

ADCP5-2 R2

# BEST DEFENSE ROUND 2: AL 18 STATS

A DUNGEONS & DRAGONS® *LIVING  
FORGOTTEN REALMS* ADVENTURE

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

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# ENCOUNTER 1: REIGN OF FIRE (ADVENTURE LEVEL 18)

2 Netherese Inquisitors (S)	Level 20 Controller
Medium shadow humanoid (shade)	XP 2,800
HP 188; Bloodied 94	Initiative +13
AC 34, Fortitude 32, Reflex 34, Will 32	Perception +11
Speed 6	Low-light vision
STANDARD ACTIONS	
m <b>Inquiring Grip</b> (psychic) • At-Will	
Attack: Melee 1 (one creature); +24 vs. Reflex	
Hit: 3d8 + 15 psychic damage, and the target is immobilized until the end of the inquisitor's next turn.	
r <b>Call to Answer</b> (psychic) • At-Will	
Attack: Ranged 10 (one creature); +24 vs. Reflex	
Hit: 3d6 + 11 psychic damage, and the target loses all fire resistance and is immobilized (save ends both).	
R <b>Under the Question</b> (charm, psychic) • Recharge 5 6	
Attack: Ranged 10 (one immobilized creature); +24 vs. Will	
Hit: The target loses all fire resistance, takes ongoing 15 psychic damage and is restrained (save ends all three). A target reduced to 0 hit points by this attack's ongoing damage is dominated by the inquisitor. A dominated target does not fall unconscious and does not need to make death saving throws. It dies only when reduced to negative hit points equal to its bloodied value. If the target under the inquisitor's control regains hit points so that it is no longer dying, or if the inquisitor is reduced to 0 hit points, the inquisitor's domination of the target ends.	
MOVE ACTIONS	
One with Shadow • Encounter	
Effect: The shade becomes invisible until the end of its next turn or when it first attacks whichever comes first.	
Skills Arcana +24, Stealth +20	
Str 12 (+11)	Dex 16 (+13)
Con 20 (+15)	Int 24 (+17)
	Wis 12 (+11)
	Cha 20 (+15)
Alignment evil	Languages Common, Netherese
Equipment: robes	
Note: Based on the incunabulum inquisitor.	

2 Shade Fire Giant Knights (D)	Level 20 Soldier
Large elemental humanoid (fire, giant)	XP 2,800
HP 190; Bloodied 95	Initiative +14
AC 36, Fortitude 35, Reflex 30, Will 30	Perception +15
Speed 7	Low-light vision
Resist 30 fire	
TRAITS	
O <b>Fiery Defender</b> • Aura 2	
While in the aura, an unmarked enemy that uses an attack power that fails to target a creature that has this aura active takes 15 fire damage.	
STANDARD ACTIONS	
m <b>Longsword</b> (fire, weapon) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 2d10 + 17 fire damage.	
R <b>Throwing Hammer</b> (fire) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. AC	
Hit: 2d8 + 17 fire damage, and the target falls prone.	
C <b>Flame's Lure</b> (fire) • At-Will	
Attack: Close burst 3 (enemies in the burst); +23 vs. Will	
Hit: The giant slides the target up to 3 squares into a space adjacent to the giant, and the target takes ongoing 15 fire damage (save ends).	
Str 24 (+17)	Dex 14 (+12)
Con 22 (+16)	Int 10 (+10)
	Wis 10 (+10)
	Cha 14 (+12)
Alignment unaligned	Languages Primordial

Flamethrower Trap (F)	Level 20 Blaster
Trap	XP 2,800
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 +15	
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: +23 vs. Reflex	
Hit: 3d6 + 11 fire damage, push 3 and ongoing 10 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: +23 vs. Reflex	
Hit: 3d6 + 11 damage, the target is pushed 3 and takes ongoing 10 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 35, Reflex/Fortitude 33, Will -; hit points 200; resist all 5. If destroyed through damage it explodes.	
♦ Adjacent characters on the platform can make a DC 34 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 25 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 34 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 18)

