

ADCP5-2 R1

# BEST DEFENSE

## ROUND 1: AL 10

### 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 10)

3 Midnight Arrows	Level 10 Artillery
Medium shadow humanoid (human)	XP 500
HP 82; Bloodied 41	Initiative +10
AC 24, Fortitude 21, Reflex 23, Will 22	Perception +9
Speed 6. climb 3	
TRAITS	
<b>Street Agility</b>	
The arrow ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.	
STANDARD ACTIONS	
m <b>Club</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
r <b>Glancing Shot</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 15 (one creature); +17 vs. AC	
Hit: 2d6 + 6 damage, and another creature within 3 squares of the target takes 5 damage.	
R <b>Double Shot</b> • <b>Recharge</b> 5-6	
Effect: The arrow uses <i>glancing shot</i> twice.	
TRIGGERED ACTIONS	
R <b>Vengeful Arrow</b> • <b>At-Will</b>	
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 +15, Athletics +11, Stealth +15	
Str 12 (+6)	Dex 21 (+10) Wis 18 (+9)
Con 16 (+8)	Int 10 (+5) Cha 10 (+5)
Alignment evil Languages Common, Netherese	
Equipment arrow x20, club, leather armor, longbow	

6 Ghost Talon Thugs	Level 10 Minion Brute
Medium shadow humanoid (shadar-kai)	XP 125
HP 1; a missed attack never damages a minion.	Initiative +9
AC 22, Fortitude 23, Reflex 22, Will 21	Perception +6
Speed 6	Low-light vision
STANDARD ACTIONS	
m <b>Heavy Flail</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 8 damage, or 13 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: The thug teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
<b>Blood Phase</b> • <b>Encounter</b>	
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 (+10)	Dex 18 (+9) Wis 12 (+6)
Con 15 (+7)	Int 11 (+5) Cha 16 (+8)
Alignment evil Languages Common, Netherese	
Equipment heavy flail, hide armor.	

3 Shadar-Kai Blacksouls	Level 10 Controller
Medium shadow humanoid (shadar-kai)	XP 500
HP 106; Bloodied 53	Initiative +8
AC 22, Fortitude 21, Reflex 24, Will 24	Perception +6
Speed 7	Low-light vision
TRAITS	
<b>Shrouded in Gloom</b>	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
STANDARD ACTIONS	
m <b>Corrupting Blackfire</b> (fire, necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r <b>Shadowbolt</b> (necrotic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +13 vs. Reflex	
Hit: 2d8 + 9 necrotic damage, and the target is shrouded in gloom (save ends).	
R <b>Corrupt Soul</b> (charm) • <b>At-Will</b>	
Attack: Ranged 10 (one creature shrouded in gloom); +13 vs. Will	
Hit: The target makes a melee basic attack against an adjacent ally of the target of the black soul's choice. If there is no suitable target adjacent the target suffers 15 psychic damage.	
A <b>Shadowburst</b> (necrotic) • <b>Recharge</b> 6	
Attack: Area burst 3 within 10 (enemies in the burst); +13 vs. Reflex	
Hit: 2d6 + 6 necrotic damage, and the target is shrouded in gloom (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: The shadar-kai black soul teleports 3 squares and becomes insubstantial until the start of its next turn.	
Skills Arcana +17, Stealth +13	
Str 12 (+6)	Dex 16 (+8) Wis 12 (+6)
Con 18 (+9)	Int 24 (+12) Cha 20 (+10)
Alignment evil Languages Common, Netherese	
Equipment leather armor	

12 Vesperabs	Level 9 Lurker
Large shadow beast	XP 400
HP 77; Bloodied 38	Initiative +10
AC 23, Fortitude 23, Reflex 20, Will 20	Perception +12
Speed 4, fly 8	Blindsight 20
TRAITS	
<b>Dark Wings</b>	
When mounted by a friendly rider of 10 <sup>th</sup> 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 +13	
Str 20 (+9)	Dex 18 (+8) Wis 17 (+7)
Con 17 (+7)	Int 2 (0) Cha 4 (+1)
Alignment unaligned Languages -	
Note: Simplified veserab (it is not going to attack).	

## ENCOUNTER 4: ATTACKING THE MAIN (ADVENTURE LEVEL 10)

Sergeant at Arms (T)	Level 11 Controller
Medium shadow humanoid	XP 600
HP 111; Bloodied 55	Initiative +8
AC 25, Fortitude 23, Reflex 23, Will 23	Perception +10
Speed 6; phasing	Darkvision
TRAITS	
O <b>Intimidating Aura</b> (psychic) • <b>Aura 10</b>	
Enemies in the aura take a -2 penalty to all defenses.	
<b>Insubstantial</b>	
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.	
<b>Unrelenting</b>	
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 <b>Mind-Wracking Touch</b> (necrotic, psychic) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 3d6 + 9 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 <b>Stare Down</b> (psychic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: 3d6 + 9 psychic damage, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
C <b>Fit of Rage</b> (psychic) • <b>Encounter</b>	
Trigger: The sergeant at arms is bloodied.	
Attack (free action): Close burst 5 (enemies in the burst); +14 vs. Will	
Hit: 3d6 + 11 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 5 and is dazed.	
<b>Skills</b> Insight +14, Stealth +13	
<b>Str</b> 17 (+8)	<b>Dex</b> 17 (+8) <b>Wis</b> 18 (+9)
<b>Con</b> 15 (+9)	<b>Int</b> 12 (+6) <b>Cha</b> 18 (+9)
<b>Alignment</b> unaligned <b>Languages</b> Common	

Based on Hiro Yun from *Dungeon Magazine* 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 11 Soldier
Medium shadow beast	XP 600
HP 111; Bloodied 55	Initiative +6
AC 27, Fortitude 22, Reflex 25, Will 23	Perception +8
Speed 7	Darkvision
<b>Resist</b> 10 radiant	
STANDARD ACTIONS	
m <b>Bite</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
M <b>Dark Fangs</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 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	
<b>Dark Harrier</b> (teleportation) • <b>At-Will</b>	
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 <b>Light Burst</b> (radiant) • <b>Encounter</b>	
Trigger: The lightdrinker drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in burst); +14 vs. Reflex	
Hit: 3d6 + 11 radiant damage, and the target is blinded until the end of its next turn.	
<b>Skills</b> Athletics +13, Stealth +15	
<b>Str</b> 15 (+7)	<b>Dex</b> 20 (+10) <b>Wis</b> 17 (+8)
<b>Con</b> 15 (+7)	<b>Int</b> 2 (+1) <b>Cha</b> 6 (+3)
<b>Alignment</b> unaligned <b>Languages</b> -	

From *Dungeon Magazine* 190. Updated to MM3 damage values.

Netherese Striker (K)			Level 11 Brute
Medium shadow humanoid			XP 600
HP 142; Bloodied 71			Initiative +6
AC 23, Fortitude 25, Reflex 20, Will 22			Perception +7
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 <b>Soulbound Spiked Chain</b> (psychic, weapon) • <b>At-Will</b>			
Attack: Melee 2 (one creature); +16 vs. AC			
Hit: 3d8 + 11 psychic damage.			
M <b>Charging Rebuke</b> (psychic, weapon) • <b>At-Will</b>			
Effect: The striker charges and makes the following in place of a melee basic attack.			
Attack: Melee 2 (one creature); +16 vs. AC			
Hit: 3d8 + 11 psychic damage, and the striker can push the target 1 square and knock it prone.			
C <b>Furious Sweep</b> (psychic, weapon) • <b>At-Will</b>			
Attack: Close blast 2 (creatures in blast); +14 vs. Reflex			
Hit: 2d8 + 9 psychic damage.			
<b>Str</b> 16 (+8)		<b>Dex</b> 12 (+6)	<b>Wis</b> 16 (+8)
<b>Con</b> 22 (+11)		<b>Int</b> 13 (+6)	<b>Cha</b> 13 (+6)
<b>Alignment</b> unaligned		<b>Languages</b> Common	
Based on phantom brigade armiger from the Monster Vault: Threats to the Nentir Vale. Removed undead subtype and immunities. Updated hit points to brute appropriate. Changed insubstantial trait to be consistent.			

