an enemy it can see. If it can still see that enemy at the start of its next turn, its crossbow attack power targets the enemy's Reflex, instead of AC, and deals 5 extra damage against it. These benefits last until the end of that turn.	
MINOR ACTIONS	
Archer's Decoy • Recharge when first bloodied	
Effect: The sharpshooter gains a +2 bonus to AC and Reflex until the start of its next turn.	
Skills Stealth +10	
Str 14 (+3)	Dex 19 (+5) Wis 15 (+3)
Con 13 (+2)	Int 10 (+1) Cha 10 (+1)
Alignment evil Languages Common, Netherese	
Equipment studded leather, crossbow, crossbow bolt, short sword	

Raven Roost Highwayman (H)	Level 2 Soldier
Medium natural humanoid, human	XP 150
HP 37; Bloodied 18	Initiative +6
AC 18, Fortitude 13, Reflex 16, Will 13	Perception +9
Speed 6	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 damage.	
Effect: The target is marked until the end of the highwayman's next turn.	
R Bolt to the Gut (weapon) • Encounter	
Attack: Ranged 5 (one creature); +7 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 2d4 + 4 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
Stand, You Coward • At-Will	
Trigger: An enemy within 5 squares of the highwayman and marked by it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): <i>Bolt to the gut</i> recharges, and the highwayman uses it against the triggering enemy.	
Skills Bluff +9, Intimidate +9, Stealth +10	
Str 16 (+4)	Dex 18 (+5) Wis 15 (+3)
Con 13 (+2)	Int 12 (+2) Cha 16 (+4)
Alignment evil Languages Common, Netherese	
Equipment studded leather, crossbow bolt x10, hand crossbow, rapier	

Raven Roost Outlaw Veteran (V)	Level 2 Brute
Medium natural humanoid (human)	XP 150
HP 46; Bloodied 23	Initiative +2
AC 14, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d12 + 4 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d12 + 4 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.	
M Swath of Death (weapon) • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +10, Stealth +7	
Str 19 (+5)	Dex 13 (+2) Wis 10 (+1)
Con 16 (+4)	Int 7 (-1) Cha 10 (+1)
Alignment evil Languages Common, Netherese	
Equipment studded leather, bastard sword	

ENCOUNTER 18: NETHERESE REINFORCEMENTS (ADVENTURE LEVEL 2)

Horned Kir-Lanan (H)	Level 2 Brute
Medium shadow humanoid	XP 125
HP 47; Bloodied 23	Initiative +4
AC 14, Fortitude 16, Reflex 13, Will 13	Perception +9
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 5 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.	
M Impaling Charge • At-Will	
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d8 + 5 damage, and the target is grabbed (escape DC 13) and takes ongoing 5 damage until the grab ends.	
R Enfeebling Strike (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +5 vs. Fortitude	
Hit: 1d8 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Skewering Drag • At-Will	
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other for this movement. If the kir-lanan attempts to drag a creature off the ship the creature is allowed a save to fall prone at the railing.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 11 hit points.	
Skills Stealth +11	
Str 22 (+7)	Dex 16 (+4) Wis 16 (+4)
Con 17 (+4)	Int 10 (+1) Cha 11 (+1)
Alignment evil Languages Common, Netherese	
Note: Re flavored hornstone gargoyle, changed into kir-lanan.	

99 Recruits on clumsy veserabs (R)	Level 2 Minion Soldier
Medium shadow humanoid	XP -
HP 1; a missed attack never damages a minion	Initiative +3
AC 15, Fortitude 15, Reflex 14, Will 13	Perception +7
Speed 6, fly 8	Darkvision
TRAITS	
By The Skin Of Their Teeth	
Whenever an enemy kills a recruit they gain a +2 power bonus to their next skill check to scare away the recruits.	
STANDARD ACTIONS	
m Strength in Numbers • At-Will	
Effect: The recruit does not flee, yet	
Str 16 (+4)	Dex 14 (+3) Wis 12 (+2)
Con 16 (+4)	Int 12 (+2) Cha 10 (+1)
Alignment neutral scared Languages Common, Netherese	