2 Ironwing Kir-Lanans (I)	Level 18 Skirmisher
Medium shadow humanoid	XP 2,000
HP 176; Bloodied 88	Initiative +19
AC 33, Fortitude 31, Reflex 31, Will 31	Perception +15
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
<b>R Enfeebling Strike (necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 13 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).	
<b>M Crashing Glide • At-Will</b>	
Attack: The kir-lanan shifts 6 squares and uses <i>claw</i> against two different targets at any point during the shift. When an attack hits, the kir-lanan slides the target 3 square and knocks it prone.	
MOVE ACTIONS	
<b>Leaping Glide • At-Will</b>	
Effect: The kir-lanan moves flies 4 squares without provoking opportunity attacks.	
TRIGGERED ACTIONS	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 44 hit points.	
Skills Athletics +20, Stealth +24	
Str 27 (+17)	Dex 26 (+17) Wis 22 (+15)
Con 24 (+16)	Int 12 (+10) Cha 15 (+11)
Alignment evil	Languages Common, Netherese
Note: Reffavored ironstone gargoyle, changed into kir-lanan.	

5+ Obsidian Kir-Lanans (O)	Level 18 Minion Soldier
Medium shadow humanoid	XP 500
HP 1; a missed attack never damages a minion	Initiative +15
AC 35, Fortitude 33, Reflex 30, Will 29	Perception +14
Speed 6, fly 8	Darkvision
TRAITS	
<b>Cruel Claw</b>	
Whenever an enemy leaves a square adjacent to the kir-lanan, that enemy takes 10 damage.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 15 damage.	
Skills Athletics +19, Stealth +18	
Str 24 (+16)	Dex 19 (+12) Wis 20 (+14)
Con 19 (+13)	Int 10 (+9) Cha 15 (+11)
Alignment evil	Languages Common, Netherese
Note: Reffavored obsidian gargoyle.	

2 Kir-Lanan Shadow Hurlers (S)	Level 18 Artillery
Medium shadow humanoid	XP 2,000
HP 133; Bloodied 66	Initiative +15
AC 33, Fortitude 29, Reflex 27, Will 27	Perception +19
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
TRAITS	
<b>Shadow Defense</b>	
The kir-lanan has resist 15 to all damage from attacks originating at least 5 squares away.	

STANDARD ACTIONS		
m <b>Claw • At-Will</b>		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 2d10 + 12 damage.		
r <b>Hurled Shadow (necrotic) • At-Will</b>		
Attack: Ranged 20 (one creature); +21 vs. Fortitude		
Hit: 3d8 + 13 necrotic damage, and the target is dazed (save ends).		
A <b>Bursting Shadow (necrotic) • At-Will</b>		
Attack: Area burst 1 within 10 (creatures in the burst); +21 vs. Fortitude		
Hit: 3d6 + 9 necrotic damage, and the target is slowed and takes a -2 penalty to attack rolls (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 33 hit points.		
Skills Stealth +22		
Str 22 (+15)	Dex 22 (+15)	Wis 21 (+14)
Con 19 (+13)	Int 10 (+9)	Cha 17 (+12)
Alignment evil		Languages Common, Netherese
Note: Reffavored gargoyle rock hurler, changed into kir-lanan.		

2 Horned Kir-Lanans (H)	Level 18 Brute
Medium shadow humanoid	XP 2,000
HP 215; Bloodied 107	Initiative +16
AC 31, Fortitude 33, Reflex 30, Will 30	Perception +19
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d10 + 15 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.	
<b>M 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); +24 vs. AC	
Hit: 2d12 + 15 damage, and the target is grabbed (escape DC 23) and takes ongoing 15 damage until the grab ends.	
<b>R Enfeebling Strike (necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 13 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.	
TRIGGERED ACTIONS	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 53 hit points.	
Skills Stealth +23	
Str 30 (+19)	Dex 24 (+16) Wis 20 (+14)
Con 25 (+16)	Int 10 (+9) Cha 15 (+11)
Alignment evil	Languages Common, Netherese
Note: Reffavored hornstone gargoyle, changed into kir-lanan.	