Netherese Sailor (R)		Level 11 Minion Soldier
Medium shadow humanoid		XP 150
HP 1; a missed attack never damages a minion.		Initiative +8
AC 27, Fortitude 25, Reflex 23, Will 22		Perception +6
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 <b>Soulbound Short Sword</b> (psychic, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 9 psychic damage.		
r <b>Spectral Crossbow</b> (psychic, weapon) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +16 vs. AC		
Hit: 9 psychic damage.		
TRIGGERED ACTIONS		
Shielding Martyr • <b>At-Will</b>		
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 • <b>At-Will</b>		
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 (+9)	Dex 12 (+6)	Wis 12 (+6)
Con 16 (+8)	Int 14 (+7)	Cha 11 (+5)
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 4C: GREEN GLOBES (ADVENTURE LEVEL 10)

Shield Room Supervisor (S)	Level 10 Elite Skirmisher
Medium shadow humanoid	XP 1,000
HP 210; Bloodied 105	Initiative +13
AC 24, Fortitude 22, Reflex 23, Will 19	Perception +12
Speed 6; phasing	Darkvision
TRAITS	
<b>O Slow Healing • Aura 2</b> Any enemy that spend a healing surge while in the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
<b>m Sucker Punch • At-Will</b> Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 9 damage.	
<b>M Grab and Move • At-Will</b> Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 9 damage, and the supervisor can shift half his speed, pulling the target with him. The target remains adjacent to the supervisor during the movement.	
<b>M Punch and Grab • At-Will</b> Effect: The supervisor uses <i>sucker punch</i> then <i>grab and move</i> against the same target,	
<b>C Command of Doom (psychic, thunder) • Encounter</b> Attack: Close blast 5 (creatures in blast); +13 vs. Will Hit: 2d6 + 6 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	
<b>Ghostly Travel (illusion) • Recharge</b> 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 +16, Perception +12 <b>Str</b> 20 (+10) <b>Dex</b> 22 (+11) <b>Wis</b> 14 (+7) <b>Con</b> 17 (+8) <b>Int</b> 4 (+2) <b>Cha</b> 15 (+7)	
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
Note: Based on bregga, hound of ill omen. Removed undead subtype, insubstantial and immunities. Changed insubstantial trait to be consistent.	

Shield Operator (O)	Level 10 Minion Brute
Medium humanoid	XP 250
HP 1; a missed attack never damages a minion.	Initiative +9
AC 22, Fortitude 23, Reflex 20, Will 22	Perception +6
Speed 6	Low-light vision
TRAITS	
<b>Operating Together</b> 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	
<b>m Pipe (weapon) • At-Will</b> Attack: Melee 1 (one creature); +15 vs. AC Hit: 11 damage, or 16 on a critical hit..	
TRIGGERED ACTIONS	
<b>Don't Touch That • At-Will</b> <i>Trigger:</i> An enemy pulls a lever the shield operator is adjacent too. <i>Effect (Immediate Interrupt):</i> The enemy must make a save. If the save is failed, the action is spent and the lever is not pulled.	
<b>Str</b> 22 (+11)	<b>Dex</b> 18 (+9)
<b>Con</b> 15 (+7)	<b>Int</b> 10 (+5)
<b>Wis</b> 12 (+6)	<b>Cha</b> 20 (+10)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment</b> pipe	
Note: Based on ebony initiate. Added don't touch that power.	

## ENCOUNTER 5: DEFENDING THE MAIN (ADVENTURE LEVEL 10)

Netherese Raid Leader (L) Level 11 Elite Controller	
Medium shadow humanoid (shadar-kai)	XP 1200
HP 242; Bloodied 121	Initiative +6
AC 27, Fortitude 28, Reflex 22, Will 24	Perception +14
Saving Throws +2	Low-light vision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Shar's Boon</b> • Aura 10	
Allies who start their turns in the aura gain a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m <b>Bone-Slicing Spiked Chain</b> (fear, weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage, and the target is weakened until the end of the raid leader's next turn.	
M <b>Wrap Around Attack</b> (weapon) • At-Will	
Effect: The raid leader makes two <i>bone-slicing spiked chain</i> attacks and can shift before or after both attacks. If both attacks hit the same target, the target is slowed (save ends).	
R <b>Savage Shadows</b> (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: 3d6 + 9 psychic damage, the target takes ongoing 5 psychic damage and at the start of the target's turn it makes a melee basic attack against one random adjacent creature (save ends both). If this attack hits, it deals normal damage and the target of the basic attack gains the same condition (save ends).	
C <b>Unholy Shadows</b> (necrotic) • Recharge when bloodied	
Attack: Close blast 5 (each creature in the blast); +15 vs. Will	
Hit: 3d6 + 11 necrotic damage, and the target makes a melee basic attack against one of its adjacent allies as a free action.	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The raid leader teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
Skills Dungeoneering +12, Intimidate +14, Nature +14, Religion +14	
Str 28 (+14)	Dex 12 (+6) Wis 15 (+7)
Con 25 (+12)	Int 18 (+9) Cha 23 (+11)
Alignment evil Languages Common, Netherese	
Equipment robes, spiked chain	
Note: Based on Oastarix. Reflavored to shadar-kai. Updated hit points to level appropriate. Replaced goring charge with wrap around attack.	

Enigma of Shar (E) Level 11 Controller	
Medium natural humanoid	XP 600
HP 108; Bloodied 54	Initiative +8
AC 25, Fortitude 22, Reflex 22, Will 24	Perception +12
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
m <b>Rend Flesh</b> • At-Will	
Requirement: The enigma must be affected by horrific visage.	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 4d6 + 15 damage.	
R <b>Memory Ripper</b> (psychic) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Will	
Hit: 3d6 + 9 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).	
R <b>Shock Bolt</b> (lightning) • At-Will	

Attack: Ranged 10 (one creature); +14 vs. Reflex		
Hit: 3d6 + 9 lightning damage and the target is slowed to the end of the enigma's next turn.		
TRIGGERED ACTIONS		
C <b>Horrific Visage</b> (healing, psychic) • Encounter		
Trigger: The enigma is first bloodied.		
Attack (No Action): Close burst 2 (enemies in the burst); +15 vs. Will		
Hit: 3d6 + 11 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 +15		
Str 12 (+6)	Dex 15 (+7)	Wis 15 (+7)
Con 12 (+6)	Int 20 (+10)	Cha 16 (+8)
Alignment unaligned Languages Common, Netherese		
Equipment dagger		
Note: Reffavored enigma of Vecna. Added darkvision		

Netherese Slayer (S) Level 11 Soldier	
Medium shadow humanoid	XP 600
HP 114; Bloodied 57	Initiative +15
AC 26, Fortitude 24, Reflex 23, Will 21	Perception +7
Resist 5 radiant	Darkvision
Speed 6	
TRAITS	
O <b>Deranging Aura</b> (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.	
<b>Shadow Charge</b>	
When the slayer charges, it deals an extra 2d6 damage and is insubstantial until the end of the charge.	
STANDARD ACTIONS	
m <b>Claw</b> • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 9 damage and the target is marked until the end of the slayer's next turn.	
M <b>Slaying Frenzy</b> • 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 dazed until the end of the slayer's next turn.	
TRIGGERED ACTIONS	
M <b>Focused Killer</b> • At-Will	
Trigger: An adjacent enemy marked by the slayer shifts.	
Effect (Opportunity Action): The slayer makes a <i>claw</i> attack against that enemy.	
R <b>Parting Gift</b> • At-Will	
Trigger: The slayer is reduced to 0 hit points.	
Effect (Free Action): Ranged 10; one of the slayer's allies can make a basic attack.	
Str 21 (+11)	Dex 18 (+9) Wis 3 (+1)
Con 17 (+8)	Int 6 (+3) Cha 15 (+7)
Alignment evil Languages Common, Netherese	
Note: Reffavored shardsoul slayer as a shadow humanoid. Removed immunities and jump speed.	

