ADCP5-2 R1

Best Defense Round 1: AL 20 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: Three If By Air? (Adventure Level 20)

3 Midnight Arrows — **Level 20 Artillery**
Medium shadow humanoid (human) — XP 2,800
HP 142; **Bloodied** 71 — **Initiative** +15
AC 34, **Fortitude** 31, **Reflex** 33, **Will** 32 — **Perception** +14
Speed 6. climb 3

Traits

Street Agility
The arrow ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.

Standard Actions

m **Club** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage.

r **Glancing Shot** (weapon) • **At-Will**
Attack: Ranged 15 (one creature); +27 vs. AC
Hit: 3d6 + 11 damage, and another creature within 3 squares of the target takes 20 damage.

R **Double Shot** • **Recharge** 5-6
Effect: The arrow uses *glancing shot* twice.

Triggered Actions

R **Vengeful Arrow** • **At-Will**
Trigger: An enemy hits the arrow with a ranged or area attack.
Effect (Immediate Reaction): The arrow uses *glancing shot* against the triggering enemy.

Skills Acrobatics +20, Athletics +16, Stealth +20
Str 12 (+11) **Dex** 21 (+15) **Wis** 18 (+14)
Con 16 (+13) **Int** 10 (+10) **Cha** 10 (+10)
Alignment evil **Languages** Common, Netherese
Equipment arrow x20, club, leather armor, longbow

6 Ghost Talon Thugs — **Level 20 Minion Brute**
Medium shadow humanoid (shadar-kai) — XP 700
HP 1; a missed attack never damages a minion. — **Initiative** +14
AC 32, **Fortitude** 33, **Reflex** 32, **Will** 31 — **Perception** +11
Speed 6 — Low-light vision

Standard Actions

m **Heavy Flail** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 15 damage, or 20 on a critical hit. The thug becomes insubstantial until the start of its next turn.

Move Actions

Shadow Jaunt (teleportation) • **Encounter**
Effect: The thug teleports 3 squares and becomes insubstantial until the start of its next turn.

Triggered Actions

Blood Phase • **Encounter**
Trigger: The thug takes damage while it is insubstantial.
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.

Str 20 (+15) **Dex** 18 (+14) **Wis** 12 (+11)
Con 15 (+12) **Int** 11 (+10) **Cha** 16 (+13)
Alignment evil **Languages** Common, Netherese
Equipment heavy flail, hide armor.

3 Shadar-Kai Blacksouls — **Level 20 Controller**
Medium shadow humanoid (shadar-kai) — XP 2,800
HP 186; **Bloodied** 93 — **Initiative** +13
AC 32, **Fortitude** 31, **Reflex** 33, **Will** 33 — **Perception** +11
Speed 7 — Low-light vision

Traits

Shrouded in Gloom
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains no benefit of healing effects.

Standard Actions

m **Corrupting Blackfire** (fire, necrotic) • **At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d6 + 11 fire and necrotic damage, and the target is shrouded in gloom (save ends).

r **Shadowbolt** (necrotic) • **At-Will**
Attack: Ranged 10 (one creature); +23 vs. Reflex
Hit: 3d8 + 15 necrotic damage, and the target is shrouded in gloom (save ends).

R **Corrupt Soul** (charm) • **At-Will**
Attack: Ranged 10 (one creature shrouded in gloom); +23 vs. Will
Hit: The target is slide 3 squares and makes a melee basic attack against a target of the blacksouls choice. If the target misses, the target takes 30 psychic damage.

A **Shadowburst** (necrotic) • **Recharge** 6
Attack: Area burst 3 within 10 (enemies in the burst); +23 vs. Reflex
Hit: 3d6 + 11 necrotic damage, and the target is shrouded in gloom (save ends).
Miss: Half damage.

Move Actions

Shadow Jaunt (teleportation) • **Encounter**
Effect: The shadar-kai blacksoul teleports 3 squares and becomes insubstantial until the start of its next turn.

Skills Arcana +22, Stealth +18
Str 12 (+11) **Dex** 16 (+13) **Wis** 12 (+11)
Con 18 (+14) **Int** 24 (+17) **Cha** 20 (+15)
Alignment evil **Languages** Common, Netherese
Equipment leather armor

12 Veserabs — **Level 19 Lurker**
Large shadow beast — XP 2,400
HP 137; **Bloodied** 68 — **Initiative** +15
AC 33, **Fortitude** 33, **Reflex** 30, **Will** 30 — **Perception** +17
Speed 4, fly 8 — Blindsight 20

Traits

Dark Wings
When mounted by a friendly rider of 25th level or higher, the veserab grants its rider resist 10 poison and is immune to the effects of any veserab's noxious breath.

Skills Stealth +18
Str 20 (+14) **Dex** 18 (+13) **Wis** 17 (+12)
Con 17 (+12) **Int** 2 (+5) **Cha** 4 (+6)
Alignment unaligned **Languages** none

Note: Simplified veserab (it is not going to attack).

Encounter 4: Attacking the Main (Adventure Level 20)

Sergeant at Arms (T) **Level 21 Controller**
Medium shadow humanoid XP 3200
HP 191; **Bloodied** 95 **Initiative** +13
AC 33, **Fortitude** 31, **Reflex** 31, **Will** 31 **Perception** +15
Speed 6; phasing Darkvision

Traits

O **Intimidating Aura** (psychic) • **Aura** 10
Enemies in the aura take a -2 penalty to all defenses.

Insubstantial
The sergeant at arms takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the sergeant takes radiant damage, he loses the insubstantial trait until the end of its next turn.

Unrelenting
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sergeant, the sergeant gains a +2 power bonus to attack rolls until the ends of its next turn.

Standard Actions

m **Mind-Wracking Touch** (necrotic, psychic) • **At-Will**
Attack: Melee 1 (one creature); +25 vs. Reflex
Hit: 4d6 + 15 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 10 and is dazed.

R **Stare Down** (psychic) • **At-Will**
Attack: Ranged 10 (one creature); +25 vs. Will
Hit: 4d6 + 15 psychic damage, and the target takes a -2 penalty to attack rolls (save ends).

Triggered Actions

C **Fit of Rage** (psychic) • **Encounter**
Trigger: The sergeant at arms is bloodied.
Attack (free action): Close burst 5 (enemies in the burst); +24 vs. Will
Hit: 4d12 + 18 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 10 and is dazed.

Skills Insight +19, Stealth +18
Str 17 (+13) **Dex** 17 (+13) **Wis** 18 (+14)
Con 15 (+14) **Int** 12 (+11) **Cha** 18 (+14)
Alignment unaligned **Languages** 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. Increased vulnerable to 10 at paragon.

Starspawned Lightdrinker (S) **Level 21 Brute**
Large shadow beast XP 3200
HP 240; **Bloodied** 120 **Initiative** +14
AC 33, **Fortitude** 34, **Reflex** 31, **Will** 33 **Perception** +16
Speed 6 Darkvision
Resist 10 radiant

Traits

Grounding Opportunist
If the lightdrinker hits with an opportunity attack, the target also falls prone.

Standard Actions

m **Bite** • **At-Will**
Attack: Melee 2 (one creature); +26 vs. AC
Hit: 4d8 + 18 damage.