## ENCOUNTER 3: THROUGH THE ROOF (ADVENTURE LEVEL 18)

1 Iron Golem (B)	Level 20 Elite Brute
Large natural animate (construct)	XP 5,600
HP 386; Bloodied 193	Initiative +14
AC 29, Fortitude 29, Reflex 28, Will 27	Perception +10
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Noxious Fumes</b> (poison) • <b>Aura 2</b>	
While the golem is bloodied, any creature that enters the aura or starts its turn there takes 5 poison damage.	
<b>Energizing Flames</b>	
The first time the golem takes fire damage each turn, it can shift up to 2 squares as a free action, even if it could not normally shift.	
<b>Interfering Bolts</b>	
When the golem takes lightning damage, it is slowed until the end of its next turn.	
STANDARD ACTIONS	
m <b>Iron Blade</b> • <b>At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d10 + 12 damage.	
Effect: The golem marks the target (save ends).	
M <b>Cleave</b> • <b>At-Will</b>	
Effect: The golem uses <i>iron blade</i> twice, each time against a different target.	
C <b>Breath Weapon</b> (poison) • <b>Recharge 5-6</b>	
Attack: Close blast 3 (creatures in the blast); +23 vs. Fortitude	
Hit: 4d8 + 9 poison damage, and ongoing 15 poison damage (save ends).	
TRIGGERED ACTIONS	
M <b>Dazing Fist</b> • <b>At-Will</b>	
Trigger: A creature within 2 squares of the golem and marked by it moves.	
Attack ( <i>Immediate Interrupt</i> ): Melee 2 (the triggering creature); +23 vs. Fortitude	
Hit: The target is dazed (save ends).	
C <b>Toxic Death</b> (poison) • <b>At-Will</b>	
Trigger: The golem is first bloodied or drops to 0 hit points.	
Attack ( <i>No Action</i> ): Close burst 3 (creatures in the burst); +23 vs. Fortitude	
Hit: 2d8 + 11 poison damage, and ongoing 10 poison damage (save ends).	
Str 27 (+18)	Dex 15 (+12)
Con 25 (+17)	Int 3 (+6)
Alignment unaligned	Wis 11 (+10)
	Cha 3 (+6)
	Languages -

2 Speakers of Shar (A)	Level 20 Artillery
Medium shadow humanoid (shade)	XP 2,800
HP 152; Bloodied 76	Initiative +10
AC 34, Fortitude 31, Reflex 32, Will 33	Perception +16
Speed 6	Low-light vision
TRAITS	
<b>Furious Flock</b>	
The speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m <b>Morningstar</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d10 + 16 damage.	
r <b>Midwinter Wind</b> (cold, necrotic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: 2d12 + 16 cold and necrotic damage, and the speaker can slide the target 1 square.	
A <b>Swirling Ravens</b> (zone) • <b>Encounter</b>	
Attack: Area burst 2 within 10 (enemies in the burst); +25 vs. Fortitude	
Hit: 3d10 + 10 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the speaker's next turn.	
TRIGGERED ACTIONS	
<b>Unkind Flight</b> (polymorph) • <b>Encounter</b>	
Requirement: The speaker must be bloodied.	
Trigger: The speaker is damaged by a melee attack.	
Effect ( <i>Immediate Reaction</i> ): The speaker assumes the form of a flock of swirling bats and flies up to 8 squares. While in this form, the speaker is insubstantial and can move through enemies' spaces. Each time the speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+11)	Dex 10 (+10)
Con 18 (+14)	Int 21 (+15)
	Wis 24 (+17)
	Cha 12 (+11)
Alignment evil	Languages Common, Netherese
Equipment robes, morningstar	