## ENCOUNTER 6: CLEANING OUT THE POOP (ADVENTURE LEVEL 10)

Netherese Sky Captain (C)	Level 11 Skirmisher
Medium shadow humanoid	XP 600
HP 110; Bloodied 55	Initiative +11
AC 24, Fortitude 23, Reflex 24, Will 21	Perception +11
Resist 5 cold	Darkvision
Speed 6	
TRAITS	
<b>Unrelenting</b>	
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 <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage, and the captain shifts 1 square.	
M <b>Swiftshadow Strike</b> • <b>At-Will</b> (requires combat advantage)	
Requirement: The captain has combat advantage against the target.	
Effect: The captain makes two <i>short sword</i> attacks against the target..	
C <b>Manifest Whirlwind</b> • <b>Encounter</b>	
Attack: Close burst 2 (creatures in burst); +14 vs. Reflex	
Hit: 3d6 + 11 damage and the target is pushed 1 square and knocked prone.	
MINOR ACTIONS	
<b>Sky Jaunt</b> • <b>Recharge</b> 5-6	
Effect: Until the end of its turn, the captain gains a fly speed equal to his speed and can hover.	
<b>Skills</b> Acrobatics +13, Endurance +8, Nature +7, Stealth +13	
<b>Str</b> 17 (+7)	<b>Dex</b> 18 (+8)
<b>Con</b> 14 (+6)	<b>Int</b> 13 (+5)
	<b>Cha</b> 11 (+4)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> pendant of Shar, leather armor, short sword x2	

**Note:** Based on Genasi Skyspy. Re-flavored as a shadow humaoid. Upgraded to MM3 damage expressions. Added darkvision. Replaced feather-footed trait with unrelenting trait.

Netherese Striker (K)	Level 11 Brute
Medium shadow humanoid	XP 600
HP 142; Bloodied 71	Initiative +6
AC 23, Fortitude 25, Reflex 20, Will 22	Perception +7
Speed 6; phasing	Darkvision
TRAITS	
<b>Insubstantial</b>	
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.	
<b>Unrelenting</b>	
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 <b>Soulbound Spiked Chain</b> (psychic, weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 11 psychic damage.	
M <b>Charging Rebuke</b> (psychic, weapon) • <b>At-Will</b>	
Effect: The striker charges and makes the following in place of a melee basic attack.	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 11 psychic damage, and the striker can push the target 1 square and knock it prone.	
C <b>Furious Sweep</b> (psychic, weapon) • <b>At-Will</b>	
Attack: Close blast 2 (creatures in blast); +14 vs. Reflex	
Hit: 2d8 + 9 psychic damage.	
<b>Str</b> 16 (+8)	<b>Dex</b> 12 (+6)
<b>Con</b> 22 (+11)	<b>Int</b> 13 (+6)
	<b>Cha</b> 13 (+6)
<b>Alignment</b> unaligned	<b>Languages</b> Common, Netherese

**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 11 Lurker
Large shadow beast	XP 600
<b>HP</b> 90; <b>Bloodied</b> 45	<b>Initiative</b> +12
<b>AC</b> 25, <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 22	<b>Perception</b> +13
<b>Speed</b> 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 27 Perception check.	
STANDARD ACTIONS	
m <b>Shadow Tendril • At-Will</b>	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
M <b>Grasping Shadows • At-Will</b>	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d6 + 7 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 19).	
C <b>Shadow Wave • At-Will</b>	
Attack: Close blast 2 (creatures in the blast); +14 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 +12	
<b>Str</b> 19 (+8)	<b>Dex</b> 16 (+7)
<b>Con</b> 14 (+6)	<b>Int</b> 6 (+2)
	<b>Wis</b> 17 (+7)
	<b>Cha</b> 9 (+3)
Alignment unaligned Languages -	
<b>Note:</b> Based on geonid. Re-flavored as a shadow monster. Updated to MM3 damage values. Added darkvision and increased speed to 6. Removed immunities.	

Netherese Sailor (R)	Level 11 Minion Soldier
Medium shadow humanoid	XP 150
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +8
<b>AC</b> 27, <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 22	<b>Perception</b> +6
<b>Speed</b> 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 <b>Soulbound Short Sword (psychic, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 9 psychic damage.	
r <b>Spectral Crossbow (psychic, weapon) • At-Will</b>	
Attack: Ranged 10 (one creature); +16 vs. AC	
Hit: 9 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.	
<b>Str</b> 19 (+9)	<b>Dex</b> 12 (+6)
<b>Con</b> 16 (+8)	<b>Int</b> 14 (+7)
	<b>Wis</b> 12 (+6)
	<b>Cha</b> 11 (+5)
Alignment unaligned Languages Common, Netherese	
<b>Note:</b> Based on phantom brigade squire. Removed undead subtype and immunities. Updated MM3 damage. Added insubstantial defense from ghost worg packmate.	

## ENCOUNTER 9: WHAT THE HECK IS A FO'C'SLE? (ADVENTURE LEVEL 10)

Shadow Strangler (T)	Level 11 Artillery
Medium shadow humanoid	XP 600
HP 68; Bloodied 34	Initiative +10
AC 25, Fortitude 20, Reflex 23, Will 24	Perception +7
Speed 8	Darkvision
Resist insubstantial; Vulnerable 5 radiant	
TRAITS	
<b>Born of Shadows</b>	
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
<b>Insubstantial</b>	
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 <b>Shadowy Touch</b> (necrotic) • At-Will	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: 3d6 +9 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.	
R <b>Blinding Shadows</b> (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: The 3d6 + 9 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 <b>Strangling Darkness</b> (necrotic) • Recharge 5-6	
Attack: Ranged 10 (one creature); +14 vs. Fortitude	
Hit: The target is restrained and takes ongoing 10 necrotic damage (save ends both)	
R <b>Devouring Dark</b> (necrotic) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +14 vs. Reflex	
Hit: 3d6 + 10 necrotic damage, and the target is blinded until the end of the strangler's next turn.	
Miss: half damage.	
Skills Arcana +11, Stealth +15	
Str 13 (+6)	Dex 21 (+10) Wis 15 (+7)
Con 18 (+9)	Int 13 (+6) Cha 21 (+10)
Alignment evil	Languages Common

Master Chief (M)	Level 11 Elite Soldier (Leader)
Medium shadow humanoid	XP 1,200
HP 248; Bloodied 124	Initiative +8
AC 29, Fortitude 25, Reflex 24, Will 26	Perception +9
Speed 5	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Deathshadow Fervor</b> • Aura 5	
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).	
<b>Steely-Eyed</b>	
The master chief can score a critical hit with all ranged attacks on a 19-20.	
<b>Unrelenting</b>	
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 <b>Dagger</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 5 damage	
Effect: Master Chief marks the target until the end of his next turn.	
r <b>Shock Bolt</b> (lightning, weapon) • At-Will	
Attack: Range 10 (one creature); +16 vs. AC	
Hit: 3d6 + 9 lightning damage, and the target is dazed (save ends).	
R <b>Rapid Fire</b> • Recharge when first bloodied	
Effect: Master chief makes a <i>shock bolt</i> attack against up to three enemies within range.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • Encounter	
Effect: Master chief teleports up to 3 squares and becomes insubstantial until the start of his next turn.	
TRIGGERED ACTIONS	
R <b>Memory Rage</b> (weapon) • At-Will	
Trigger: An enemy marked by master chief makes an attack that does not include master chief.	
Attack (Immediate Interrupt): Range 10 (target creature); +14 vs. Will	
Hit: 3d6 + 9 lightning damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).	
Skills Athletics +13, Acrobatics +11, Intimidate +14	
Str 16 (+8)	Dex 13 (+6) Wis 19 (+9)
Con 15 (+7)	Int 16 (+7) Cha 19 (+9)
Alignment unaligned	Languages Common, Netherese
Equipment scale armor, dagger, hand crossbow	

