

ADCP5-2 R2

BEST DEFENSE ROUND 2: AL 8 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: REIGN OF FIRE (ADVENTURE LEVEL 8)

| 2 Netherese Snipers (S) | Level 10 Artillery |
|--|--------------------|
| Medium shadow humanoid (shadar-kai) | XP 500 |
| HP 99; Bloodied 49 | Initiative +11 |
| AC 24, Fortitude 21, Reflex 23, Will 21 | Perception +10 |
| Speed 6 | Low-light vision |
| TRAITS | |
| Soul Shot | |
| Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn. | |
| Vital Aim | |
| When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20. | |
| STANDARD ACTIONS | |
| m Short Sword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +15 vs. AC | |
| Hit: 2d6 + 9 damage, and the sniper can shift 1 square. | |
| r Longbow (weapon) • At-Will | |
| Attack: Ranged 20 (one creature); +17 vs. AC | |
| Hit: 2d10 + 9 damage. | |
| R Life Pierce (weapon) • Recharge if the power misses | |
| Attack: Ranged 20 (one creature); +17 vs. AC | |
| Hit: 2d10 + 14 damage, and the sniper gains 10 temporary hit points. | |
| MOVE ACTIONS | |
| Shadow Jaunt (teleportation) • Encounter | |
| Effect: The shadar-kai storm caller teleports 3 squares and becomes insubstantial until the start of her next turn. | |
| TRIGGERED ACTIONS | |
| R Bloodied Feast • Encounter | |
| Trigger: An enemy bloodies the sniper. | |
| Effect (Immediate Reaction): Life pierce recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce. | |
| Skills Acrobatics +18, Athletics +12, Stealth +13 | |
| Str 15 (+7) Dex 23 (+11) Wis 20 (+10) | |
| Con 18 (+9) Int 11 (+5) Cha 12 (+6) | |
| Alignment evil Languages Common, Netherese | |
| Equipment: arrow x40, chainmail, longbow, longsword | |
| Note: Re flavored deathless sniper, changed into shadar-kai. | |

| 2 Cinder-Eye Basilisks (D) | Level 10 Soldier |
|--|------------------|
| Large natural beast (fire, reptile) | XP 500 |
| HP 109; Bloodied 54 | Initiative +8 |
| AC 26, Fortitude 22, Reflex 20, Will 24 | Perception +7 |
| Speed 4 | |
| Resist 20 fire | |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| Attack: Melee 1 (one creature); +15 vs. AC | |
| Hit: 2d12 + 5 damage. | |
| C Flaming Tendrils (fire) • At-Will | |
| Attack: Close Blast 3 (creatures in blast); +13 vs. Reflex | |
| Hit: 2d8 + 7 fire damage, and the basilisk pulls the target up to 2 squares. | |
| Effect: The basilisk marks the target until the end of the basilisk's next turn. | |
| TRIGGERED ACTIONS | |
| R Mesmerizing Flames (charm) • Encounter | |
| Trigger: An enemy marked by and within 5 squares of the basilisk makes an attack that does not include it as a target. | |
| Attack (Immediate Interrupt): Close burst 5 (the triggering enemy); +13 | |

| |
|--|
| vs. Will. |
| Hit: The target takes a -2 penalty to the triggering attack roll and is dazed (save ends). |
| Str 16 (+8) Dex 13 (+6) Wis 14 (+7) |
| Con 17 (+8) Int 2 (+1) Cha 8 (+4) |
| Alignment unaligned Languages - |
| Note: Re flavored mesmeric-eye basilisk. |