2 Shadow Giants (S)	Level 20 Soldier
Large shadow humanoid (giant, undead)	XP 2,800
<b>HP</b> 201; <b>Bloodied</b> 100	<b>Initiative</b> +15
<b>AC</b> 33, <b>Fortitude</b> 33, <b>Reflex</b> 32, <b>Will</b> 33	<b>Perception</b> +16
<b>Speed</b> 7, fly 3 (hover)	<b>Darkvision</b>
<b>Immune</b> disease, poison; <b>Resist</b> 20 necrotic, insubstantial	
TRAITS	
<b>O Shadow Malaise</b> (fear) • <b>Aura</b> 5	
Enemies within the aura regain half the normal hit points from healing powers.	
Revealed by Radiance	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
<b>m Necrotic Touch</b> (necrotic) • <b>At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +23 vs. Reflex	
<i>Hit:</i> 3d8 + 15 necrotic damage, and the target is marked (save ends).	
<b>M Death Touch</b> (necrotic) • <b>At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +23 vs. Reflex	
<i>Hit:</i> 3d8 + 15 damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
<b>Cast into Shadow</b> • <b>At-Will</b>	
<i>Trigger:</i> An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
<i>Attack (Immediate Reaction):</i> Melee 2 (the triggering enemy); +23 vs. Reflex	
<i>Hit:</i> The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
<b>Str</b> 22 (+16)	<b>Dex</b> 21 (+15) <b>Wis</b> 16 (+13)
<b>Con</b> 23 (+14)	<b>Int</b> 10 (+10) <b>Cha</b> 23 (+16)
<b>Alignment</b> evil	<b>Languages</b> Common, Giant

6+ Devil-Bred Shadar-Kai	Level 20 Minion Soldiers
Medium natural humanoid (human)	XP 700
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +14
<b>AC</b> 36, <b>Fortitude</b> 34, <b>Reflex</b> 30, <b>Will</b> 32	<b>Perception</b> +10
<b>Speed</b> 6	<b>Darkvision</b>
STANDARD ACTIONS	
<b>m Longsword</b> (weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC	
<i>Hit:</i> 15 damage.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
<i>Effect:</i> The stalker teleports 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
<b>M Punishing Longsword</b> (fire, weapon) • <b>At-Will</b>	
<i>Trigger:</i> An enemy adjacent to the shadar-kai makes an attack that doesn't include it as a target.	
<i>Attack (Opportunity Action):</i> Melee 1 (the triggering enemy); +25 vs. AC	
<i>Hit:</i> 15 fire damage.	
<b>Str</b> 20 (+15)	<b>Dex</b> 14 (+12) <b>Wis</b> 14 (+12)
<b>Con</b> 22 (+16)	<b>Int</b> 10 (+10) <b>Cha</b> 8 (+9)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> longsword, chain mail	

## ENCOUNTER 5: TAKING COMMAND (ADVENTURE LEVEL 18)

1 Netherese Mage Captain (M)	Level 18 Elite Controller
Medium natural humanoid (human)	XP 4,000
HP 338; Bloodied 169	Initiative +11
AC 32, Fortitude 28, Reflex 31, Will 30	Perception +12
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 <b>Short Sword</b> (teleportation, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6 + 12 damage, and the mage teleports the target 3 squares.	
Miss: The mage can teleport the target 1 square.	
r <b>Misleading Visions</b> (illusion) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +21 vs. Will	
Hit: 2d10 + 13 damage, and the mage slides the target 4 squares.	
Miss: The mage can slide the target 1 square.	
MR <b>Double Attack</b> • <b>At-Will</b>	
Effect: The mage makes two basic attacks.	
A <b>Visions of Terror</b> (fear, illusion, psychic) • <b>Recharge</b> 5-6	
Attack: Area burst 2 within 10 (enemies in the burst); +21 vs. Will	
Hit: 3d10 + 15 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 (+10)	Dex 14 (+11) Wis 16 (+12)
Con 17 (+12)	Int 24 (+16) Cha 21 (+14)
Alignment evil	Languages Common, Netherese
Note: Modified rakshasa mage.	