Netherese Petty Officer (P)	Level 11 Soldier
Medium shadow humanoid	XP 600
HP 110; Bloodied 55	Initiative +7
AC 27, Fortitude 25, Reflex 20, Will 22	Perception +9
Speed 5; phasing	Darkvision
TRAITS	
<b>Insubstantial</b>	
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.	
<b>Unrelenting</b>	
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	
<b>m Soulbound Tulwar</b> (psychic, radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 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.	
<b>r Crossbow</b> (weapon) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
<b>Skills:</b> Athletics +18	
<b>Str</b> 26 (+13)	<b>Dex</b> 15 (+7)
<b>Con</b> 15 (+7)	<b>Int</b> 17 (+8)
	<b>Wis</b> 19 (+9)
	<b>Cha</b> 14 (+7)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment:</b> crossbow, crossbow bolt x10, heavy shield, scale armor, tulwar.	

**Note:** Reflavored Phantom Brigade Banneret.

Netherese Striker	Level 11 Brute
Medium shadow humanoid	XP 600
HP 142; Bloodied 71	Initiative +6
AC 23, Fortitude 25, Reflex 20, Will 22	Perception +7
Speed 6; phasing	Darkvision
TRAITS	
<b>Insubstantial</b>	
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.	
<b>Unrelenting</b>	
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 end of its next turn.	
STANDARD ACTIONS	
<b>m Soulbound Spiked Chain</b> (psychic, weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 11 psychic damage.	
<b>M Charging Rebuke</b> (psychic, weapon) • At-Will	
Effect: The striker charges and makes the following in place of a melee basic attack.	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 11 psychic damage, and the striker can push the target 1 square and knock it prone.	
<b>C Furious Sweep</b> (psychic, weapon) • At-Will	
Attack: Close blast 2 (creatures in blast); +14 vs. Reflex	
Hit: 2d8 + 9 psychic damage.	
<b>Str</b> 16 (+8)	<b>Dex</b> 12 (+6)
<b>Con</b> 22 (+11)	<b>Int</b> 13 (+6)
	<b>Wis</b> 16 (+8)
	<b>Cha</b> 13 (+6)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	

**Note:** Reflavored Phantom Brigade Armiger.

Ammo Loader (A)	Level 11 Brute
Large natural animate (blind, construct)	XP 600
HP 135; Bloodied 67	Initiative +7
AC 21, Fortitude 22, Reflex 18, Will 19	Perception +7
Speed 6	Blindsight 10
<b>Immune</b> charm, disease, fear, poison; <b>Resist</b> 5 all	
STANDARD ACTIONS	
<b>m Elongated Grasp</b> • At-Will	
Attack: Melee 3 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage, and if the ammo loader is grabbing fewer than two targets, it can grab the target (escape DC 19). Until the grab ends, the target takes ongoing 5 damage.	
MOVE ACTIONS	
<b>M Retract</b> • At-Will	
Attack: Melee 3 (creatures grabbed by the ammo loader); +14 vs. Fortitude	
Hit: The ammo loader pulls the target to a space adjacent to the ammo loader.	
TRIGGERED ACTIONS	
<b>Magic Growth</b> • 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.	
<b>Skills</b> Athletics +15	
<b>Str</b> 21 (+10)	<b>Dex</b> 14 (+7)
<b>Con</b> 18 (+9)	<b>Int</b> 10 (+5)
	<b>Wis</b> 15 (+7)
	<b>Cha</b> 11 (+5)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese,	

**Note:** Reflavored Caldron Magen.

## ENCOUNTER 11: WE HAVE HOW LONG TO STOP THAT THING? (AL 10)

Arturas Shadowghast	Level 12 Elite Brute (Leader)
Medium shadow humanoid	XP 1,400
HP 290; Bloodied 145	Initiative +9
AC 24, Fortitude 24, Reflex 23, Will 25	Perception +7
Speed 5	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Bloodthirsty Shadow</b> (cold, necrotic) • <b>Aura 1</b>	
When a bloodied enemy is hit by an attack, that enemy takes 5 extra cold and necrotic damage from the attack.	
STANDARD ACTIONS	
m <b>Dread Flail</b> (cold, necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: The 3d8 + 12 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 <b>Whirling Flail</b> • <b>At-Will</b>	
Effect: Arturas used <i>dread flail</i> twice.	
M <b>Shadow Contamination</b> • <b>Recharge 5-6</b>	
Attack: Melee 1 (one creature); +15 vs. Will	
Hit: 4d6 + 18 cold and necrotic damage, ongoing 5 cold and necrotic damage (save ends), and Arturas pushed 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 • <b>Recharge</b> when first bloodied	
Effect: Arturas gains partial concealment until the end of his next turn.	
Skills Arcana +11, History +11, Religion +11	
Str 20 (+11)	Dex 16 (+9) Wis 13 (+7)
Con 15 (+8)	Int 11 (+6) Cha 22 (+12)
Alignment evil Languages Common, Netherese	
Equipment scale armor, flail, symbol of Shar	

Netherese Fireman	Level 12 Minion
Medium shadow humanoid	XP 125
HP 1; a missed attack never damages a minion	Initiative +9
AC 27, Fortitude 25, Reflex 23, Will 22	Perception +7
Speed 6; phasing	Darkvision
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 <b>Soulbound Short Sword</b> (psionic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 12 psychic damage.	
M <b>Crushing Charge</b> (weapon) • <b>At-Will</b>	
Requirement: The fireman charges and makes this attack at the end of the charge.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 10 psychic damage and the target is knocked prone.	
M <b>Dogpile</b> • <b>At Will</b>	
Attack: Melee 1 (one prone creature); +17 vs. AC	
Hit: 5 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) 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 +17		
Str 22 (+12)	Dex 13 (+7)	Wis 13 (+7)
Con 19 (+9)	Int 15 (+8)	Cha 12 (+6)
Alignment evil		Languages Common, Netherese,
Equipment short sword, leather armor		
Note: Phantom Brigade Squire reflavored as a Netherse Fireman.		

Shadar-Kai Weaponmaster	Level 12 Skirmisher
Medium shadow humanoid	XP 700
HP 116; Bloodied 58	Initiative +14
AC 26, Fortitude 24, Reflex 25, Will 24	Perception +9
Speed 6	Low-light vision
TRAITS	
Weapon Master	
The shadar-kai weapon master is considered to be proficient with all weapons.	
STANDARD ACTIONS	
m <b>Shadar-Kai Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage (crit 2d6 + 28).	
r <b>Hurl Weapon</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 5/10 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage; the weaponmaster can use any melee weapon for this attack.	
M <b>Disarming Strike</b> (weapon) • <b>Recharge 5-6</b>	
Attack: Melee 1 (one creature) +15 vs. Reflex	
Hit: 4d6 + 16 damage (crit 2d6 + 40) 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) • <b>Encounter</b>	
Effect: The shadar-kai weaponmaster teleports 3 squares and becomes insubstantial until the start of his next turn.	
TRIGGERED ACTIONS	
My Weapon Now • <b>At-Will</b>	
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 +17	
Str 19 (+10)	Dex 22 (+12) Wis 17 (+9)
Con 13 (+7)	Int 11 (+6) Cha 11 (+6)
Alignment unaligned Languages Common, Netherese	
Equipment shadar-kai short sword, leather armor	