C **Inhale Light** • **Recharge** 5 6
Attack: Close blast 5 (enemies in the blast); +24 vs. Fortitude
Hit: 4d6 + 18 damage, and the lightdrinker pulls the target up to 4 squares.
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

C **Light Burst** (radiant) • **Encounter**
Trigger: The lightdrinker drops to 0 hit points.
Attack (No Action): Close burst 1 (creatures in burst); +24 vs. Reflex
Hit: 4d6 + 18 radiant damage, and the target is blinded until the end of its next turn.

Skills Athletics +22, Stealth +19
Str 24 (+17) **Dex** 17 (+13) **Wis** 21 (+15)
Con 20 (+15) **Int** 2 (+6) **Cha** 6 (+8)
Alignment unaligned **Languages** -

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

Netherese Knight (K)	**Level 21 Soldier**
Medium shadow humanoid	XP 3200
HP 152; **Bloodied** 76	**Initiative** +15
AC 37, **Fortitude** 34, **Reflex** 31, **Will** 33	**Perception** +20
Speed 6; phasing	Darkvision

TRAITS

Insubstantial

The knight takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the knight 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 knight, the knight gains a +2 power bonus to attack rolls until the ends of its next turn.

STANDARD ACTIONS

m **Keening Soulbound Backsword** (psychic, thunder, weapon) • **At-Will**

Attack: Melee 1 (one creature); +26 vs. AC

Hit: 4d6 + 15 psychic and thunder damage.

Effect: the target is marked until the end of the knight's next turn.

M **Soul Strike** (psychic, weapon) • **Recharge** 5 6

Attack: Melee 1 (one creature); +26 vs. AC

Hit: 4d12 + 18 psychic damage, and the knight gains 10 temporary hit points.

C **Oath of Shar** (psychic) • **At-Will**

Attack: Close burst 1 (enemies in burst); +24 vs. Fortitude

Hit: 3d8 + 9 psychic damage.

TRIGGERED ACTIONS

Call to Arms • At-Will

Trigger: An enemy marked by the knight and within 2 squares of it uses an attack power that doesn't include it as a target.

Effect (Immediate Reaction): Close burst 5 (one ally in burst): The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.

Str 23 (+16)	**Dex** 17 (+13)	**Wis** 20 (+15)
Con 17 (+13)	**Int** 19 (+14)	**Cha** 20 (+15)

Alignment unaligned **Languages** Common

Based on phantom brigade knight-commander from the Monster Vault: Threats to the Nentir Vale. Removed undead subtype and immunities. Changed insubstantial trait to be consistent.

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Netherese Sailor (R)	**Level 21 Minion Soldier**
Medium shadow humanoid	XP 800
HP 1; a missed attack never damages a minion.	**Initiative** +12
AC 37, **Fortitude** 35, **Reflex** 32, **Will** 32	**Perception** +10
Speed 6; phasing	Darkvision

TRAITS

Unrelenting

Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sailor, the sailor gains a +2 power bonus to attack rolls until the ends of its next turn.

STANDARD ACTIONS

m **Soulbound Short Sword** (psychic, weapon) • **At-Will**

Attack: Melee 1 (one creature); +26 vs. AC

Hit: 14 psychic damage.

r **Spectral Crossbow** (psychic, weapon) • **At-Will**

Attack: Ranged 10 (one creature); +26 vs. AC

Hit: 15 psychic damage.

TRIGGERED ACTIONS

Shielding Martyr • At-Will

Trigger: An enemy hits an ally adjacent to the sailor with a melee attack.

Effect (immediate interrupt): The sailor becomes the target of the attack.

Insubstantial Defense • At-Will

Trigger: An enemy hits the sailor with an attack that does not deal force or radiant damage.

Effect (Free Action): The sailor makes a saving throw. If the save is successful, the attack passes harmlessly thorough the sailor.

Str 19 (+14)	**Dex** 12 (+11)	**Wis** 12 (+11)
Con 16 (+13)	**Int** 14 (+12)	**Cha** 11 (+10)

Alignment unaligned **Languages** Common

Based on phantom brigade squire from the *Monster Vault: Threats to the Nentir Vale.* Removed undead subtype and immunities. Updated MM3 damage. Added insubstantial defense from ghost worg packmate

Encounter 4C: Green Globes (Adventure Level 20)

Shield Room Supervisor (S) Level 20 Skirmisher (Elite)
Medium shadow humanoid — XP 5,600

HP 372; **Bloodied** 186 — **Initiative** +19
AC 34, **Fortitude** 32, **Reflex** 33, **Will** 29 — **Perception** +17
Speed 6; phasing — Darkvision

Traits

Slow Healing • Aura 2
Any enemy that spend a healing surge while in the aura is slowed until the end of its next turn.

Standard Actions

m **Sucker Punch • At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage.

M **Grab and Move • At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage, and the supervisor can shift half his speed, pulling the target with him. The target remains adjacent to the supervisor during the movement.

M **Punch and Grab • At-Will**
Effect: The supervisor uses sucker punch then grab and move against the same target,

C **Command of Doom** (psychic, thunder) **• Encounter**
Attack: Close blast 5 (creatures in blast); +23 vs. Will
Hit: 3d6+11 thunder damage, and the target is doomed. Until the target is no longer doomed, it takes 5 psychic damage whenever it misses every target with an attack power. Doomed ends at the end of the encounter.

Move Actions

Ghostly Travel (illusion) **• Recharge** when first bloodied
Effect: the supervisor becomes invisible and moves up to his speed. He remains invisible until the end of his next turn.

Skills: Acrobatics +22, Perception +17

Str 22 (+16)	**Dex** 24 (+17)	**Wis** 15 (+12)
Con 18 (+14)	**Int** 5 (+7)	**Cha** 16 (+13)

Alignment unaligned — **Languages** Common

Based on bregga, hound of ill omen from *The Shadowfell.* Removed undead subtype, insubstantial and immunities. Changed insubstantial trait to be consistent.

Shield Operator (O) Level 20 Minion Brute
Medium humanoid — XP 1400

HP 1; a missed attack never damages a minion. — **Initiative** +14
AC 32, **Fortitude** 33, **Reflex** 30, **Will** 32 — **Perception** +11
Speed 6 — Low-light vision

Traits

Operating Together
The operator can score a critical hit on a roll of 19-20 against an enemy that has one or more of the operator's allies adjacent to it.

Standard Actions

m **Pipe** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 17 damage, or 25 on a critical hit.

Triggered Actions

Don't Touch That • At-Will
Trigger: An enemy pulls a lever the shield operator is adjacent too.
Effect (Immediate Interrupt): The enemy must make a save. If the save is failed, the action is spent and the lever is not pulled.

Str 22 (+16)	**Dex** 18 (+14)	**Wis** 12 (+11)
Con 15 (+12)	**Int** 10 (+10)	**Cha** 20 (+15)

Alignment unaligned — **Languages** Common
Equipment pipe

Based on ebony initiate from *The Shadowfell.* Added don't touch that power

Encounter 5: Defending the Main (Adventure Level 20)

Netherese Raid Leader (L) **Level 21 Elite Controller**
Medium shadow humanoid (shadar-kai) XP 6,400
HP 402; **Bloodied** 201 **Initiative** +11
AC 37, **Fortitude** 38, **Reflex** 32, **Will** 35 **Perception** +19
Speed 6 Darkvision
Saving Throws +2; **Action Points** 1

Traits

O **Shar's Boon • Aura** 10
Allies who start their turns in the aura gain a +2 bonus to attack rolls.