2 Netherese Captain's Guard (G)	Level 18 Soldier
Medium natural humanoid (human)	XP 2,000
HP 170; Bloodied 85	Initiative +16
AC 34, Fortitude 32, Reflex 30, Will 29	Perception +18
Speed 6	Low-light vision
TRAITS	
Threatening Reach	
The guard can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m <b>Halberd</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d10 + 4 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn.	
M <b>Mighty Clout</b> (weapon) • <b>Recharge</b> 5-6	
Attack: Melee 2 (one creature); +21 vs. Fortitude	
Hit: 4d10 + 16 damage, and the guard slides the target 1 square and knocks it prone.	
TRIGGERED ACTIONS	
<b>Heroic Effort</b> • <b>Encounter</b>	
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 (+16)	Dex 21 (+14) Wis 19 (+13)
Con 18 (+13)	Int 13 (+10) Cha 15 (+11)
Alignment unaligned	Languages Common, Netherese
Note: Reffavored goliath king's guard.	

3 Netherese Deathless Sniper (S)	Level 18 Artillery
Medium shadow humanoid	XP 2,000
HP 147; Bloodied 73	Initiative +15
AC 32, Fortitude 29, Reflex 31, Will 30	Perception +14
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	
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); +23 vs. AC	
Hit: 3d6 + 14 damage, and the sniper can shift 1 square.	
r <b>Longbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +25 vs. AC	
Hit: 2d10 + 17 damage.	
R <b>Life Pierce</b> (weapon) • <b>Recharge</b> if the power misses	
Effect: The sniper gains 15 temporary hit points.	
Attack: Ranged 20 (one creature); +25 vs. Reflex	
Hit: 3d10 + 17 damage.	
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 +20, Athletics +16	
Str 15 (+11)	Dex 23 (+15) Wis 20 (+14)
Con 18 (+13)	Int 11 (+9) Cha 12 (+10)
Alignment evil	Languages Common, Netherese
Note: Modified deathless sniper.	

## ENCOUNTER 6: COUNTER ATTACK (ADVENTURE LEVEL 18)

<b>2 Dire Bulettes (M)</b>	<b>Level 18 Elite Skirmisher</b>
Huge natural beast	XP 4,000
<b>HP 350; Bloodied 175</b>	<b>Initiative +17</b>
<b>AC 33, Fortitude 31, Reflex 29, Will 28</b>	<b>Perception +14</b>
<b>Speed 8, burrow 8</b>	Darkvision, Tremorsense 20
<b>Saving Throws +2; Action Points 1</b>	
<b>TRAITS</b>	
<b>Ground Eruption</b>	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
<b>STANDARD ACTIONS</b>	
<b>m Bite (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d10 + 10 damage, or 5d10 + 10 against a prone target.	
<b>M Leaping Bite • At-Will</b>	
Effect: The bulette jumps up to 7 squares and then uses <i>bite</i> . This movement does not provoke opportunity attack.	
<b>C Rising Burst • At-Will</b>	
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 3 (creatures in the burst); +23 vs. AC	
Hit: 2d12 + 10 damage.	
Miss: Half damage.	
<b>MOVE ACTIONS</b>	
<b>M Earth Furrow • At-Will</b>	
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); +21 vs. Fortitude	
Hit: The target falls prone.	
<b>Skills</b> Athletics +22, Endurance +20	
<b>Str 26 (+17)</b>	<b>Dex 22 (+15)</b>
<b>Con 23 (+15)</b>	<b>Int 5 (+6)</b>
<b>Wis 20 (+14)</b>	<b>Cha 10 (+9)</b>
<b>Alignment</b> unaligned	<b>Languages</b> -