| Flamethrower Trap (F) | Level 10 Blaster |
|--|------------------|
| Trap | XP 500 |
| Perception | |
| ♦ Automatic detection. The flamethrower trap looks like a large steel bellow on a turret that is part of the wall of the bunker behind it. | |
| Initiative +10 | |
| Trigger | |
| It is active at the start of the encounter, but it delays until creatures enter the platform. | |
| Attack | |
| Standard Action Close Blast 1 quadrant | |
| Target: Creatures within quadrant. | |
| Attack: +13 vs. Reflex | |
| Hit: 2d6 + 6 fire damage and ongoing 5 fire damage (save ends). | |
| Miss: Half damage. | |
| Triggered Action | |
| Free Action Close Burst 3 | |
| Trigger: The flamethrower is destroyed through another method as self-destruct. | |
| Target: Creatures within burst. | |
| Attack: +11 vs. Reflex | |
| Hit: 2d6 + 6 damage, the target is pushed 3 and takes ongoing 5 fire damage (save ends). | |
| Miss: Half damage | |
| Effect: The part of the wall that consists of the flamethrower is destroyed and the area of the burst becomes difficult terrain. | |
| Countermeasures | |
| ♦ AC 25, Reflex/Fortitude 23, Will -; hit points 100; resist all 5. If destroyed through damage it explodes. | |
| ♦ Adjacent characters on the platform can make a DC 26 Athletics or Thievery check as a <u>move action</u> to try and bend or clog the muzzle. With the first success the trap cease functioning for 1 round. With the second success the flamethrower is destroyed and explodes. A failed check results in immediate automatic hit by the flamethrower. | |
| ♦ Adjacent characters inside the bunker who make a DC 18 Athletics or Thievery check as a <u>minor action</u> can direct the flamethrower to a specific quadrant the next time it fires. The flamethrower can only be directed 1/round. | |
| ♦ Adjacent characters inside the bunker who make a DC 26 Thievery check as a <u>standard action</u> can disable the self-destruct function and shut down the flamethrower for the time being. | |

ENCOUNTER 2: SHADOW'S DEN (ADVENTURE LEVEL 8)

| 2 Horned Kir-Lanans (H) | Level 8 Brute |
|---|------------------------------------|
| Medium shadow humanoid | XP 350 |
| HP 107; Bloodied 53 | Initiative +7 |
| AC 20, Fortitude 22, Reflex 19, Will 19 | Perception +12 |
| Speed 6, fly 8 | Darkvision |
| Vulnerable 5 radiant | |
| STANDARD ACTIONS | |
| m Claw • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 2d10 + 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); +14 vs. AC | |
| Hit: 2d12 + 5 damage, and the target is grabbed (escape DC 16) and takes ongoing 5 damage until the grab ends. | |
| R Enfeebling Strike (necrotic) • At-Will | |
| Attack: Ranged 10 (one creature); +11 vs. Fortitude | |
| Hit: 2d8 + 7 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. | |
| TRIGGERED ACTIONS | |
| Necrotic Healing (healing) • Encounter | |
| Trigger: The kir-lanan takes necrotic damage. | |
| Effect (Immediate Reaction): The kir-lanan heals 26 hit points. | |
| Skills Stealth +14 | |
| Str 22 (+10) | Dex 16 (+7) |
| Con 17 (+7) | Int 10 (+4) |
| | Wis 16 (+7) |
| | Cha 11 (+4) |
| Alignment evil | Languages Common, Netherese |
| Note: Reffavored hornstone gargoyle, changed into kir-lanan. | |

| 4+ Obsidian Kir-Lanans (O) | Level 8 Minion Soldier |
|---|------------------------------------|
| Medium shadow humanoid | XP 88 |
| HP 1; a missed attack never damages a minion | Initiative +8 |
| AC 24, Fortitude 22, Reflex 20, Will 19 | Perception +7 |
| Speed 6, fly 8 | Darkvision |
| TRAITS | |
| Cruel Claw | |
| Whenever an enemy leaves a square adjacent to the kir-lanan, that enemy takes 4 damage. | |
| STANDARD ACTIONS | |
| m Claw • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 8 damage. | |
| Skills Athletics +14, Stealth +13 | |
| Str 20 (+9) | Dex 15 (+6) |
| Con 15 (+6) | Int 8 (+3) |
| | Wis 16 (+7) |
| | Cha 11 (+4) |
| Alignment evil | Languages Common, Netherese |
| Note: Reffavored obsidian gargoyle. | |

| 2 Kir-Lanan Shadow Hurlers (S) | Level 8 Artillery |
|--|------------------------------------|
| Medium shadow humanoid | XP 350 |
| HP 69; Bloodied 34 | Initiative +8 |
| AC 22, Fortitude 18, Reflex 16, Will 16 | Perception +12 |
| 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); +13 vs. AC | |
| Hit: 2d6 + 5 damage. | |
| r Hurling Shadow (necrotic) • At-Will | |
| Attack: Ranged 20 (one creature); +11 vs. Fortitude | |
| Hit: 2d8 + 7 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); +11 vs. Fortitude | |
| Hit: 2d6 + 5 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 17 hit points. | |
| Skills Stealth +15 | |
| Str 22 (+10) | Dex 18 (+8) |
| Con 15 (+6) | Int 10 (+4) |
| | Wis 17 (+7) |
| | Cha 17 (+7) |
| Alignment evil | Languages Common, Netherese |
| Note: Reffavored gargoyle rock hurler, changed into kir-lanan. | |