## ENCOUNTER 12: ENEMY YACHTS (ADVENTURE LEVEL 10)

2 Deathless Snipers (A)	Level 12 Artillery
Medium shadow humanoid	XP 700
HP 111; Bloodied 55	Initiative +12
AC 26, Fortitude 23, Reflex 25, Will 24	Perception +11
Speed 6	Low-light vision
TRAITS	
<b>Soul Shot</b>	
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.	
<b>Vital Aim</b>	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d6 + 11 damage, and the sniper can shift 1 square.	
r <b>Longbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +19 vs. AC	
Hit: 2d10 + 11 damage.	
R <b>Life Pierce</b> (weapon) • <b>Recharge</b> if the power misses	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 3d10 + 11 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
R <b>Bloodied Feast</b> • <b>Encounter</b>	
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 +13	
Str 15 (+8)	Dex 23 (+12) Wis 20 (+11)
Con 18 (+10)	Int 11 (+6) Cha 12 (+7)
Alignment evil	Languages Common

1 Deathless Mage (C)	Level 12 Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 700
HP 94; Bloodied 47	Initiative +8
AC 26, Fortitude 24, Reflex 23, Will 26	Perception +6
Speed 6	Low-light vision
TRAITS	
O <b>Sapping Shadows</b> • <b>Aura 3</b>	
When a slowed enemy ends its turn in the aura, it takes 5 damage and the mage gains 5 temporary hit points.	
STANDARD ACTIONS	
m <b>Sickle</b> (fear, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage, and the mage pushes the target up to 2 squares.	
C <b>Shadestorm</b> • <b>At-Will</b>	
Attack: Close blast 3 (creatures in the blast); +15 vs. Reflex	
Hit: 2d8 + 6 damage, and the target is slowed until the end of the mage's next turn.	
R <b>Life Siphon</b> • <b>Recharge</b> if the power misses	
Attack: Ranged 3 (one creature); +15 vs. Will	
Hit: 3d6 + 10 damage, and ongoing 10 damage (save ends). Until the target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: The controller teleports 3 squares and becomes insubstantial until the start of her next turn.	
MINOR ACTIONS	
<b>Life Transfer</b> • <b>At-Will</b>	
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.	
Skills Arcana +15; Intimidate +18	
Str 11 (+6)	Dex 14 (+8) Wis 11 (+6)
Con 20 (+11)	Int 18 (+12) Cha 24 (+13)
Alignment evil	Languages Common, Netherese
Equipment: chainmail, sickle	

<b>2 Deathless Blademasters (S)</b>	<b>Level 12 Soldier</b>
Medium shadow humanoid (shadar-kai)	XP 700
<b>HP 111; Bloodied 55</b>	<b>Initiative +11</b>
<b>AC 28, Fortitude 26, Reflex 23, Will 24</b>	<b>Perception +10</b>
<b>Speed 5</b>	Low-light vision
<b>STANDARD ACTIONS</b>	
<b>m Bastard Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creatures); +17 vs. AC	
<i>Hit:</i> 2d10 + 9 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
<b>C Shadow Spiral • Recharge 5-6</b>	
<i>Attack:</i> Close burst 2 (enemies in the burst); +15 vs. Fortitude	
<i>Hit:</i> 2d10 + 9 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).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
<b>TRIGGERED ACTIONS</b>	
<b>C Life Mark (necrotic) • At-Will</b>	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
<b>Life Transfer • At-Will</b>	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
<b>Skills</b> Athletics +17, Intimidate +11	
<b>Str</b> 22 (+12)	<b>Dex</b> 16 (+9) <b>Wis</b> 19 (+10)
<b>Con</b> 17 (+9)	<b>Int</b> 11 (+6) <b>Cha</b> 11 (+6)
<b>Alignment</b> evil <b>Languages</b> Common, Netherese	
<b>Equipment</b> scale armor, broadsword	

<b>1 Deathless Berserker (B)</b>	<b>Level 12 Brute</b>
Medium shadow humanoid (shadar-kai)	XP 700
<b>HP 120; Bloodied 60</b>	<b>Initiative +10</b>
<b>AC 24, Fortitude 26, Reflex 24, Will 23</b>	<b>Perception +9</b>
<b>Speed 6</b>	Low-light vision
<b>TRAITS</b>	
<b>Vital Rage</b>	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
<b>STANDARD ACTIONS</b>	
<b>m War Pick (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 3d8 + 13 damage.	
<b>C Life Cut (weapon) • Recharge</b> if the power misses every target	
<i>Attack:</i> Close burst 1 (enemies in the burst); +17 vs. AC	
<i>Hit:</i> 3d8 + 13 damage.	
<i>Effect:</i> If the berserker hits two or more targets, the berserker gains 15 temporary hit points.	
<b>TRIGGERED ACTIONS</b>	
<b>C Bloodied Feast • Encounter</b>	
<i>Trigger:</i> An enemy bloodies the berserker.	
<i>Effect (Immediate Reaction):</i> The berserker shifts up to its speed +2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.	
<b>Skills</b> Athletics +17, Intimidate +11	
<b>Str</b> 22 (+12)	<b>Dex</b> 19 (+10) <b>Wis</b> 16 (+9)
<b>Con</b> 20 (+11)	<b>Int</b> 10 (+6) <b>Cha</b> 11 (+6)
<b>Alignment</b> evil <b>Languages</b> Common, Netherese	
<b>Equipment</b> hide armor, 2 war picks	

## ENCOUNTER 13: AHEAD OF THE TROOPS (ADVENTURE LEVEL 10)

Horned Kir-Lanans (H)	Level 10 Brute
Medium shadow humanoid	XP 500
HP 127; Bloodied 63	Initiative +8
AC 22, Fortitude 24, Reflex 21, Will 21	Perception +13
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d10 + 7 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.	
M <b>Impaling Charge • At-Will</b>	
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d12 + 7 damage, and the target is grabbed (escape DC 18) and takes ongoing 5 damage until the grab ends.	
R <b>Enfeebling Strike (necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
<b>Skewering Drag • At-Will</b>	
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	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 31 hit points.	
Skills Stealth +15	
Str 22 (+11)	Dex 16 (+8) Wis 16 (+8)
Con 17 (+8)	Int 10 (+5) Cha 11 (+5)
Alignment evil Languages Common, Netherese	
Note: Re flavored hornstone gargoyle, changed into kir-lanan.	

99 Recruits on clumsy veserabs (R)	Level 10 Minion Soldier
Medium shadow humanoid	XP -
HP 1; a missed attack never damages a minion	Initiative +7
AC 23, Fortitude 23, Reflex 22, Will 21	Perception +11
Speed 6, fly 8	Darkvision
TRAITS	
<b>By The Skin Of Their Teeth</b>	
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 <b>Strength in Numbers • At-Will</b>	
Effect: The recruit does not flee, yet.	
Str 16 (+8)	Dex 14 (+7) Wis 12 (+6)
Con 16 (+8)	Int 12 (+6) Cha 10 (+5)
Alignment neutral scared Languages Common, Netherese	

Kir-Lanan Shadow Hurlers (S)	Level 10 Artillery
Medium shadow humanoid	XP 500
HP 81; Bloodied 40	Initiative +9
AC 24, Fortitude 20, Reflex 18, Will 18	Perception +13
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
TRAITS	
<b>Shadow Defense</b>	
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 6 damage.	
r <b>Hurled Shadow (necrotic) • At-Will</b>	
Attack: Ranged 20 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
A <b>Bursting Shadow (necrotic) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +13 vs. Fortitude	
Hit: 2d6 + 6 necrotic damage, and the target is slowed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 20 hit points.	
Skills Stealth +16	
Str 22 (+11)	Dex 18 (+9) Wis 17 (+8)
Con 15 (+7)	Int 10 (+5) Cha 17 (+8)
Alignment evil Languages Common, Netherese	
Note: Re flavored gargoyle rock hurler, changed into kir-lanan.	