<b>6+ Devil-Bred Shadar-Kai</b>	<b>Level 20 Minion Soldiers</b>
Medium natural humanoid (human)	XP 700
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +14</b>
<b>AC 36, Fortitude 34, Reflex 30, Will 32</b>	<b>Perception +10</b>
<b>Speed 6</b>	Darkvision
<b>STANDARD ACTIONS</b>	
<b>m Longsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 15 damage.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The stalker teleports 3 squares and becomes insubstantial until the start of her next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>M Punishing Longsword (fire, weapon) • At-Will</b>	
Trigger: An enemy adjacent to the shadar-kai makes an attack that doesn't include it as a target.	
Attack (Opportunity Action): Melee 1 (the triggering enemy); +25 vs. AC	
Hit: 15 fire damage.	
<b>Str 20 (+15)</b>	<b>Dex 14 (+12)</b>
<b>Wis 14 (+12)</b>	

<b>Con 22 (+16)</b>	<b>Int 10 (+10)</b>	<b>Cha 8 (+9)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese	
<b>Equipment</b> longsword, chain mail		

<b>1 Netherese Grand Vizier</b>	<b>Level 18 Controller (Leader)</b>
Medium shadow humanoid (shadar-kai)	XP 2,000
<b>HP 172; Bloodied 86</b>	<b>Initiative +12</b>
<b>AC 32, Fortitude 30, Reflex 30, Will 32</b>	<b>Perception +14</b>
<b>Speed 6, teleport 4</b>	Low-light vision
<b>Resist 15 necrotic</b>	
<b>Action Point 1*</b>	
<b>STANDARD ACTIONS</b>	
<b>m Scepter (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d10 + 12 damage, and the vizier slides the target 1 square and knocks the target prone.	
<b>R Shadow Bolt (necrotic) • At-Will</b>	
Attack: Ranged 5 (one creature); +21 vs. Reflex	
Hit: 3d10 + 10 necrotic damage, and the target is weakened (save ends).	
<b>Word of Command (charm) • At-Will</b>	
Effect: Choose one creature within 5 squares of the vizier. The vizier slides that creature 3 squares, and the creature makes a melee basic attack with a +4 bonus on attack and damage rolls as a free action against a creature of the vizier's choice.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The vizier teleports 3 squares and becomes insubstantial until the start of her next turn.	
<b>MINOR ACTIONS</b>	
<b>Shadowtaint Enchantment • At-Will</b>	
Effect: One ally within 5 squares of the vizier deals 10 extra necrotic damage with melee attacks until the end of the ally's next turn.	
<b>MOVE ACTIONS</b>	
<b>Tainted Advice • Recharge 5-6</b>	
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 +4 bonus to the reroll.	
<b>Skills</b> Bluff +18, Diplomacy +18, Insight +17	
<b>Str 17 (+12)</b>	<b>Dex 16 (+12)</b>
<b>Con 20 (+14)</b>	<b>Int 26 (+17)</b>
<b>Wis 20 (+14)</b>	<b>Cha 22 (+15)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese

**Note:** Re-flavored vizier devil.

\* Not a typo.

## ENCOUNTER 7B: SAKKORS (ADVENTURE LEVEL 18)

2 Netherese Serpent Guardian	Level 18 Skirmisher
Medium natural animate (construct, homunculus)	XP 2,000
HP 173; Bloodied 86	Initiative +15
AC 32, Fortitude 31, Reflex 30, Will 28	Perception +16
Speed 7	
Immune disease, poison	
TRAITS	
Combat Advantage	
The serpent deals 4d6 additional damage on attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
<b>m Bite (poison) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d6 + 12 damage, and ongoing 15 poison damage (save ends).	
<b>R Poison the Mind (psychic) • At-Will</b>	
Attack: Ranged 10 (one creature); +13 vs. Will	
Hit: 4d6 + 12 psychic damage and target is blinded and slowed (save ends both).	
MOVE ACTIONS	
<b>Elusive Shift • At-Will</b>	
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.	
<b>Skills Stealth +18</b>	
<b>Str 17 (+12)</b>	<b>Dex 18 (+13)</b>
<b>Con 21 (+14)</b>	<b>Int 5 (+6)</b>
	<b>Cha 12 (+10)</b>
<b>Alignment</b> unaligned	<b>Languages</b> -
Note: Modified cobalt serpent.	