Standard Actions

m **Bone-Slicing Spiked Chain** (fear, weapon) • **At-Will**
Attack: Melee 2 (one creature); +26 vs. AC
Hit: 4d6 + 15 damage, and the target is weakened until the end of the raid leader's next turn.

M **Wrap Around Attack** (weapon) • **At-Will**
Effect: The raid leader makes two *bone-slicing spiked chain* attacks and can shift before or after both attacks. If both attacks hit the same target, the target is slowed (save ends).

R **Savage Shadows** (charm, psychic) • **At-Will**
Attack: Ranged 10 (one creature); +25 vs. Will
Hit: 4d6 + 15 psychic damage, the target takes ongoing 10 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 **Unholy Shadows** (necrotic) • **Recharge** when bloodied
Attack: Close blast 5 (each creature); +25 vs. Will
Hit: 4d6 + 18 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 +17, Intimidate +19, Nature +19, Religion +19
Str 28 (+18) **Dex** 12 (+10) **Wis** 15 (+11)
Con 25 (+16) **Int** 18 (+13) **Cha** 23 (+15)
Alignment evil **Languages** Common, Netherese
Equipment robes, spiked chain

Master Enigma of Shar (E) **Level 21 Controller**
Medium natural humanoid XP 3,200
HP 195; **Bloodied** 97 **Initiative** +15
AC 35, **Fortitude** 32, **Reflex** 33, **Will** 34 **Perception** +18
Speed 6 Darkvision

Standard Actions

m **Dagger** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +27 vs. AC
Hit: 4d6 + 15 damage.

m **Rend Flesh • At-Will**
Requirement: The enigma must be affected by *horrific visage*.
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 4d12 + 18 damage.

R **Memory Ripper** (psychic) • **At-Will**
Attack: Ranged 5 (one creature); +25 vs. Will
Hit: 4d6 + 15 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).

R **Shock Bolt** (lightning) • **At-Will**
Attack: Ranged 10 (one creature); +25 vs. Reflex
Hit: 4d6 + 15 lightning damage and the target is dazed (save ends).

Triggered Actions

C **Horrific Visage** (psychic) • **Encounter**
Trigger: The enigma is first bloodied.
Attack (No Action): Close burst 2 (enemies in the burst); +25 vs. Will
Hit: 4d6 + 18 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 +20
Str 12 (+11) **Dex** 15 (+12) **Wis** 15 (+12)
Con 12 (+11) **Int** 20 (+15) **Cha** 16 (+13)
Alignment evil **Languages** Common, Netherese
Equipment dagger

Netherese Master Slayer (S) **Level 21 Soldier**
Medium shadow humanoid XP 3,200
HP 196; **Bloodied** 98 **Initiative** +21
AC 37, **Fortitude** 36, **Reflex** 32, **Will** 32 **Perception** +6
Resist 5 radiant Darkvision
Speed 6

Traits

O **Deranging Aura** (charm) • **Aura** 5
Enemies within the aura take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls. Each enemy whose attack misses the slayer must make a melee basic attack against the nearest ally within reach as a free action.

O **Shadow Scream Aura** (psychic) • **Aura** 1
An enemy that starts its turn in the aura takes 10 psychic damage.

Shadow Charge
When the slayer charges, it deals an extra 3d6 damage and is insubstantial until the end of the charge.

Standard Actions

m **Claw • At-Will**
Attack: Melee 1 (one creature); +27 vs. AC
Hit: 4d6 + 15 damage and the target is marked until the end of the slayer's next turn.

r **Beam of Shadows** (radiant) • **At-Will**
Attack: Ranged 10 (one creature); +24 vs. Reflex
Hit: 4d6 + 15 radiant damage and the target slides 1 square.

M **Slaying Frenzy • Recharge** 5-6
Effect: The slayer makes two *claw* attacks. If either attack hits a target marked by the slayer, or if both attacks hit the same target, that target is also dazed until the end of the slayer's next turn.

C **Stomp of Shadows** (radiant) • **Encounter**
Attack: Close burst 5 (each creature in burst); +26 vs. Will
Hit: 4d6 + 18 damage plus 1d6 radiant, and the target is pushed 1 square and knocked prone.
Miss: Half damage.

Triggered Actions

M **Focused Killer • At-Will**
Trigger: An adjacent enemy marked by the slayer shifts.
Effect (Opportunity Action): The slayer makes a *claw* attack against that enemy.

R **Parting Gift • At-Will**
Trigger: The slayer is reduced to 0 hit points.
Effect (No Action): Ranged 10; one of the slayer's allies makes a basic attack.

Str 26 (+19) **Dex** 23 (+17) **Wis** 3 (+7)
Con 20 (+16) **Int** 6 (+9) **Cha** 20(+16)
Alignment evil **Languages** Common

Encounter 6: Cleaning Out the Poop (Adventure Level 20)

Netherese Sky Commander (C) **Level 21 Skirmisher**
Medium shadow humanoid XP 3,200
HP 198; **Bloodied** 99 **Initiative** +17
AC 35, **Fortitude** 33, **Reflex** 32, **Will** 34 **Perception** +15
Immune fear Darkvision
Speed 6; fly 9 (hover)

Traits

Unrelenting
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sergeant, the sergeant gains a +2 power bonus to attack rolls until the ends of its next turn.

Bewildering Chains
Any creature hit by the commander cannot make opportunity attacks against it until the start of the commander's next turn.

Standard Actions

m **Spiked Chain** (weapon) • **At-Will**
Attack: Melee 2 (one creature); +26 vs. AC
Hit: 4d6 + 15 damage, or 4d12 + 18 when the commander is bloodied.

M **Lashing Chaos Chains** • **At-Will**
Effect: The commander flies its speed and uses *spiked chain* against 3 different targets at any point during the move. Whenever the commander hits one of these targets, it deals 2d6 extra damage with any subsequent attacks made before the end of its turn. This extra damage is cumulative.

C **Gaze of Shadows** • **Recharge** 5-6
Attack: Close burst 5 (one creature in burst); +24 vs. Will
Hit: The target loses a healing surge and the commander gains 30 temporary hit points.

Minor Actions

C **Mantle of Shadows** • **At-Will**
Requirement: The commander must be bloodied.
Trigger: The commander is hit by an enemy that is adjacent to it.
Attack (Immediate Reaction): Close burst 1 (enemies in burst); +24 vs. Fortitude
Hit: 5 force damage and the commander pushes the target 4 squares.

Skills Intimidate +23

Str 25 (+17)	**Dex** 21 (+15)	**Wis** 20 (+15)
Con 22 (+16)	**Int** 17 (+13)	**Cha** 27 (+18)

Alignment unaligned **Languages** Common, Netherese
Equipment pendant of Shar, leather armor, short sword x2

Note: Based on Zovvut.

Netherese Striker (S) **Level 21 Brute**
Medium shadow humanoid XP 3,200
HP 242; **Bloodied** 121 **Initiative** +11
AC 33, **Fortitude** 35, **Reflex** 30, **Will** 28 **Perception** +12
Speed 6; phasing Darkvision

Traits

Insubstantial
The striker takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the striker takes radiant damage, he loses the insubstantial trait until the end of its next turn.