ENCOUNTER 3: THROUGH THE ROOF (ADVENTURE LEVEL 8)

| 1 Shadar-Kai Dreadnought (B) | Level 9 Elite Brute (Leader) |
|--|------------------------------|
| Large shadow humanoid (shadar-kai) | XP 800 |
| HP 230; Bloodied 115 | Initiative +5 |
| AC 21, Fortitude 23, Reflex 19, Will 21 | Perception +7 |
| Speed 6 | Low-light vision |
| Saving Throws +2; Action Points 1 | |
| STANDARD ACTIONS | |
| O Dreadnought's Wrath • Aura 2 | |
| While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls. | |
| Staggering Critical | |
| Whenever the dreadnought scores a critical hit, the target is stunned until the end of the target's next turn. | |
| STANDARD ACTIONS | |
| m Greatclub (weapon) • At-Will | |
| Attack: Melee 2 (one creature); +14 vs. AC | |
| Hit: 2d10 + 10 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares adjacent to the target. | |
| MOVE ACTIONS | |
| Shadow Jaunt (teleportation) • Encounter | |
| Effect: The shadar-kai dreadnought teleports 3 squares and becomes insubstantial until the start of her next turn. | |
| MINOR ACTIONS | |
| M Low Blow • At-Will 1/round | |
| Attack: Melee 2 (one creature); +12 vs. Fortitude | |
| Hit: 3d6 + 10 damage, and the target falls prone. | |
| R You Fight Now! • Recharge when first bloodied | |
| Effect: Range 5 (one ally); The target can charge as a free action. | |
| Skills Acrobatics +7, Athletics +15, Intimidate +9, Stealth +7 | |
| Str 23 (+10) | Dex 13 (+5) Wis 16 (+7) |
| Con 15 (+6) | Int 10 (+4) Cha 10 (+4) |
| Alignment evil Languages Common, Netherese | |
| Equipment studded leather, greatclub | |
| Note: Re flavored lizardfolk dreadnought, changed into shadar-kai. | |

| 2 Netherese Snipers (A) | Level 9 Artillery |
|--|-------------------|
| Medium shadow humanoid (shadar-kai) | XP 400 |
| HP 78; Bloodied 39 | Initiative +10 |
| AC 23, Fortitude 20, Reflex 22, Will 21 | Perception +9 |
| Speed 6 | Low-light vision |
| TRAITS | |
| Soul Shot | |
| Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn. | |
| Vital Aim | |
| When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20. | |
| STANDARD ACTIONS | |
| m Short Sword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +14 vs. AC | |
| Hit: 2d6 + 8 damage, and the sniper can shift one square. | |
| r Longbow (weapon) • At-Will | |
| Attack: Ranged 20 (one creature); +16 vs. AC | |
| Hit: 2d8 + 11 damage. | |
| R Life Pierce (weapon) • Recharge if the power misses | |
| Attack: Ranged 20 (one creature); +16 vs. AC | |
| Hit: 3d8 + 11 damage, and the sniper gains 10 temporary hit points. | |
| MOVE ACTIONS | |
| Shadow Jaunt (teleportation) • Encounter | |
| Effect: The sniper teleports 3 squares and becomes insubstantial until | |

| the start of her next turn. | | |
|--|--------------|-------------|
| TRIGGERED ACTIONS | | |
| R Bloodied Feast • Encounter | | |
| Trigger: An enemy bloodies the sniper. | | |
| Effect (Immediate Reaction): Life pierce recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce. | | |
| Skills Acrobatics +17, Athletics +11, Stealth +12 | | |
| Str 15 (+6) | Dex 23 (+10) | Wis 20 (+9) |
| Con 18 (+8) | Int 11 (+4) | Cha 12 (+5) |
| Alignment evil Languages Common, Netherese | | |
| Equipment: arrow x40, chainmail, longbow, longsword | | |