Netherese Artillery	Level 12 Artillery
Large natural animate (construct)	XP 700
HP 93; Bloodied 46	Initiative +11
AC 24, Fortitude 23, Reflex 24, Will 21	Perception +8
Speed 0	low-light vision
Immune charm, disease, fear, poison, sleep; Resist 10 all	
STANDARD ACTIONS	
r <b>Arcane Bolt (force) • At-Will</b>	
Attack: Ranged 20/40 (one creature); +17 vs. Reflex. This attack does not provoke opportunity attacks.	
Hit: 3d6 + 10 force damage.	
A <b>Lightning Burst (lightning) • At-Will</b>	
Attack: Area burst 2 within 15 (creatures in burst); +17 vs. Reflex	
Hit: 2d8 + 6 lightning damage.	
Str 19 (+9)	Dex 20 (+10) Wis 14 (+7)
Con 15 (+7)	Int 3 (+1) Cha 6 (+3)
Alignment unaligned Languages none	
Equipment none	

## ENCOUNTER 14: SWARMS OF DARKNESS (ADVENTURE LEVEL 10)

3 Wraiths	Level 11 Lurker
Medium shadow humanoid	XP 600
<b>HP</b> 89; <b>Bloodied</b> 44	<b>Initiative</b> +13
<b>AC</b> 25, <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 21	<b>Perception</b> +5
<b>Speed</b> 0, fly 6 (hover), phasing	<b>Darkvision</b>
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
TRAITS	
<b>Insubstantial</b>	
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	
<b>m Shadow Touch</b> (necrotic) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Reflex	
<i>Hit:</i> 2d8 + 10 necrotic damage, or 4d8 + 16 necrotic damage if the wraith was invisible to the target when it attacked.	
TRIGGERED ACTIONS	
<b>Shadow Glide</b> (teleportation) • <b>At-Will</b>	
<i>Trigger:</i> An attack that does not deal force or radiant damage hits the wraith.	
<i>Effect (Free Action):</i> 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.	
<b>Skills</b> Stealth +14	
<b>Str</b> 4 (+2)	<b>Dex</b> 18 (+9) <b>Wis</b> 10 (+5)
<b>Con</b> 17 (+8)	<b>Int</b> 6 (+3) <b>Cha</b> 15 (+7)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Netherese	

1 Mad Wraiths	Level 11 Controller
Medium shadow humanoid	XP 600
<b>HP</b> 113; <b>Bloodied</b> 56	<b>Initiative</b> +10
<b>AC</b> 25, <b>Fortitude</b> 21, <b>Reflex</b> 24, <b>Will</b> 23	<b>Perception</b> +1
<b>Speed</b> 0, fly 6 (hover), phasing	<b>Darkvision</b>
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
TRAITS	
<b>O Mad Whispers</b> (psychic) • <b>Aura</b> 3	
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 3 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	
<b>m Touch of Madness</b> (psychic) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Will	
<i>Hit:</i> 2d8 + 9 psychic damage, and the target takes a -2 penalty to all defenses (save ends).	
<b>M Touch of Chaos</b> (charm, psychic) • <b>Recharge</b> 5-6	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Will	
<i>Hit:</i> 2d8 + 9 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.	
<i>Miss</i> Half damage.	
<b>Skills</b> Stealth +15	
<b>Str</b> 6 (+2)	<b>Dex</b> 20 (+9) <b>Wis</b> 3 (+0)
<b>Con</b> 17 (+7)	<b>Int</b> 11 (+4) <b>Cha</b> 19 (+8)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Netherese	

6 Wraith Figments	Level 11 Minion Skirmisher
Medium shadow humanoid	XP 150
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +10
<b>AC</b> 23, <b>Fortitude</b> 21, <b>Reflex</b> 25, <b>Will</b> 22	<b>Perception</b> +5
<b>Speed</b> 0, fly 6 (hover), phasing	<b>Darkvision</b>
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
STANDARD ACTIONS	
<b>m Shadow Caress</b> (necrotic) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Reflex	
<i>Hit:</i> 9 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
<b>Shadow Glide</b> • <b>Encounter</b>	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
<b>Skills</b> Stealth +13	
<b>Str</b> 3 (+1)	<b>Dex</b> 17 (+8) <b>Wis</b> 10 (+5)
<b>Con</b> 13 (+6)	<b>Int</b> 4 (+2) <b>Cha</b> 15 (+7)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Netherese	

2 Vortex Wraiths		Level 11 Soldiers
Medium shadow humanoid		XP 600
<b>HP</b> 113; <b>Bloodied</b> 56		<b>Initiative</b> +12
<b>AC</b> 27, <b>Fortitude</b> 23, <b>Reflex</b> 25, <b>Will</b> 22		<b>Perception</b> +8
<b>Speed</b> 0, fly 6 (hover), phasing		<b>Darkvision</b>
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic		
TRAITS		
O <b>Vortex</b> (force) • <b>Aura</b> 3		
Any enemy that ends its turn in the aura takes 5 force damage and is pulled 2 square by the wraith.		
<b>Insubstantial</b>		
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.		
<b>Spawn Wraith</b>		
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 <b>Spiral Strike</b> (force) • <b>At-Will</b>		
<b>Attack:</b> Melee 1 (one creature); +14 vs. Fortitude		
<b>Hit:</b> 2d6 + 9 force damage, and the target is slowed until the end of the wraith's next turn.		
M <b>Spectral Helix</b> (force) • <b>Encounter</b>		
<b>Attack:</b> Melee 2 (one creature); +14 vs. Reflex		
<b>Hit:</b> 2d8 + 9 force damage, and the target takes ongoing 10 force damage and is immobilized (save ends both).		
<b>Miss:</b> Half damage.		
<b>Effect:</b> The vortex wraith can shift 1 square to a square adjacent to the target.		
<b>Skills</b> Stealth +15		
<b>Str</b> 15 (+7)	<b>Dex</b> 20 (+10)	<b>Wis</b> 6 (+3)
<b>Con</b> 17 (+8)	<b>Int</b> 8 (+4)	<b>Cha</b> 17 (+8)
<b>Alignment</b> chaotic evil		<b>Languages</b> Common, Netherese

## ENCOUNTER 15: SHADY HARRIERS (ADVENTURE LEVEL 10)

2 Winged Shadow Hounds (W)	Level 11 Skirmisher
Medium shadow magical beast	XP 600
HP 112; Bloodied 56	Initiative +10
AC 26, Fortitude 24, Reflex 24, Will 24	Perception +12
Speed 7, teleport 7, Fly 4 (clumsy)	Darkvision
Vulnerable 5 radiant	
TRAITS	
○ <b>Shroud of Night • Aura 5</b>	
Bright light in the aura is reduced to dim light and dim light becomes darkness.	
<b>Shadow Ambush</b>	
When a shadow hound teleports adjacent to an enemy it gains combat advantage and deals an extra 2d8 damage on the next attack it makes against that enemy this turn.	
STANDARD ACTIONS	
m <b>Bite • At-Will</b>	
Attack: Reach 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
C <b>Baying (fear) • Recharge 6</b>	
Attack: Close burst 5 (deafened creatures are immune); +14 vs. Will	
Hit: 3d8 + 9 damage, and the target takes a -2 penalty to defenses until the end of the winged shadow hound's next turn.	
<b>Skills</b> Endurance +13, Stealth +14	
<b>Str</b> 20 (+10) <b>Dex</b> 16 (+8) <b>Wis</b> 14 (+7)	
<b>Con</b> 15 (+7) <b>Int</b> 7 (+3) <b>Cha</b> 17 (+8)	
<b>Alignment</b> unaligned <b>Languages</b> -	