Unrelenting
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the striker, the striker gains a +2 power bonus to attack rolls until the ends of its next turn.

Standard Actions

m **Soulbound Spiked Chain** (psychic, weapon) • **At-Will**
Attack: Melee 2 (one creature); +26 vs. AC
Hit: 4d8 + 18 psychic damage.

M **Charging Rebuke** (psychic, weapon) • **At-Will**
Effect: The striker charges and makes the following attack in place of a melee basic attack.
Attack: Melee 2 (one creature); +27 vs. AC
Hit: 4d8 + 18 psychic damage, and the striker can push the target up to 1 square and knock it prone.

C **Furious Sweep** (psychic, weapon) • **At-Will**
Attack: Close blast 2 (creatures in the blast); +24 vs. Reflex
Hit: 4d6 + 14 psychic damage.

Skills Endurance +23

Str 21 (+15)	**Dex** 15 (+12)	**Wis** 19 (+14)
Con 27 (+18)	**Int** 16 (+13)	**Cha** 16 (+13)

Alignment unaligned **Languages** Common, Netherese

Note: Based on phantom brigade armiger.

Oblivion Wraith (E) **Level 21 Brute**
Large shadow humanoid XP 3,200
HP 186; **Bloodied** 96 **Initiative** +16
AC 33, **Fortitude** 32, **Reflex** 34, **Will** 31 **Perception** +9
Speed 6 Darkvision

TRAITS

O **Nihil** (necrotic) • **Aura** 2
Any enemy that starts its turn in the aura takes 15 necrotic damage and cannot spend healing surges until the start of its next turn.

Insubstantial
The wraith takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the wraith takes radiant damage, he loses the insubstantial trait until the end of its next turn.

Regeneration
The wraith regains 10 hit points whenever it starts its turn and has at least 1 hit point. Whenever the wraith takes radiant damage, its regeneration doesn't function until the end of its next turn.

Spawn Wraith
When the wraith kills a humanoid, that humanoid becomes a wraith 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 squares, and its rolls a new initiative check. The new wraiths acts under the Dungeon Master's control.

STANDARD ACTIONS

m **Nihil Strike** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +22 vs. Reflex
Hit: 4d8 + 18 necrotic damage, and the wraith is invisible to the target until the end of the wraith's next turn.

M **Obliviate** (necrotic) • **Recharge** 5-6
Attack: Melee 1 (one creature); +22 vs. Reflex
Hit: 4d12 + 18 necrotic damage, and the target takes ongoing 20 necrotic damage and a -2 penalty to saving throws (save ends both).

MOVE ACTIONS

Shadow Glide • **At-Will**
Effect: The wraith shifts up to 6 squares.

TRIGGERED ACTIONS

C **Death Blast** (necrotic) • **Encounter**
Trigger: The wraith drops to 0 hit points.
Attack (No Action): Close blast 3 (enemies in burst); +22 vs. Fortitude
Hit: The target loses two healing surges.
Miss: The target loses one healing surge.

Skills Stealth +21

Str 20 (+16)	**Dex** 23 (+16)	**Wis** 10 (+10)
Con 16 (+13)	**Int** 10 (+10)	**Cha** 18 (+14)

Alignment unaligned **Languages** -

Note: Modified from original monster.

Netherese Sailor (R) **Level 21 Minion Soldier**
Medium shadow humanoid XP 800
HP 1; a missed attack never damages a minion. **Initiative** +12
AC 37, **Fortitude** 35, **Reflex** 32, **Will** 32 **Perception** +10
Speed 6; phasing Darkvision

TRAITS

Unrelenting
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sailor, the sailor gains a +2 power bonus to attack rolls until the ends of its next turn.

STANDARD ACTIONS

m **Soulbound Short Sword** (psychic, weapon) • **At-Will**
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 14 psychic damage.

r **Spectral Crossbow** (psychic, weapon) • **At-Will**
Attack: Ranged 10 (one creature); +26 vs. AC
Hit: 15 psychic damage.

TRIGGERED ACTIONS

Shielding Martyr • **At-Will**
Trigger: An enemy hits an ally adjacent to the sailor with a melee attack.
Effect (immediate interrupt): The sailor becomes the target of the attack.

Insubstantial Defense • **At-Will**
Trigger: An enemy hits the sailor with an attack that does not deal force or radiant damage.
Effect (Free Action): The sailor makes a saving throw. If the save is successful, the attack passes harmlessly thorough the sailor.

Str 19 (+14)	**Dex** 12 (+11)	**Wis** 12 (+11)
Con 16 (+13)	**Int** 14 (+12)	**Cha** 11 (+10)

Alignment unaligned **Languages** Common, Netherese

Note: Based on phantom brigade squire.

Encounter 9: What the Heck is a Fo'c'sle? (Adventure Level 20)

Shadow Strangler (T) **Level 21 Artillery**
Medium shadow humanoid XP 3,200
HP 128; **Bloodied** 64 **Initiative** +17
AC 35, **Fortitude** 30, **Reflex** 33, **Will** 34 **Perception** +13
Speed 8 Darkvision
Resist insubstantial; **Vulnerable** 10 radiant

Traits

Born of Shadows
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

Insubstantial
The strangler takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the strangler takes radiant damage, he loses the insubstantial trait until the end of its next turn.

Standard Actions

m **Shadowy Touch** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +24 vs. Reflex
Hit: 4d6 +15 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.

R **Blinding Shadows** (necrotic) • **At-Will**
Attack: Ranged 10 (one creature); +24 vs. Reflex
Hit: The 4d6 + 15 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.

R **Strangling Darkness** (necrotic) • **Recharge** 5-6
Attack: Ranged 10 (one creature); +24 vs. Fortitude
Hit: The target is restrained and takes ongoing 20 necrotic damage (save ends both).

R **Devouring Dark** (necrotic) • **Encounter**
Attack: Area burst 2 within 10 (enemies in burst); +24 vs. Reflex
Hit: 4d6 + 19 necrotic damage, and the target is blinded until the end of the strangler's next turn.
Miss: Half damage.

Skills: Arcana +17, Stealth +22

Str 15 (+12)	**Dex** 24 (+17)	**Wis** 17 (+13)
Con 20 (+15)	**Int** 15 (+12)	**Cha** 24 (+17)

Alignment evil **Languages** Common

Master Chief (M) **Level 21 Elite Soldier (Leader)**
Medium shadow humanoid XP 6,400
HP 414; **Bloodied** 212 **Initiative** +14
AC 39, **Fortitude** 35, **Reflex** 34, **Will** 36 **Perception** +16
Speed 5 Darkvision
Saving Throws +2; **Action Points** 1

Traits

O **Deathshadow Fervor** • **Aura** 5
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).

Steely-Eyed
The master chief can score a critical hit with all ranged attacks on a 18-20.

Unrelenting
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the master chief, the chief gains a +2 power bonus to attack rolls until the ends of its next turn.

Standard Actions

m **Dagger** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 4d6 + 11 damage
Effect: Master Chief marks the target until the end of his next turn.

r **Shock Bolt** (lightning, weapon) • **At-Will**
Attack: Range 10 (one creature); +26 vs. AC
Hit: 4d6 + 15 lightning damage, and the target is dazed (save ends).