| 2 Netherese Blademasters (S) | Level 9 Soldier |
|--|-------------------------|
| Medium shadow humanoid (shadar-kai) | XP 400 |
| HP 97; Bloodied 48 | Initiative +9 |
| AC 25, Fortitude 23, Reflex 20, Will 21 | Perception +8 |
| Speed 5 | Low-light vision |
| STANDARD ACTIONS | |
| m Bastard Sword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +14 vs. AC | |
| Hit: 2d8 + 8 damage. | |
| Effect: The target is marked until the end of the blademaster's next turn. | |
| C Shadow Spiral • Recharge 5-6 | |
| Attack: Close burst 2 (enemies in the burst); +12 vs. Fortitude | |
| Hit: 2d8 + 8 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends). | |
| Effect: The blademaster can slide each target 1 square. | |
| MOVE ACTIONS | |
| Shadow Jaunt (teleportation) • Encounter | |
| Effect: The blademaster teleports 3 squares and becomes insubstantial until the start of her next turn. | |
| TRIGGERED ACTIONS | |
| C Life Mark (necrotic) • At-Will | |
| Trigger: An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target. | |
| Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 5 necrotic damage and the blademaster gains 10 temporary hit points. | |
| Life Transfer • At-Will | |
| Trigger: The blademaster gains temporary hit points. | |
| Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 of the triggering hit points to the target. | |
| Skills Athletics +15, Intimidate +9 | |
| Str 22 (+10) | Dex 16 (+7) Wis 19 (+8) |
| Con 17 (+7) | Int 11 (+4) Cha 11 (+4) |
| Alignment evil Languages Common, Netherese | |
| Equipment: scale armor, broadsword | |

| | | |
|---|--------------------|------------------------------------|
| 4+ Human Thugs | | Level 9 Skirmisher |
| Medium natural humanoid (human) | | XP 100 |
| HP 1; a missed attack never damages a minion | | Initiative +6 |
| AC 23, Fortitude 22, Reflex 19, Will 20 | | Perception +5 |
| Speed 6 | | |
| TRAITS | | |
| Rush into Battle | | |
| Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn. | | |
| STANDARD ACTIONS | | |
| m Club (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +14 vs. AC | | |
| Hit: 9 damage. | | |
| Str 14 (+6) | Dex 11 (+4) | Wis 12 (+5) |
| Con 13 (+5) | Int 10 (+4) | Cha 13 (+5) |
| Alignment unaligned | | Languages Common, Netherese |
| Equipment club | | |

ENCOUNTER 5: TAKING COMMAND (ADVENTURE LEVEL 8)

| 1 Netherese Mage Captain (M) | Level 8 Elite Controller |
|--|-----------------------------|
| Medium natural humanoid (human) | XP 700 |
| HP 178; Bloodied 89 | Initiative +6 |
| AC 22, Fortitude 18, Reflex 21, Will 20 | Perception +7 |
| Speed 6 | Low-light vision |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Displacement | |
| The mage's image flickers, making his location hard to pinpoint. This effects lasts until the mage hits a target with an attack. While under this effect, when an attack against the mage hits, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal. | |
| STANDARD ACTIONS | |
| m Short Sword (weapon, teleportation) • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 2d6+5 damage, and the mage teleports the target 3 squares. | |
| Miss: The mage can teleport the target 1 square. | |
| r Misleading Visions (illusion) • At-Will | |
| Attack: Ranged 10 (one creature); +11 vs. Will | |
| Hit: 1d10 + 8 damage, and the mage slides the target 4 squares. | |
| Miss: The mage can slide the target 1 square. | |
| MR Double Attack • At-Will | |
| Effect: The mage makes two basic attacks. | |
| A Visions of Terror (fear, illusion, psychic) • Recharge 5-6 | |
| Attack: Area burst 2 within 10 (enemies in the burst); +11 vs. Will | |
| Hit: 2d10 + 10 psychic damage, and the target is immobilized (save ends). | |
| Miss: Half damage, and the target is slowed until the end of the mage's next turn. | |
| Str 12 (+5) | Dex 14 (+6) Wis 16 (+7) |
| Con 17 (+7) | Int 24 (+11) Cha 21 (+9) |
| Alignment evil | Languages Common, Netherese |
| Note: Modified rakshasa mage. | |