Kir-Lanan Shadow Hurler (S)	Level 2 Artillery
Medium shadow humanoid	XP 125
HP 33; Bloodied 16	Initiative +5
AC 16, Fortitude 12, Reflex 10, Will 10	Perception +9
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
TRAITS	
Shadow Defense	
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 4 damage.	
r Hurling Shadow (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +7 vs. Fortitude	
Hit: 1d8 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
A Bursting Shadow (necrotic) • At-Will	
Attack: Area burst 1 within 10 (creatures in the burst); +5 vs. Fortitude	
Hit: 1d6 + 4 necrotic damage, and the target is slowed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 8 hit points.	
Skills Stealth +12	
Str 22 (+7)	Dex 18 (+5) Wis 17 (+4)
Con 15 (+3)	Int 10 (+1) Cha 17 (+4)
Alignment evil Languages Common, Netherese	
Note: Re flavored gargoyle rock hurler, changed into kir-lanan.	

ENCOUNTER 20: TAKING THE FIGHT TO THE ENEMY (AL 2)

Captain XXX	Level 2 Elite Soldier (Leader)
Medium shadow humanoid (shadar-kai)	XP 250
HP 76; Bloodied 38	Initiative +4
AC 18, Fortitude 16, Reflex 15, Will 17	Perception +4
Speed 5	Low-Light vision
Saving throws +2; Action Points 1	
TRAITS	
○ Deathshadow Fervor • Aura 5	
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d10 + 4 damage.	
Effect: Captain marks the target until the end of his next turn.	
M Double Attack • At-Will	
Effect: Captain uses halberd twice.	
C Sundering Sweep (weapon) • Recharge 5-6	
Attack: Close burst 2 (enemies in the burst); +7 vs. AC	
Hit: 1d10 + 6 damage, and the target takes a -2 penalty to AC (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The captain teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Deathtrap • At-Will	
Trigger: An enemy within 2 squares of the captain that is marked by him either moves or uses an attack power that doesn't include him as a target.	
Effect (Immediate Interrupt): Captain uses <i>halberd</i> against the triggering enemy. The attack can score a critical hit on a roll of 17-20.	
Skills Diplomacy +10, Intimidate +10	
Str 16 (+4) Dex 12 (+2) Wis 17 (+4)	
Con 14 (+3) Int 15 (+3) Cha 18 (+5)	
Alignment evil Languages Common, Netherese	
Equipment chainmail, halberd	
Source: Samminel renamed to captain.	

Add the following for Brirgund:

TRAITS
○ Vicious Aura • Aura 1
An enemy that starts its turn within the aura and moves takes 2 damage.

Add the following for Sondhas:

STANDARD ACTIONS
C Come and Get It (weapon) • Recharge 5-6
Attack: Close burst 3 (enemies in the burst); +5 vs. Will
Hit: 1d6 + 4 damage, the target is pulled 2 squares adjacent to Sondhas and slowed (save ends).

Phantom Brigade Squire	Level 2 Minion Soldier
Medium shadow humanoid (human)	XP 32
HP 1; a missed attack never damages a minion.	Initiative +4
AC 18, Fortitude 16, Reflex 14, Will 13	Perception +2
Speed 6	Darkvision
TRAITS	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the squire, the squire gains a +2 bonus to attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 4 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. AC	
Hit: 4 damage.	
TRIGGERED ACTIONS	
Shielding Martyr • At-Will	
Trigger: An enemy hits an ally adjacent to the squire with a melee attack.	
Effect (Immediate Interrupt): The squire becomes the target of the attack.	
Str 19 (+5) Dex 12 (+2) Wis 12 (+2)	
Con 16 (+4) Int 14 (+3) Cha 11 (+1)	
Alignment evil Languages Common, Netherese	
Equipment short sword, crossbow, hide armor.	
Source: Phantom Brigade squire, removed the undead trait and psychic damage.	