R **Rapid Fire** • **Recharge** when first bloodied
Effect: Master chief makes a *shock bolt* attack against up to three enemies within range.

C **Voice of Command** • **Recharge** 5-6
Attack: Close burst 3 (one bloodied enemy in burst); +24 vs. Will
Hit: Target is stunned until the end of the master chief's next turn.

Move Actions

Shadow Jaunt (teleportation) • **Encounter**
Effect: Master chief teleports up to 3 squares and becomes insubstantial until the start of his next turn.

Triggered Actions

R **Memory Rage** (weapon) • **At-Will**
Trigger: An enemy marked by master chief makes an attack that does not include master chief.
Attack (Immediate Interrupt): Range 10 (target creature); +24 vs. Will
Hit: 4d6 + 15 lightning damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends)

Skills Athletics +19, Acrobatics +15, Intimidate +20

Str 18 (+14)	**Dex** 15 (+12)	**Wis** 22 (+16)
Con 17 (+13)	**Int** 18 (+14)	**Cha** 22 (+16)

Alignment unaligned **Languages** Common, Netherese
Equipment scale armor, dagger, hand crossbow

Netherese Petty Officer (P) **Level 21 Soldier**
Medium shadow humanoid XP 3,200
HP 190; **Bloodied** 95 **Initiative** +14
AC 37, **Fortitude** 34, **Reflex** 29, **Will** 31 **Perception** +16
Speed 5; phasing Darkvision

TRAITS

Insubstantial
The petty officer takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the petty officer takes radiant damage, he loses the insubstantial trait until the end of its next turn.

Unrelenting
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the petty officer, the petty officer gains a +2 power bonus to attack rolls until the end of its next turn.

STANDARD ACTIONS

m **Soulbound Tulwar (psychic, radiant, weapon) • At-Will**
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 4d6 + 15 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 10 damage and the petty officer can shift 1 square as a free action.

r **Crossbow (weapon) • At-Will**
Attack: Ranged 10 (one creature); +26 vs. AC
Hit: 4d6 + 15 damage.

Skills: Athletics +24
Str 29 (+19) **Dex** 18 (+14) **Wis** 22 (+16)
Con 18 (+14) **Int** 20 (+15) **Cha** 16 (+13)
Alignment unaligned **Languages** Common, Netherese
Equipment crossbow, crossbow bolt x10, heavy shield, scale armor, tulwar.

Netherese Striker (S) **Level 21 Brute**
Medium shadow humanoid XP 3,200
HP 242; **Bloodied** 121 **Initiative** +11
AC 33, **Fortitude** 35, **Reflex** 30, **Will** 28 **Perception** +12
Speed 6; phasing Darkvision

TRAITS

Insubstantial
The striker takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the striker takes radiant damage, he loses the insubstantial trait until the end of its next turn.

Unrelenting
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the striker, the striker gains a +2 power bonus to attack rolls until the ends of its next turn.

STANDARD ACTIONS

m **Soulbound Spiked Chain** (psychic, weapon) **• At-Will**
Attack: Melee 2 (one creature); +26 vs. AC
Hit: 4d8 + 18 psychic damage.

M **Charging Rebuke** (psychic, weapon) **• At-Will**
Effect: The striker charges and makes the following attack in place of a melee basic attack.
Attack: Melee 2 (one creature); +27 vs. AC
Hit: 4d8 + 18 psychic damage, and the striker can push the target up to 1 square and knock it prone.

M **Furious Sweep** (psychic, weapon) **• At-Will**
Attack: Close blast 2 (creatures in the blast); +24 vs. Reflex
Hit: 4d6 + 14 psychic damage.

Skills Endurance +23
Str 21 (+15) **Dex** 15 (+12) **Wis** 19 (+14)
Con 27 (+18) **Int** 16 (+13) **Cha** 16 (+13)
Alignment unaligned **Languages** Common, Netherese

Ammo Loader (A) **Level 21 Brute**
Large natural animate (blind, construct) XP 3,200
HP 235; **Bloodied** 117 **Initiative** +13
AC 31, **Fortitude** 32, **Reflex** 28, **Will** 29 **Perception** +13
Speed 6 Blindsight 10
Immune charm, disease, fear, poison; **Resist** 10 all

STANDARD ACTIONS

m **Elongated Grasp • At-Will**
Attack: Melee 3 (one creature); +26 vs. AC
Hit: 4d6 + 15 damage, and if the ammo loader is grabbing fewer than two targets, it can grab the target (escape DC 26). Until the grab ends, the target takes ongoing 15 damage.

MOVE ACTIONS

M **Retract • At-Will**
Attack: Melee 3 (creatures grabbed by the ammo loader); +24 vs. Fortitude
Hit: The ammo loader pulls the target to a space adjacent to the ammo loader.

TRIGGERED ACTIONS

Magic Growth • Encounter
Trigger: An arcane attack hits the ammo loader.
Effect: (Immediate Reaction): Until the end of the encounter, the ammo loader grows an extra arm and can grab with elongated grasp if grabbing fewer than three targets.

Skills Athletics +23
Str 24 (+17) **Dex** 16 (+13) **Wis** 17 (+13)
Con 21 (+15) **Int** 12 (+11) **Cha** 13 (+11)
Alignment unaligned **Languages** Common, Netherese,

Encounter 11: We Have How Long to Stop That Thing? (AL 20)

Arturas Shadowghast — **Level 22 Elite Brute (Leader)**
Medium shadow humanoid — XP 8,300
HP 492; **Bloodied** 246 — **Initiative** +14
AC 34, **Fortitude** 34, **Reflex** 33, **Will** 35 — **Perception** +13
Speed 5 — Low-light vision
Saving Throws +2; **Action Points** 1

Traits

O **Bloodthirsty Shadow** (cold, necrotic) • **Aura** 1
When a bloodied enemy is hit by an attack, that enemy takes 15 extra cold and necrotic damage from the attack.

Standard Actions

m **Dread Flail** (cold, necrotic, weapon) • **At-Will**
Attack: Melee 1 (one creature); +27 vs. AC
Hit: The 4d8 + 19 damage, and Arturas can slide the target 1 square. If Arturas has combat advantage against the target, the target also takes ongoing 15 cold and necrotic damage (save ends).

M **Whirling Flai** • **At-Will**
Effect: Arturas used dread flail twice.

M **Shadow Contamination** • **Recharge** 5-6
Attack: Melee 1; +25 vs. Will
Hit: 4d12 + 19 cold and necrotic damage, ongoing 15 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 15 cold and necrotic damage.
Miss: Half damage.

Minor Actions

Ruby Shroud • **Recharge** when first bloodied
Effect: Arturas gains partial concealment until the end of his next turn.

Skills Arcana +17, History +17, Religion +17
Str 23 (+17) **Dex** 17 (+14) **Wis** 14 (+13)
Con 16 (+14) **Int** 12 (+12) **Cha** 25 (+18)
Alignment evil **Languages** Common, Netherese
Equipment scale armor, flail, symbol of Shar

Netherese Fireman — **Level 22 Soldier Minion**
Medium Shadow Humanoid — XP 1,038
HP 1; a missed attack never damages a minion — **Initiative** +15
AC 37, **Fortitude** 35, **Reflex** 33, **Will** 33 — **Perception** +13
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 **Soulbound Short Sword** (psychic, weapon) • **At-Will**
Attack: Melee 1 (one creature); +27 vs. AC
Hit: 22 psychic damage.