| 2 Netherese Captain's Guard (G) | Level 8 Soldier |
|---|-----------------------------|
| Medium natural humanoid (human) | XP 350 |
| HP 90; Bloodied 45 | Initiative +11 |
| AC 24, Fortitude 22, Reflex 20, Will 19 | Perception +13 |
| Speed 6 | Low-light vision |
| TRAITS | |
| Threatening Reach | |
| The guard can make opportunity attacks against enemies within 2 squares of it. | |
| STANDARD ACTIONS | |
| m Halberd (weapon) • At-Will | |
| Attack: Melee 2 (one creature); +13 vs. AC | |
| Hit: 2d10 + 5 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn. | |
| M Mighty Clout (weapon) • Recharge 5-6 | |
| Attack: Melee 2 (one creature); +11 vs. Fortitude | |
| Hit: 2d10 + 17 damage, and the guard slides the target 1 square and knocks it prone. | |
| TRIGGERED ACTIONS | |
| Heroic Effort • Encounter | |
| Trigger: The guard misses with an attack or fails a saving throw. | |
| Effect (No Action): The guard gains a +4 bonus to the triggering roll. | |
| Str 25 (+11) | Dex 21 (+9) Wis 19 (+8) |
| Con 18 (+8) | Int 13 (+5) Cha 15 (+6) |
| Alignment unaligned | Languages Common, Netherese |
| Note: Re-flavored goliath king's guard. | |

| 2 Netherese Deathless Sniper (S) | Level 8 Artillery |
|---|-----------------------------|
| Medium shadow humanoid | XP 350 |
| HP 87; Bloodied 43 | Initiative +10 |
| AC 22, Fortitude 19, Reflex 21, Will 20 | Perception +9 |
| Speed 6 | Low-light vision |
| TRAITS | |
| Vital Aim | |
| While the sniper has temporary hit points, it can score a critical hit on a roll of 19-20. | |
| STANDARD ACTIONS | |
| m Short Sword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 2d6 + 7 damage, and the sniper can shift 1 square. | |
| r Longbow (weapon) • At-Will | |
| Attack: Ranged 20 (one creature); +15 vs. AC | |
| Hit: 2d10 + 7 damage. | |
| R Life Pierce (weapon) • Recharge if the power misses | |
| Attack: Ranged 20 (one creature); +15 vs. Reflex | |
| Hit: 2d10 + 12 damage, and the sniper gains 10 temporary hit points. | |
| TRIGGERED ACTIONS | |
| R Bloodied Feast • Encounter | |
| Trigger: An enemy bloodies the sniper. | |
| Effect (Immediate Reaction): Life pierce recharges and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce. | |
| Skills Acrobatics +15, Athletics +11 | |
| Str 15 (+6) | Dex 23 (+10) Wis 20 (+9) |
| Con 18 (+8) | Int 11 (+4) Cha 12 (+5) |
| Alignment evil | Languages Common, Netherese |
| Note: Modified deathless sniper. | |

ENCOUNTER 6: COUNTER ATTACK (ADVENTURE LEVEL 8)

| 2 Bulettes (M) | Level 8 Elite Skirmisher |
|---|----------------------------|
| Large natural beast | XP 700 |
| HP 184; Bloodied 92 | Initiative +10 |
| AC 23, Fortitude 21, Reflex 19, Will 18 | Perception +7 |
| Speed 6, burrow 6 | Darkvision, Tremorsense 20 |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Ground Eruption | |
| The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter. | |
| STANDARD ACTIONS | |
| m Bite (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 3d6 + 6 damage, or 5d6 + 6 against a prone target. | |
| M Leaping Bite • At-Will | |
| Effect: The bulette jumps up to 5 squares and then uses <i>bite</i> . This movement does not provoke opportunity attack. | |
| C Rising Burst • At-Will | |
| Requirement: The bulette must be underground. | |
| Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack. | |
| Attack: Close burst 2 (creatures in the burst); +13 vs. AC | |
| Hit: 2d8 + 5 damage. | |
| Miss: Half damage. | |
| MOVE ACTIONS | |
| M Earth Furrow • At-Will | |
| Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy. | |
| Attack: Melee 1 (creature in space); +11 vs. Fortitude | |
| Hit: The target falls prone. | |
| Skills Athletics +15, Endurance +14 | |
| Str 22 (+10) | Dex 18 (+8) |
| Con 20 (+9) | Int 2 (+0) |
| | Cha 8 (+3) |
| Alignment unaligned | Languages - |