1 Winged Shadow Strangler (S)	Level 11 Artillery
Medium shadow humanoid	XP 600
HP 62; Bloodied 31	Initiative +10
AC 25, Fortitude 21, Reflex 23, Will 24	Perception +7
Speed 8, fly 8 (hover)	Darkvision
Resist Insubstantial; Vulnerable 5 radiant	
TRAITS	
<b>Born of Shadows</b>	
The strangler makes a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
m <b>Shadowy Touch (necrotic) • At-Will</b>	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: 2d6 + 7 necrotic damage and the strangler becomes invisible to the target until the end of the strangler's next turn.	
r <b>Blinding Shadows (necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: 2d6 + 9 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 <b>Strangling Darkness • Recharge 5-6</b>	
Attack: Ranged 10 (one creature); +16 vs. Fortitude	
Hit: The target is restrained and takes ongoing 15 necrotic damage (save ends both).	
A <b>Devouring Dark (necrotic) • Encounter</b>	
Attack: Area burst 2 within 10 (enemies in burst); +16 vs. Reflex	
Hit: 2d10 + 8 necrotic damage, and the target is blinded until the end of the strangler's next turn.	
Miss: Half damage.	
<b>Skills</b> Arcana +12, Stealth +15	
<b>Str</b> 12 (+6) <b>Dex</b> 19 (+9) <b>Wis</b> 14 (+7)	
<b>Con</b> 17 (+8) <b>Int</b> 12 (+6) <b>Cha</b> 19 (+9)	
<b>Alignment</b> unaligned <b>Languages</b> -	

1 Shadow Drake Flight (D)	Level 11 Elite Soldier
large shadow magical beast(reptile, swarm)	XP 1,200
HP 180; Bloodied 90	Initiative +5
AC 26, Fortitude 24, Reflex 24, Will 24	Perception +3
Speed 2, fly 7 (hover)	Darkvision
Immune fear; Resist half damage from melee and ranged attacks;	
Vulnerable 5 damage from close and area attacks.	
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
○ <b>Swarm Attack • Aura 1</b>	
The shadow drake flight 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.	
<b>Swarm</b>	
The swarm can occupy the same space as another creature and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m <b>Teeth of Shade • At-Will</b>	
Attack: Melee 1 (one or two creatures); +16 vs. AC	
Hit: 3d6 + 9 damage, or 3d6 + 15 damage against a prone target.	
C <b>Shadow Frenzy • Recharge 5-6</b>	
Attack: Close Blast 3(creatures in blast); +16 vs. AC	
Hit: 2d6 + 7 damage, and the target is dazed (save ends).	
MINOR ACTIONS	
M <b>Pull Out of the Light • At-Will 1/round</b>	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 2d6 + 7 damage and the target is knocked prone.	
<b>Str</b> 18 (+9) <b>Dex</b> 21 (+10) <b>Wis</b> 15 (+7)	
<b>Con</b> 17 (+8) <b>Int</b> 5 (+2) <b>Cha</b> 13 (+6)	
<b>Alignment</b> unaligned <b>Languages</b> -	

## ENCOUNTER 16: SHADOW DRAGON (ADVENTURE LEVEL 10)

Adventure Level 16 to 20 only.

## ENCOUNTER 17: REPEL BOARDERS (ADVENTURE LEVEL 10)

Deathless Blademaster (H)		Level 10 Soldier
Medium shadow humanoid (shadar-kai)		XP 500
HP 95; Bloodied 47		Initiative +10
AC 26, Fortitude 24, Reflex 21, Will 22		Perception +9
Speed 5		Low-light vision
STANDARD ACTIONS		
m <b>Bastard Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creatures); +15 vs. AC		
Hit: 2d8 + 8 damage.		
Effect: The target is marked until the end of the blademaster's next turn.		
C <b>Shadow Spiral</b> • <b>Recharge</b> 5-6		
Attack: Close burst 2 (enemies in the burst); +13 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.		
TRIGGERED ACTIONS		
C <b>Life Mark</b> (necrotic) • <b>At-Will</b>		
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 10 necrotic damage and the blademaster gains 10 temporary hit points.		
Life Transfer • <b>At-Will</b>		
Trigger: The blademaster gains temporary hit points.		
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.		
Skills Athletics +16, Intimidate +12		
Str 22 (+11)	Dex 16 (+8)	Wis 19 (+9)
Con 17 (+8)	Int 11 (+5)	Cha 11 (+5)
Alignment evil		
Languages Common, Netherese		
Equipment scale armor, broadsword		

Deathless Berserker (V)		Level 10 Brute
Medium shadow humanoid (shadar-kai)		XP 500
HP 100; Bloodied 50		Initiative +9
AC 22, Fortitude 24, Reflex 22, Will 21		Perception +8
Speed 6		Low-light vision
TRAITS		
Vital Rage		
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m <b>War Pick</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d10 + 12 damage.		
C <b>Life Cut</b> (weapon) • <b>Recharge</b> if the power misses every target		
Attack: Close burst 1 (enemies in the burst); +15 vs. AC		
Hit: 2d10 + 12 damage.		
Effect: If the berserker hits two or more targets, the berserker gains 10 temporary hit points.		
TRIGGERED ACTIONS		
C <b>Bloodied Feast</b> • <b>Encounter</b>		
Trigger: An enemy bloodies the berserker.		
Effect (Immediate Reaction): The berserker shifts up to its speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.		
Skills Athletics +16, Intimidate +10		

Str 22 (+11)	Dex 19 (+9)	Wis 16 (+8)
Con 20 (+10)	Int 10 (+5)	Cha 11 (+5)
Alignment evil		
Languages Common, Netherese		
Equipment hide armor, 2 war picks		

Deathless Sniper (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 <b>Short Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 7 damage, and the sniper can shift one square.		
r <b>Longbow</b> (weapon) • <b>At-Will</b>		
Attack: Ranged 20 (one creature); +17 vs. AC		
Hit: 2d6 + 10 damage.		
R <b>Life Pierce</b> (weapon) • <b>Recharge</b> if the power misses		
Attack: Ranged 20 (one creature); +17 vs. AC		
Hit: 3d6 + 10 damage, and the sniper gains 10 temporary hit points.		
TRIGGERED ACTIONS		
R <b>Bloodied Feast</b> • <b>Encounter</b>		
Trigger: An enemy bloodies the sniper.		
Effect (Immediate Reaction): <i>Life pierce</i> 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 <i>life pierce</i> .		
Skills Acrobatics +16, Athletics +12		
Str 15 (+6)	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		

## ENCOUNTER 18: NETHERESE REINFORCEMENTS (ADVENTURE LEVEL 10)

2 Horned Kir-Lanans (H)	Level 10 Brute
Medium shadow humanoid	XP 500
HP 127; Bloodied 63	Initiative +8
AC 22, Fortitude 24, Reflex 21, Will 21	Perception +13
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d10 + 7 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.	
M <b>Impaling Charge • At-Will</b>	
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d12 + 7 damage, and the target is grabbed (escape DC 18) and takes ongoing 5 damage until the grab ends.	
R <b>Enfeebling Strike (necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
<b>Skewering Drag • At-Will</b>	
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	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 31 hit points.	
Skills Stealth +15	
Str 22 (+11)	Dex 16 (+8) Wis 16 (+8)
Con 17 (+8)	Int 10 (+5) Cha 11 (+5)
Alignment evil Languages Common, Netherese	
Note: Re flavored hornstone gargoyle, changed into kir-lanan.	