M **Crushing Charge** (weapon) • **At-Will**
Requirement: The fireman charges and makes this attack at the end of the charge.
Attack: Melee 1 (one creature); +27 vs. AC
Hit: 22 psychic damage and the target is knocked prone.

M **Dogpile** • **At Will**
Attack: Melee 1 (one prone creature); +25 vs. AC
Hit: 11 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 +23
Str 25 (+18) **Dex** 14 (+13) **Wis** 14 (+13)
Con 22 (+16) **Int** 16 (+15) **Cha** 13 (+11)
Alignment evil **Languages** Common, Netherese,
Equipment short sword, leather armor

Note: Phantom Brigade Squire reflavored as a Netherse Fireman.

Shadar-Kai Weaponmaster — **Level 22 Skirmisher**
Medium shadow humanoid — XP 4,150
HP 196; **Bloodied** 98 — **Initiative** +20
AC 36, **Fortitude** 34, **Reflex** 35, **Will** 34 — **Perception** +15
Speed 6 — Low-light vision

Traits

Weapon Master
The shadar-kai weapon master is considered to be proficient with all weapons.

Standard Actions

m **Shadar-Kai Short Sword** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +27 vs. AC
Hit: 4d6 + 16 damage (crit 3d6 + 40).

r **Hurl Weapon** (weapon) • **At-Will**
Attack: Ranged 5/10 (one creature); +27 vs. AC
Hit: 4d6 + 16 damage; the weaponmaster can use any melee weapon for this attack.

M **Disarming Strike** (weapon) • **Recharge** 5-6
Attack: Melee 1 (one creature) +21 vs. Reflex
Hit: 4d12 + 16 damage (crit 3d6 + 64) and the target drops one weapon it is holding. The shadar-kai weapon master can choose to catch this weapon in a free hand or have it land on the ground at his feet (in his square).

Move Actions

Shadow Jaunt (teleportation) • **Encounter**
Effect: The shadar-kai weaponmaster teleports 3 squares and becomes insubstantial until the start of his next turn.

Triggered Actions

My Weapon Now • **At-Will**
Trigger: when the shadar-kai weaponmaster successfully catches a weapon a target drops.
Effect (Free Action): The shadar-kai weaponmaster makes a basic attack with the weapon his target just dropped.

Skills: Acrobatics +23
Str 22 (+17) **Dex** 25 (+18) **Wis** 19 (+15)
Con 15 (+13) **Int** 13 (+12) **Cha** 13 (+12)
Alignment unaligned **Languages** Common, Netherese
Equipment shadar-kai short sword, leather armor

Encounter 12: Enemy Yacht (Adventure Level 20)

2 Shadow Giants (S) **Level 22 Soldier**
Large shadow humanoid (giant, undead) XP 4,150
HP 217; **Bloodied** 108 **Initiative** +16
AC 35, **Fortitude** 35, **Reflex** 34, **Will** 35 **Perception** +17
Speed 7, fly 3 (hover) Darkvision
Immune disease, poison; **Resist** 20 necrotic, insubstantial

Traits

O **Shadow Malaise** (fear) • **Aura** 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

m **Necrotic Touch** (necrotic) • **At-Will**
Attack: Melee 2 (one creature); +25 vs. Reflex
Hit: 3d8 + 17 necrotic damage, and the target is marked (save ends).

M **Death Touch** (necrotic) • **At-Will**
Attack: Melee 2 (one creature); +25 vs. Reflex
Hit: 3d8 + 17 damage, and the target is marked and takes ongoing 15 necrotic damage (save ends both).

Triggered Actions

Cast into Shadow • At-Will
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.
Attack (Immediate Reaction) : Melee 2 (the triggering enemy); +25 vs. Reflex
Hit: 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.

Str 22 (+17)	**Dex** 21 (+16)	**Wis** 16 (+14)
Con 23 (+15)	**Int** 10 (+11)	**Cha** 23 (+17)

Alignment evil **Languages** Common, Giant

1 Netherese Inquisitor (C) **Level 22 Controller**
Medium shadow humanoid (shade) XP 4,150
HP 204; **Bloodied** 102 **Initiative** +17
AC 36, **Fortitude** 34, **Reflex** 36, **Will** 34 **Perception** +12
Speed 6 Low-light vision

Standard Actions

m **Inquiring Grip** (psychic) • **At-Will**
Attack: Melee 1 (one creature); +26 vs. Reflex
Hit: 4d6 + 17 psychic damage, and the target is immobilized until the end of the inquisitor's next turn.

r **Call to Answer** (psychic) • **At-Will**
Attack: Ranged 10 (one creature); +26 vs. Reflex
Hit: 3d6 + 13 psychic damage, and the target is immobilized (save ends).

R **Under the Question** (charm, psychic) • **Recharge** 5-6
Attack: Ranged 10 (one immobilized creature); +26 vs. Will
Hit: The target takes ongoing 15 psychic damage and is restrained (save ends both). 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 hot 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.

Str 12 (+12)	**Dex** 22 (+17)	**Wis** 12 (+12)
Con 20 (+16)	**Int** 24 (+18)	**Cha** 20 (+16)

Alignment evil **Languages** Common, Netherese
Equipment robes

Ebony Shar Speaker (S) **Level 22 Artillery**
Medium shadow humanoid (shade) XP 4,150
HP 168; **Bloodied** 84 **Initiative** +11
AC 36, **Fortitude** 33, **Reflex** 34, **Will** 35 **Perception** +17
Speed 6 Low-light vision

TRAITS

Furious Flock
The speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the speaker's allies adjacent to it.

STANDARD ACTIONS

m **Morningstar • At-Will**
Attack: Melee 1 (one creature); +27 vs. AC
Hit: 3d10 + 13 damage.

r **Midwinter Wind** (cold, necrotic) **• At-Will**
Attack: Ranged 10 (one creature); +27 vs. Reflex
Hit: 3d12 + 12 cold and necrotic damage, and the speaker can slide the target 1 square.

A **Swirling Ravens** (zone) **• Encounter**
Attack: Area burst 2 within 10 (enemies in the burst); +27 vs. Fortitude
Hit: 3d10 + 11 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 a 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.

TRGGERED ACTIONS

Unkind Flight (polymorph) **• Encounter**
Requirement: The raven speaker must be bloodied.
Trigger: The raven speaker is damaged by a melee attack.
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven 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 (+12)	**Dex** 10 (+11)	**Wis** 24 (+18)
Con 18 (+15)	**Int** 21 (+16)	**Cha** 12 (+12)

Alignment evil **Languages** Common, Netherese
Equipment robes, morningstar

Shadovar Shadow Captain (H) **Level 22 Skirmisher**
Medium shadow humanoid (shade) XP 4,150
HP 202; **Bloodied** 101 **Initiative** +17
AC 36, **Fortitude** 35, **Reflex** 33, **Will** 34 **Perception** +18
Speed 5 darkvision

TRAITS

O **Benighted Presence • Aura** 10
Light-producing effects within the aura whose level is lower than the shadow captain's level can create only dim light.