| 4+ Netherese Soldiers | Level 9 Skirmisher |
|---|-----------------------------|
| Medium natural humanoid (human) | XP 100 |
| HP 1; a missed attack never damages a minion | Initiative +6 |
| AC 23, Fortitude 22, Reflex 19, Will 20 | Perception +5 |
| Speed 6 | |
| TRAITS | |
| Rush into Battle | |
| Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn. | |
| STANDARD ACTIONS | |
| m Club (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +14 vs. AC | |
| Hit: 9 damage. | |
| Str 14 (+6) | Dex 11 (+4) |
| Con 13 (+5) | Int 10 (+4) |
| | Cha 13 (+5) |
| Alignment unaligned | Languages Common, Netherese |
| Equipment club | |

| 1 Netherese Vizier | Level 8 Controller (Leader) |
|--|-----------------------------|
| Medium shadow humanoid (shadar-kai) | XP 350 |
| HP 88; Bloodied 44 | Initiative +5 |
| AC 22, Fortitude 20, Reflex 20, Will 22 | Perception +7 |
| Speed 6, teleport 4 | Low-light vision |
| Resist 10 necrotic | |
| STANDARD ACTIONS | |
| m Scepter (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 2d8 + 5 damage, and the vizier slides the target 1 square. | |
| R Shadow Bolt (necrotic) • At-Will | |
| Attack: Ranged 5 (one creature); +11 vs. Reflex | |
| Hit: 2d10 + 3 necrotic damage, and the target grants combat advantage until the end of the vizier's next turn. | |
| Word of Command • At-Will | |
| Effect: Choose one ally within 5 squares of the vizier. The vizier slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the vizier's choice. | |
| MOVE ACTIONS | |
| Shadow Jaunt (teleportation) • Encounter | |
| Effect: The vizier teleports 3 squares and becomes insubstantial until the start of her next turn. | |
| MINOR ACTIONS | |
| Shadowtaint Enchantment • At-Will | |
| Effect: One ally within 5 squares of the vizier deals 5 extra necrotic damage with melee attacks until the end of the ally's next turn. | |
| MOVE ACTIONS | |
| Tainted Advice • Recharge 6 | |
| Trigger: An ally within 10 squares of the vizier misses with an attack roll or fails a skill check. | |
| Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or the skill check, gaining a +2 bonus to the reroll. | |
| Skills Bluff +13, Diplomacy +13, Insight +12 | |
| Str 13 (+5) | Dex 12 (+5) |
| Con 16 (+7) | Int 22 (+10) |
| | Cha 18 (+8) |
| Alignment evil | Languages Common, Netherese |
| Note: Re flavored vizier devil. | |

ENCOUNTER 7B: SAKKORS (ADVENTURE LEVEL 8)

| 2 Netherese Serpent Guardian | Level 8 Skirmisher |
|---|--------------------|
| Medium natural animate (construct, homunculus) | XP 350 |
| HP 93; Bloodied 46 | Initiative +10 |
| AC 22, Fortitude 21, Reflex 20, Will 18 | Perception +11 |
| Speed 7 | |
| Immune disease, poison | |
| TRAITS | |
| Combat Advantage | |
| The serpent deals 2d6 additional damage on attacks against any target it has combat advantage against. | |
| STANDARD ACTIONS | |
| m Bite (poison) • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 3d6 + 5 damage, and ongoing 5 poison damage (save ends). | |
| R Poison the Mind (psychic) • At-Will | |
| Attack: Ranged 10 (one creature); +11 vs. Will | |
| Hit: 3d6 + 5 psychic damage and target is blinded and slowed (save ends both). | |
| MOVE ACTIONS | |
| Elusive Shift • At-Will | |
| Effect: The serpent shifts 2 squares. Enemies lose combat advantage against the serpent and cannot regain combat advantage against it until the start of its next turn. | |
| Skills Stealth +13 | |
| Str 17 (+7) | Dex 18 (+8) |
| Con 21 (+9) | Int 5 (+1) |
| | Wis 15 (+6) |
| | Cha 12 (+5) |
| Alignment unaligned | Languages - |
| Note: Modified cobalt serpent. | |