99 Recruits on clumsy veserabs (R)	Level 10 Minion Soldier
Medium shadow humanoid	XP -
HP 1; a missed attack never damages a minion	Initiative +7
AC 23, Fortitude 23, Reflex 22, Will 21	Perception +11
Speed 6, fly 8	Darkvision
TRAITS	
<b>By The Skin Of Their Teeth</b>	
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 <b>Strength in Numbers • At-Will</b>	
Effect: The recruit does not flee, yet.	
Str 16 (+8)	Dex 14 (+7) Wis 12 (+6)
Con 16 (+8)	Int 12 (+6) Cha 10 (+5)
Alignment neutral scared Languages Common, Netherese	

2 Kir-Lanan Shadow Hurlers (S)	Level 10 Artillery
Medium shadow humanoid	XP 500
HP 81; Bloodied 40	Initiative +9
AC 24, Fortitude 20, Reflex 18, Will 18	Perception +13
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
TRAITS	
<b>Shadow Defense</b>	
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 6 damage.	
r <b>Hurled Shadow (necrotic) • At-Will</b>	
Attack: Ranged 20 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
A <b>Bursting Shadow (necrotic) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +13 vs. Fortitude	
Hit: 2d6 + 6 necrotic damage, and the target is slowed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 20 hit points.	
Skills Stealth +16	
Str 22 (+11)	Dex 18 (+9) Wis 17 (+8)
Con 15 (+7)	Int 10 (+5) Cha 17 (+8)
Alignment evil Languages Common, Netherese	
Note: Re flavored gargoyle rock hurler, changed into kir-lanan.	

## ENCOUNTER 20: TAKING THE FIGHT TO THE ENEMY (AL 10)

Captain XXX	Level 10 Elite Soldier (Leader)
Medium shadow humanoid (shadar-kai)	XP 1,000
HP 204; Bloodied 102	Initiative +8
AC 26, Fortitude 25, Reflex 23, Will 25	Perception +8
Speed 5	Low-Light vision
Saving throws +2; Action Points 1	
TRAITS	
○ <b>Deathshadow Fervor • Aura 5</b>	
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).	
STANDARD ACTIONS	
m <b>Halberd (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d10 + 7 damage.	
Effect: Captain marks the target until the end of his next turn.	
M <b>Double Attack • At-Will</b>	
Effect: Captain uses <i>halberd</i> twice.	
C <b>Sundering Sweep (weapon) • Recharge 5-6</b>	
Attack: Close burst 2 (enemies in the burst); +15 vs. AC	
Hit: 2d10 + 9 damage, and the target takes a -2 penalty to AC (save ends).	
MOVE ACTIONS	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The captain teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
<b>Deathtrap • At-Will</b>	
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 +14, Intimidate +14	
Str 16 (+8) Dex 12 (+6) Wis 17 (+8)	
Con 14 (+7) Int 15 (+7) Cha 18 (+9)	
Alignment evil Languages Common, Netherese	
Equipment chainmail, halberd	
Source: Samminel renamed to captain.	

Add the following for Brirgund:

TRAITS
○ <b>Vicious Aura • Aura 1</b>
An enemy that starts its turn within the aura and moves takes 8 damage.

Add the following for Sondhas:

STANDARD ACTIONS
C <b>Come and Get It (weapon) • Recharge 5-6</b>
Attack: Close burst 3 (enemies in the burst); +13 vs. Will
Hit: 2d6 + 6 damage, the target is pulled 2 squares adjacent to Sondhas and slowed (save ends).

Add the following for Thendos:

MINOR ACTIONS
<b>Inspired Action • Recharge 5-6</b>
Effect: An ally within 5 squares of Thendos can make a basic melee attack.

Phantom Brigade Squire	Level 10 Minion Soldier
Medium shadow humanoid (human)	XP 125
HP 1; a missed attack never damages a minion.	Initiative +8
AC 26, Fortitude 24, Reflex 22, Will 21	Perception +6
Speed 6	
TRAITS	
<b>Unrelenting Brigade</b>	
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 <b>Short Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 8 damage.	
r <b>Crossbow (weapon) • At-Will</b>	
Attack: Ranged 10 (one creature); +15 vs. AC	
Hit: 8 damage.	
TRIGGERED ACTIONS	
<b>Shielding Martyr • At-Will</b>	
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 (+9) Dex 12 (+6) Wis 12 (+6)	
Con 16 (+8) Int 14 (+7) Cha 11 (+5)	
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 10 Brute
Medium natural humanoid (human)	XP 500
HP 126; Bloodied 63	Initiative +6
AC 22, Fortitude 24, Reflex 22, Will 20	Perception +5
Speed 6	
STANDARD ACTIONS	
m <b>Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d10 + 10 damage.	
M <b>Mighty Blow (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d10 + 10 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.	
M <b>Swath of Death • Recharge if either attack misses</b>	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
M <b>Forceful Shove • At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +14, Stealth +11	
Str 19 (+11) Dex 13 (+6) Wis 10 (+5)	
Con 16 (+8) Int 7 (+3) Cha 10 (+5)	
Alignment evil Languages Common, Netherese	
Equipment studded leather, bastard sword	

## ENCOUNTER 21: BESIEGED (ADVENTURE LEVEL 10)

1 Raven Roost Grenadier (C)	Level 11 Controller
Medium natural humanoid (human)	XP 600
HP 101; Bloodied 50	Initiative +10
AC 25, Fortitude 22, Reflex 24, Will 22	Perception +8
Speed 6	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
A <b>Fire Bomb</b> (fire) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +14 vs. Fortitude	
Hit: 2d6 + 7 fire damage, and the target falls prone.	
Miss: Half damage.	
A <b>Smoke Bomb</b> • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +14 vs. Fortitude	
Hit: The target is dazed and takes ongoing 10 damage (save ends both).	
Effect: Squares in the burst are lightly obscured until the end of the encounter.	
A <b>Oil Slick</b> • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +14 vs. Reflex	
Hit: The target falls prone.	
Effect: Each target gains vulnerable 10 fire until the end of the encounter.	
MINOR ACTIONS	
<b>Grenadier's Rush</b> • Encounter	
Effect: The grenadier moves up to its speed.	
Skills Athletics +12, Stealth +14	
Str 14 (+7)	Dex 18 (+9)
Con 13 (+6)	Int 12 (+6)
	Wis 15 (+7)
	Cha 10 (+5)
Alignment evil	
Languages Common, Netherese	
Equipment 8 fire bombs, flask of oil, smoke bomb, leather armor, short sword	

3 Raven Roost Highwaymen (S)	Level 11 Soldier
Medium natural humanoid, human	XP 600
HP 101; Bloodied 50	Initiative +11
AC 27, Fortitude 22, Reflex 25, Will 22	Perception +13
Speed 6	
STANDARD ACTIONS	
m <b>Rapier</b> (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
Effect: The target is marked until the end of the soldier's next turn.	
R <b>Bolt to the Gut</b> (weapon) • Recharge 5-6	
Attack: Ranged 5 (one creature); +16 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 3d6 + 9 damage, and the target is immobilized and takes ongoing 10 damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
<b>Stand, You Coward</b> • 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 +13, Intimidate +13, Stealth +14	
Str 16 (+8)	Dex 18 (+9)
Con 13 (+6)	Int 12 (+6)
	Wis 15 (+7)
	Cha 16 (+8)
Alignment evil	
Languages Common, Netherese	
Equipment studded leather, crossbow bolt x10, hand crossbow, rapier	

Dust Devil	Level 10 Skirmisher
Medium elemental magical beast (air, earth)	XP 500
HP 95; Bloodied 47	Initiative +11
AC 25, Fortitude 21, Reflex 23, Will 21; -2 to all defenses while slowed or immobilized	Perception +4
Speed 8	
Immune disease, poison	
STANDARD ACTIONS	
m <b>Grasping Winds</b> • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 2d8 + 9 damage, and the dust devil slides the target 2 squares.	
C <b>Stinging Sands</b> • Encounter	
Attack: Close burst 3 (creatures in burst); +15 vs. Fortitude	
Hit: 3d6 + 8 damage, and the target is blinded until the end of the dust devil's next turn.	
MOVE ACTIONS	
M <b>Grasping Winds</b> • 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); +15 vs. Fortitude	
Hit: The target falls prone.	
Skills Stealth +14	
Str 8 (+4)	Dex 18 (+9)
Con 15 (+7)	Int 5 (+2)
	Wis 8 (+4)
	Cha 15 (+7)
Alignment unaligned	
Languages Primordial	