Coalescing Darkness
When the Shadovar shadow captain moves 3 or more squares by any means, he gains total concealment until the end of his next turn.

STANDARD ACTIONS

m **Greatsword** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +27 vs. AC
Hit: 4d6 + 16 damage.

r **Shortbow** (weapon) **• At-Will**
Attack: Ranged 10 (one creature); +27 vs. AC
Hit: 4d6 + 16 damage.

M **Shadow Strike** (necrotic, weapon) **• Recharge** 6
Attack: Melee 1 (one creature); +27 vs. AC
Hit: 4d8 + 19 damage plus ongoing 15 necrotic damage (save ends).

MOVE ACTIONS

Shadow Stride (teleportation) **• Recharge** 5-6
Effect : The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.

Skills Acrobatics +20, Diplomacy +21, Intimidate +21, Stealth +20

Str 23 (+17)	**Dex** 18 (+15)	**Wis** 14 (+13)
Con 18 (+15)	**Int** 12 (+12)	**Cha** 21 (+16)

Alignment unaligned **Languages** Common, Netherese
Equipment chainmail, light shield, greatsword, shortbow, 20 arrows

Encounter 13: Ahead of the Troops (Adventure Level 20)

2 Ironwing Kir-Lanans (I) **Level 20 Skirmisher**
Medium shadow humanoid XP 2,800
HP 192; **Bloodied** 96 **Initiative** +20
AC 35, **Fortitude** 33, **Reflex** 33, **Will** 33 **Perception** +16
Speed 6, fly 8 Darkvision
Vulnerable 10 radiant

STANDARD ACTIONS

m **Claw • At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage.

R **Enfeebling Strike** (necrotic) **• At-Will**
Attack: Ranged 10 (one creature); +23 vs. Fortitude
Hit: 3d8 + 15 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).

M **Crashing Glide • At-Will**
Attack: The kir-lanan shifts 6 squares and uses *claw* 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

Leaping Glide • At-Will
Effect: The kir-lanan moves flies 4 squares without provoking opportunity attacks.

TRIGGERED ACTIONS

Necrotic Healing (healing) **• Encounter**
Trigger: The kir-lanan takes necrotic damage.
Effect (Immediate Reaction): The kir-lanan heals 48 hit points.

Skills Athletics +21, Stealth +25
Str 27 (+18) **Dex** 26 (+18) **Wis** 22 (+16)
Con 24 (+17) **Int** 12 (+11) **Cha** 15 (+12)
Alignment evil **Languages** Common, Netherese

Note: Reflavored ironstone gargoyle, changed into kir-lanan.

99 Rrecruits on clumsy veserabs (R) **Level 20 Minion Soldier**
Medium shadow humanoid XP -
HP 1; a missed attack never damages a minion **Initiative** +12
AC 33, **Fortitude** 33, **Reflex** 31, **Will** 31 **Perception** +16
Speed 6, fly 8 Darkvision

TRAITS

By The Skin Of Their Teeth
Whenever an enemy kills a recruit they gain a +2 power bonus to their next skill check to scare away the recruits.

STANDARD ACTIONS

m **Strength in Numbers • At-Will**
Effect: The recruit does not flee, yet.

Str 16 (+13) **Dex** 14 (+12) **Wis** 12 (+11)
Con 16 (+13) **Int** 12 (+11) **Cha** 10 (+10)
Alignment neutral scared **Languages** Common, Netherese

2 Kir-Lanan Shadow Hurlers (S) **Level 20 Artillery**
Medium shadow humanoid XP 2,800
HP 145; **Bloodied** 72 **Initiative** +16
AC 35, **Fortitude** 31, **Reflex** 29, **Will** 29 **Perception** +20
Speed 6, fly 8 Darkvision
Vulnerable 10 radiant

TRAITS

Shadow Defense
The kir-lanan has resist 15 to all damage from attacks originating at least 5 squares away.

STANDARD ACTIONS

m **Claw • At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 2d10 + 14 damage.

r **Hurled Shadow** (necrotic) **• At-Will**
Attack: Ranged 20 (one creature); +23 vs. Fortitude
Hit: 3d8 + 15 necrotic damage, and the target is dazed (save ends).

A **Bursting Shadow** (necrotic) **• At-Will**
Attack: Area burst 1 within 10 (creatures in the burst); +23 vs. Fortitude
Hit: 3d6 + 11 necrotic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends).
Miss: Half damage.

TRIGGERED ACTIONS

Necrotic Healing (healing) **• Encounter**
Trigger: The kir-lanan takes necrotic damage.
Effect (Immediate Reaction): The kir-lanan heals 36 hit points.

Skills Stealth +23
Str 22 (+16) **Dex** 22 (+16) **Wis** 21 (+15)
Con 19 (+14) **Int** 10 (+10) **Cha** 17 (+13)
Alignment evil **Languages** Common, Netherese

Note: Reflavored gargoyle rock hurler, changed into kir-lanan.

Netherese Artillery **Level 22 Artillery**
Large natural animate (construct) XP 4,150
HP 153; **Bloodied** 76 **Initiative** +16
AC 34, **Fortitude** 33, **Reflex** 34, **Will** 31 **Perception** +13
Speed 0 low-light vision
Immune charm, disease, fear, poison, sleep; **Resist** 15 all

STANDARD ACTIONS

r **Arcane Bolt** (force) **• At-Will**
Attack: Ranged 20/40 (one creature); +27 vs. Reflex. This attack does not provoke opportunity attacks.
Hit: 4d6 + 16 force damage.

A **Lightning Burst** (lightning) **• At-Will**
Attack: Area burst 2 within 15 (creatures in burst); +27 vs. Reflex
Hit: 3d8 + 9 lightning damage.

Str 19 (+14) **Dex** 20 (+15) **Wis** 14 (+12)
Con 15 (+12) **Int** 3 (+6) **Cha** 6 (+8)
Alignment unaligned **Languages** none
Equipment none

Encounter 14: Swarms of Darkness (Adventure Level 20)

2 Sword Wraiths **Level 21 Lurker**
Medium shadow humanoid (undead) XP 3,200
HP 150; **Bloodied** 75 **Initiative** +21
AC 34, **Fortitude** 33, **Reflex** 34, **Will** 35 **Perception** +16
Speed 0, fly 8 (hover) Darkvision
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

Combat Advantage (necrotic)
The sword wraith deals 4d6 extra necrotic damage against any creature granting combat advantage to it.

Insubstantial
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.

Spawn Wraith
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's command.

STANDARD ACTIONS

m **Shadow Sword** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +24 vs. Reflex
Hit: 4d6 + 15 necrotic damage, and the wraith is invisible to the target until the end of the wraith's next turn.

MOVE ACTIONS

Shadow Glide • Encounter
Effect: The wraith shifts up to 6 squares.

TRIGGERED ACTIONS

M **Death Strike** (necrotic) • **Encounter**
Trigger: The wraith drops to 0 hit points.
Effect (No Action): The wraith shifts 4 squares and makes a melee basic attack, dealing 4d6 extra necrotic damage on a hit.