| 3 Netherese Runic Statue | Level 8 Brute |
|---|--------------------|
| Medium natural animate (construct) | XP 350 |
| HP 108; Bloodied 54 | Initiative +6 |
| AC 20, Fortitude 22, Reflex 18, Will 20 | Perception +8 |
| Speed 5 | |
| Immune disease, petrification; Resist 5 poison | |
| TRAITS | |
| Runes of Strength | |
| At the start of the encounter, the statue has one rune of strength. It deals 1d12 extra damage per rune of strength it has. | |
| STANDARD ACTIONS | |
| m Stone Fist • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 1d12 + 7 damage, and if the target is adjacent to one of the statue's allies, it is also knocked prone. | |
| TRIGGERED ACTIONS | |
| Runic Gift • Encounter | |
| Trigger: The statue drops to 0 hit points. | |
| Effect (No Action): The statue is destroyed, and each other runic statue gains an additional rune of strength until the end of the encounter. | |
| Str 22 (+10) | Dex 14 (+6) |
| Con 18 (+8) | Int 3 (-1) |
| | Wis 18 (+8) |
| | Cha 6 (+2) |
| Alignment unaligned | Languages - |

| 4 Netherese Dawnkiller | Level 8 Lurker |
|--|------------------------------------|
| Medium shadow humanoid | XP 350 |
| HP 70; Bloodied 35 | Initiative +15 |
| AC 22, Fortitude 20, Reflex 22, Will 19 | Perception +13 |
| Speed 7 | Low-light vision |
| TRAITS | |
| Shadows of Shar (necrotic) | |
| The dawnkiller deals 3d6 extra necrotic damage on melee attacks against any creature that cannot see it. | |
| STANDARD ACTIONS | |
| m Kukri (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 3d6 + 6 damage, and the target is shrouded in gloom (save ends). | |
| While shrouded in gloom, the target takes a -2 penalty to attack rolls and regains only half the normal hit points from healing effects. | |
| M Shade Strike (necrotic) • At-Will | |
| Attack: Melee 1 (one enemy shrouded in gloom); +13 vs. AC | |
| Hit: 3d6 + 4 necrotic damage, and the target is blinded (save ends). | |
| MOVE ACTIONS | |
| Shadow Jaunt (teleportation) • Encounter | |
| Effect: The dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn. | |
| Skills Acrobatics +16, Stealth +16 | |
| Str 20 (+9) | Dex 24 (+11) |
| Con 16 (+7) | Int 14 (+6) |
| | Wis 18 (+8) |
| | Cha 11 (+4) |
| Alignment unaligned | Languages Common, Netherese |
| Equipment kukri x2, leather armor | |
| Note: Based on Shadar-Kai Dawnkiller | |

EVENT 1, 2 AND 3 (ADVENTURE LEVEL 8)

EVENT 1: BLOWN AWAY

| 4 Turrets | Level 8 Minion Blaster |
|--|------------------------|
| Trap | XP 88 |
| Perception | |
| ♦ Automatic detection | |
| Initiative automatically first of the round. | |
| Trigger | |
| The start of the encounter as long as the Offense Trait has not dropped to 0. | |
| Attack | |
| Standard Action | Ranged |
| Target: One enemy within range. | |
| Attack: Range 20; +13 vs. AC | |
| Hit: 8 force damage. | |
| Countermeasures | |
| ♦ An adjacent character can destroy one turret with a DC 16 Arcana, Athletics, Nature, Religion or Thievery check as a standard action. | |
| ♦ An adjacent character can destroy one turret with a DC 24 Arcana, Athletics, Nature, Religion or Thievery check as a minor action. | |
| ♦ If the check is passed by 5 or more, the character can also damage one of the character's enemies within range as if hit by the turret before it is destroyed. | |
| ♦ If the check fails, the character takes damage as if hit by the turret. | |
| ♦ AC/Reflex 23; Fortitude 21; Hit Points 1; a missed attack never damages a minion. | |