3 Netherese Runic Statue	Level 18 Brute
Medium natural animate (construct)	XP 2,000
HP 208; Bloodied 104	Initiative +11
AC 30, Fortitude 32, Reflex 28, Will 30	Perception +13
Speed 5	
Immune disease, petrification; Resist 10 poison	
TRAITS	
Runes of Strength	
At the start of the encounter, the statue has one rune of strength. It deals 2d12 extra damage per rune of strength it has.	
STANDARD ACTIONS	
<b>m Stone Fist • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d12 + 10 damage, and if the target is adjacent to one of the statue's allies, it is also knocked prone.	
TRIGGERED ACTIONS	
<b>Runic Gift • Encounter</b>	
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.	
<b>Str 22 (+15)</b>	<b>Dex 14 (+11)</b>
<b>Con 18 (+13)</b>	<b>Int 3 (+4)</b>
	<b>Cha 6 (+7)</b>
<b>Alignment</b> unaligned	<b>Languages</b> -

4 Netherese Dawnkiller	Level 18 Lurker
Medium shadow humanoid	XP 2,000
HP 130; Bloodied 65	Initiative +20
AC 32, Fortitude 30, Reflex 32, Will 29	Perception +18
Speed 7	Low-light vision
TRAITS	
Shadows of Shar (necrotic)	
The dawnkiller deals 5d6 extra necrotic damage on melee attacks against any creature that cannot see it.	
STANDARD ACTIONS	
<b>m Kukri (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d6 + 13 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.	
<b>M Shade Strike (necrotic) • At-Will</b>	
Attack: Melee 1 (one enemy shrouded in gloom); +15 vs. AC	
Hit: 4d6 + 11 necrotic damage, and the target is blinded (save ends).	
MOVE ACTIONS	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
<b>Skills Acrobatics +21, Stealth +21</b>	
<b>Str 20 (+14)</b>	<b>Dex 24 (+16)</b>
<b>Con 16 (+12)</b>	<b>Int 14 (+11)</b>
	<b>Cha 11 (+9)</b>
<b>Alignment</b> unaligned	<b>Languages</b> Common, Netherese
<b>Equipment</b> kukri x2, leather armor	
Note: Based on shadar-kai dawnkiller.	

# EVENT 1, 2 AND 3 (ADVENTURE LEVEL 18)

## EVENT 1: BLOWN AWAY

5 Turrets	Level 18 Minion Blaster
Trap	XP 500
<b>Perception</b>	
♦ Automatic detection	
<b>Initiative</b> automatically first of the round.	
<b>Trigger</b>	
The start of the encounter as long as the Offense Trait has not dropped to 0.	
<b>Attack</b>	
<b>Standard Action</b>	<b>Ranged</b>
<b>Target:</b> One enemy within range.	
<b>Attack:</b> Range 20; +23 vs. AC	
<b>Hit:</b> 13 force damage.	
<b>Countermeasures</b>	
♦ An adjacent character can destroy one turret with a DC 23 Arcana, Athletics, Nature, Religion or Thievery check as a standard action.	
♦ An adjacent character can destroy one turret with a DC 32 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 33; Fortitude 31; Hit Points 1; a missed attack never damages a minion.	