Raven Roost Outlaw Veteran	Level 2 Brute
Medium natural humanoid (human)	XP 125
HP 46; Bloodied 23	Initiative +2
AC 14, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 5 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 5 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +10, Stealth +7	
Str 19 (+7) Dex 13 (+2) Wis 10 (+1)	
Con 16 (+4) Int 7 (-1) Cha 10 (+1)	
Alignment evil Languages Common, Netherese	
Equipment studded leather, bastard sword	

ENCOUNTER 21: BESIEGED! (ADVENTURE LEVEL 2)

1 Raven Roost Grenadier (C)	Level 2 Controller
Medium natural humanoid (human)	XP 150
HP 37; Bloodied 18	Initiative +5
AC 16, Fortitude 13, Reflex 15, Will 13	Perception +3
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
A Fire Bomb (fire) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +5 vs. Fortitude	
Hit: 1d6 + 4 fire damage, and the target falls prone.	
Miss: Half damage.	
A Smoke Bomb • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +5 vs. Fortitude	
Hit: The target is dazed and takes ongoing 5 damage (save ends both).	
Effect: Squares in the burst are lightly obscured until the end of the encounter.	
A Oil Slick • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +5 vs. Reflex	
Hit: The target falls prone.	
Effect: Each target gains vulnerable 5 fire until the end of the encounter.	
MINOR ACTIONS	
Grenadier's Rush • Encounter	
Effect: The grenadier moves up to its speed.	
Skills Athletics +8, Stealth +10	
Str 14 (+3)	Dex 18 (+5)
Con 13 (+2)	Int 12 (+2)
	Wis 15 (+3)
	Cha 10 (+1)
Alignment evil	
Languages Common, Netherese	
Equipment 8 fire bombs, flask of oil, smoke bomb, leather armor, short sword	

3 Raven Roost Highwayman (S)	Level 2 Soldier
Medium natural humanoid, human	XP 150
HP 37; Bloodied 18	Initiative +7
AC 18, Fortitude 13, Reflex 16, Will 13	Perception +8
Speed 6	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
Effect: The target is marked until the end of the soldier's next turn.	
R Bolt to the Gut (weapon) • Encounter	
Attack: Ranged 5 (one creature); +7 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 2d6 + 3 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
Stand, You Coward • At-Will	
Trigger: An enemy within 5 squares of the soldier and marked by it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Bolt to the gut recharges, and the soldier uses it against the triggering enemy.	
Skills Bluff +9, Intimidate +9, Stealth +10	
Str 16 (+4)	Dex 18 (+5)
Con 13 (+2)	Int 12 (+2)
	Wis 15 (+3)
	Cha 16 (+4)
Alignment evil	
Languages Common, Netherese	
Equipment studded leather, crossbow bolt x10, hand crossbow, rapier	

1 Dust Devil (E)	Level 2 Skirmisher
Medium elemental magical beast (air, earth)	XP 150
HP 39; Bloodied 19	Initiative +7
AC 17, Fortitude 13, Reflex 15, Will 13; -2 to all defenses while slowed or immobilized	Perception +0
Speed 8	
Immune disease, poison	
STANDARD ACTIONS	
m Grasping Winds • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 1d10 + 3 damage, and the dust devil slides the target 2 squares.	
C Stinging Sands • Encounter	
Attack: Close burst 3 (creatures in burst); +7 vs. Fortitude	
Hit: 2d6 + 4 damage, and the target is blinded until the end of the dust devil's next turn.	
MOVE ACTIONS	
M Grasping Winds • At-Will	
Effect: The dust devil shifts 5 squares and attacks each enemy adjacent to it (one attack per creature).	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: The target falls prone.	
Skills Stealth +10	
Str 8 (+0)	Dex 18 (+5)
Con 15 (+3)	Int 5 (-2)
	Wis 8 (+0)
	Cha 15 (+3)
Alignment unaligned	
Languages Primordial	