EVENT 2: OUT OF HIDING

| Shadar-Kai Storm Caller | Level 8 Artillery |
|---|----------------------|
| Medium shadow humanoid | XP 350 |
| HP 66; Bloodied 33 | Initiative +8 |
| AC 22, Fortitude 18, Reflex 21, Will 20 | Perception +7 |
| Speed 6 | Low-light vision |
| STANDARD ACTIONS | |
| m Staff (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 2d8 + 5 damage. | |
| r Lightning Strike (implement, lightning) • At-Will | |
| Special: This attack does not trigger an attack of opportunity. | |
| Attack: Ranged 30 (one creature); +13 vs. Reflex | |
| Hit: 1d10 + 10 lightning damage, and one enemy within 5 squares of the target takes 5 lightning damage. | |
| A Vengeful Whirlwind (implement, lightning, thunder, zone) • Recharge when first bloodied | |
| Attack: Area burst 1 within 10 (enemies in the burst); +13 vs. Fortitude | |
| Hit: 2d10 + 5 lightning and thunder damage, and the target falls prone. Then the storm caller slides the target up to 2 squares. | |
| Miss: Half damage, and the storm caller can slide the target 1 square. | |
| Effect: The burst creates a zone that lasts until the end of the shadar-kai's next turn. Any enemy that ends its turn in the zone takes 10 thunder and lightning damage. | |
| MOVE ACTIONS | |
| Shadow Jaunt (teleportation) • Encounter | |
| Effect: The shadar-kai storm caller teleports 3 squares and becomes insubstantial until the start of her next turn. | |
| TRIGGERED ACTIONS | |
| Wind • Encounter | |
| Trigger: The storm caller is first bloodied. | |

| | | |
|---|--------------------|------------------------------------|
| Effect (Free Action): Until the end of the encounter, the storm caller gains a fly speed of 8 but must land or fall at the end of each move. | | |
| Skills Acrobatics +10, Arcana +12, Stealth +10 | | |
| Str 8 (+3) | Dex 19 (+8) | Wis 16 (+7) |
| Con 12 (+5) | Int 16 (+7) | Cha 9 (+3) |
| Alignment evil | | Languages Common, Netherese |
| Equipment robes, staff | | |
| Note: Reffavored orc storm shaman, changed into a shadar-kai. | | |

EVENT 3: ASSASSINS

| Shadar-Kai Executioner | Level 8 Lurker |
|---|-----------------------------|
| Medium shadow humanoid | XP 350 |
| HP 69; Bloodied 34 | Initiative +10 |
| AC 20, Fortitude 16, Reflex 18, Will 19 | Perception +13 |
| Speed 6 | Low-light vision |
| Resist 5 psychic | |
| STANDARD ACTIONS | |
| m Hidden Blade (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +13 vs. AC | |
| Hit: 2d10 + 5 damage. | |
| r Mind Shadows (psychic) • At-Will | |
| Attack: Ranged 10 (one creature); +11 vs. Will | |
| Hit: 1d6 + 3 psychic damage, and the target is blinded until the end of the executioner's next turn. | |
| M Psychic Infiltration (psychic, weapon) • At-Will | |
| Attack: Melee 1 (one creature that cannot see the executioner); +11 vs. Will | |
| Hit: The target takes ongoing 20 psychic damage and is dazed (save ends both). Until the target saves against this effect or drops to 0 hit points or fewer, the executioner is removed from play. When this effect ends, the executioner appears in an unoccupied square of its choice adjacent to the target. | |
| MOVE ACTIONS | |
| Shadow Jaunt (teleportation) • Encounter | |
| Effect: The shadar-kai executioner teleports 3 squares and becomes insubstantial until the start of her next turn. | |
| MINOR ACTIONS | |
| Psionic Boost (psychic) • Recharge 5-6 | |
| Trigger: The executioner hits with hidden blade or mind shadows. | |
| Effect (Free Action): The attack deals 2d6 extra psychic damage. | |
| Skills Athletics +10, Bluff +10, Stealth +11 | |
| Str 12 (+5) | Dex 15 (+6) Wis 19 (+8) |
| Con 15 (+6) | Int 20 (+9) Cha 12 (+5) |
| Alignment evil | Languages Common, Netherese |
| Equipment leather armor, dagger | |
| Note: Reflavored shardmind executioner, changed into a shadar-kai. | |