## EVENT 2: OUT OF HIDING

Shade Sorrow Mage	Level 20 Artillery
Medium shadow humanoid	XP 2,800
<b>HP 140; Bloodied 70</b>	<b>Initiative +15</b>
<b>AC 34, Fortitude 31, Reflex 32, Will 34</b>	<b>Perception +16</b>
<b>Speed 6</b>	<b>Low-light vision</b>
<b>Immune</b> fear; <b>Resist</b> 10 necrotic	
<b>TRAITS</b>	
<b>O Sorrow • Aura 1</b>	
Any enemy in the aura that misses the sorrow mage with an attack is dazed until the end of the enemy's next turn.	
<b>STANDARD ACTIONS</b>	
<b>m Staff (weapon) • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +25 vs. AC	
<b>Hit:</b> 2d10 + 10 damage, and the sorrow mage can push the target up to 2 squares.	
<b>r Force Bolt (force, implement) • At-Will</b>	
<b>Special:</b> The attack does not trigger an attack of opportunity.	
<b>Attack:</b> Ranged 20 (one creature); +27 vs. AC	
<b>Hit:</b> 3d10 + 11 force damage, and the target is slowed (save ends).	
This attack deals 2d6 extra damage against a slowed target.	
<b>A Tears from the Night (fear, implement, radiant) • Encounter</b>	
<b>Attack:</b> Area burst 1 within 10 (enemies in the burst); +23 vs. Will	
<b>Hit:</b> 4d10 + 9 radiant damage, and the target cannot attack (save ends).	
<b>Miss:</b> Half damage.	
<b>MOVE ACTIONS</b>	
<b>One with Shadow • Encounter</b>	
<b>Effect:</b> The shade becomes invisible until the end of its next turn or when it first attacks whichever comes first.	
<b>Skills</b> Arcana +21, Stealth +22	
<b>Str 12 (+11)</b>	<b>Dex 21 (+15) Wis 22 (+16)</b>

<b>Con 14 (+12)</b>	<b>Int 18 (+14)</b>	<b>Cha 24 (+17)</b>
<b>Alignment</b> evil		<b>Languages</b> Common, Netherese
<b>Equipment</b> robes, staff		
<b>Note:</b> Re-flavored fallen angel of sorrow, changed into a shade.		

## EVENT 3: ASSASSINS

Bonegauge Assassin	Level 20 Lurker
Medium elemental humanoid (demon)	XP 2,800
<b>HP 150; Bloodied 75</b>	<b>Initiative +23</b>
<b>AC 34, Fortitude 31, Reflex 34, Will 31</b>	<b>Perception +22</b>
<b>Speed 8; phasing</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>O Gloom Shroud • Aura 2</b>	
Squares within the aura are heavily obscured. The bonegauge assassin ignores this aura.	
<b>Assassin's Advantage</b>	
The bonegauge assassin deals 2d6 extra damage to any creature that cannot see it.	
<b>STANDARD ACTIONS</b>	
<b>m Bone Claw • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +25 vs. AC	
<b>Hit:</b> 3d10 + 10 damage.	
<b>R Bone Dart • At-Will</b>	
<b>Attack:</b> Ranged 5 (one creature); +25 vs. AC	
<b>Hit:</b> 3d10 + 10 damage.	
<b>C Vital-Strike Flurry • At-Will</b>	
<b>Attack:</b> Close burst 1 (enemies in the burst); +23 vs. Reflex	
<b>Hit:</b> 2d10 + 10 damage, and the target is slowed (save ends).	
<b>R Bonegauge Dart (necrotic) • At-Will</b>	
<b>Attack:</b> Ranged 5 (one creature); +25 vs. AC	
<b>Hit:</b> 3d10 + 10 necrotic damage, and the target is blinded and weakened (save ends both).	
<b>MOVE ACTIONS</b>	
<b>Gloom Maelstrom (teleportation, zone) • Recharge 6</b>	
<b>Effect:</b> The squares within the assassin's gloom shroud aura becomes a zone, and the aura is deactivated. The zone is heavily obscured. The assassin then teleports 6 squares. The zone persists until the assassin activates its gloom shroud aura (a minor action).	
<b>TRIGGERED ACTIONS</b>	
<b>Variable Resistance • 2/encounter</b>	
<b>Trigger:</b> The assassin takes acid, cold, fire, lightning, or thunder damage.	
<b>Effect (Free Action):</b> The assassin gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
<b>Skills</b> Acrobatics +24, Athletics +20, Stealth +24, Thievery +24	
<b>Str 21 (+15)</b>	<b>Dex 28 (+19) Wis 25 (+17)</b>
<b>Con 24 (+17)</b>	<b>Int 18 (+14) Cha 10 (+10)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Abyssal	