Skills Stealth +22
Str 14 (+12) **Dex** 24 (+17) **Wis** 12 (+11)
Con 18 (+14) **Int** 11 (+10) **Cha** 24 (+17)
Alignment chaotic evil **Languages** Common, Netherese

6 Shattered Wraiths **Level 21 Minion Lurkers**
Medium shadow humanoid (undead) XP 800
HP 1; a missed attack never damages a minion **Initiative** +20
AC 36, **Fortitude** 30, **Reflex** 34, **Will** 33 **Perception** +12
Speed 0, fly 8 (hover); phasing Darkvision

STANDARD ACTIONS

m **Shatter Touch** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 12 necrotic damage, and the target gains vulnerable necrotic 15.

MOVE ACTIONS

Shadow Glide • Encounter
Effect: The wraith shifts up to 6 squares.

Str 4 (+6) **Dex** 23 (+16) **Wis** 15 (+11)
Con 15 (+11) **Int** 6 (+7) **Cha** 20 (+14)
Alignment chaotic evil **Languages** -

2 Oblivion Wraiths **Level 21 Brute**
Large shadow humanoid (undead) XP 3,200
HP 226; **Bloodied** 118 **Initiative** +16
AC 33, **Fortitude** 32, **Reflex** 34, **Will** 31 **Perception** +10
Speed 0, fly 6 (hover), phasing Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant

TRAITS

O **Nihil** (necrotic) • **Aura** 2
Any enemy that starts its turn in the aura takes 15 necrotic damage and cannot spend a healing surge until the start of its next turn.

Insubstantial
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.

Spawn Wraith
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's command.

STANDARD ACTIONS

m **Nihil Strike** (necrotic) • **At-Will**
Attack: Melee 2 (one creature); +24 vs. Reflex
Hit: 3d12 + 15 necrotic damage, and the wraith is invisible to the target until the end of wraith's next turn.

M **Obliviate** (necrotic) • **Recharge** 5-6
Attack: Melee 2 (one creature); +24 vs. Reflex
Hit: 3d12 + 11 necrotic damage, and the target takes ongoing 20 necrotic damage and a -2 penalty to saving throws (save ends both).

TRIGGERED ACTIONS

C **Death Blast** (necrotic) • **Encounter**
Trigger: The wraith drops to 0 hit points.
Attack (Free Action): Close blast 3 (enemies in the blast); +24 vs. Fortitude
Hit: The target loses two healing surges.
Miss: The target loses one healing surge

Skills Stealth +21
Str 20 (+15) **Dex** 23 (+16) **Wis** 10 (+10)
Con 16 (+13) **Int** 10 (+10) **Cha** 18 (+14)
Alignment chaotic evil **Languages** Common, Netherese

1 Black Cloud	Level 21 Elite Artillery
Large natural magical beast (undead)	XP 6,400
HP 294; **Bloodied** 147	**Initiative** +15
AC 32, **Fortitude** 31, **Reflex** 32, **Will** 33	**Perception** +13
Speed 6, fly 6 (hover)	Darkvision

Immune disease, poison; **Resist** 15 necrotic, 10 lightning, 10 thunder, half damage from melee and ranged attacks; **Vulnerable** 15 radiant, 15 against close and area attacks.

Saves +2; **Action Points** 1

TRAITS

Squeezing Swarm

By altering its shape the black cloud can squeeze through small openings as though it were a tiny creature.

STANDARD ACTIONS

m **Corrupting Touch** (necrotic) • **At-Will**

Attack: Melee 3 (one creature); +24 vs. Fortitude

Hit: 3d8 + 16 necrotic damage.

R **Black Lightning** (lightning, necrotic) • **At-Will**

Attack: Ranged 10 (one creature); +28 vs. AC

Hit: 3d8 + 16 lightning and necrotic damage, or 6d8 + 16 lightning and necrotic damage if the target is bloodied.

A **Crushing Thunder** (necrotic, thunder) • **At-Will**

Attack: Area burst 1 within 10 (creatures in the burst); +26 vs. Reflex

Hit: 3d6 + 11 necrotic and thunder damage.

R **Worm's Feast** (illusion) • **Recharge** 6

Attack: Ranged 5 (one creature); +26 vs. Will

Hit: 6d8 + 16 damage. If this damage doesn't reduce the target to 0 or fewer hit points, the target takes no damage but is stunned until the end of its next turn.

MINOR ACTIONS

R **Horrific Visage** (fear) • **Recharge** 4-6

Attack: Ranged 10 (one creature); +26 vs. Will

Hit: The target cannot attack the black cloud until the end of its next turn and is immobilized (save ends).

Skills Arcana +24, History +24, Religion +24

Str 14 (+12)	**Dex** 16 (+13)	**Wis** 14 (+12)
Con 20 (+15)	**Int** 26 (+18)	**Cha** 15 (+12)

Alignment unaligned **Languages** none

Equipment none

Encounter 15: Shady Harriers (Adventure Level 20)

Adventure Level 2 to 14 only.

Encounter 16: Shadow Dragon (Adventure Level 20)

1 Netherese Shadow Dragon **Level 22 Solo Lurker**
Huge shadow magical beat (dragon) XP 20,750
HP 610; **Bloodied** 305 **Initiative** +20
AC 37, **Fortitude** 35, **Reflex** 35, **Will** 35 **Perception** +22
Speed 9, fly 9 (hover) Darkvision
Resist 25 necrotic; **Vulnerable** 10 radiant, whenever a netherese shadow dragon takes radiant damage one of its globes of darkness ends (player choice).

Traits

Combat Advantage
The netherese shadow dragon deals an extra 4d10 damage against a target it has combat advantage against.

Action Recovery
Whenever the dragon ends its turn, any dazing, stunning or dominating effect on it ends.

Shady Instincts
On an initiative of 10 + its initiative check, the dragon can use a free action to gain phasing and insubstantial (until the end of this action). The dragon may then move its speed without triggering opportunity attacks. Any enemy who's square the dragon move through takes 25 necrotic damage or grants combat advantage (players choice, combat advantage lasts until the start of the next shady instincts). If the dragon cannot use a free action to make this attack due to an effect, then that effect ends instead of the dragon making the attack.

Afterthought
On an initiative of its initiative check - 10, the dragon can us an additional minor action, or alternatively make a save against one effect currently affecting it. Even if this effect would not normally allow a save.

Standard Actions

m **Bite • At-Will**
Attack: Reach 3 (one creature); +27 vs. AC
Hit: 2d10 + 14 damage, and the target only gains half of any healing, regeneration or temporary hitpoint granting effect(save ends).

m **Claw • At-Will**
Attack: Reach 3 (one creature); +27 vs. AC
Hit: 3d10 +1 0 damage.

M **Draconic Frenzy • At-Will**
Effect: The dragon makes a bite attack and a claw attack.

C **Breath Weapon** (necrotic) **• Recharge** 5-6
Attack: Close blast 5 (creatures in blast); +25 vs. Fortitude
Hit: 2d10 + 10 necrotic damage, the target loses one healing surge and grants combat advantage (save ends).
Aftereffect: The targets necrotic resistance is completely negated whenever it is in darkness. This effect lasts until the end of the encounter.
Miss: Half damage.

Move Actions

Shadow Walk (teleportation) **• At-Will**
Effect: A shadow dragon that is in at least on square of a globe of darkness can teleport to any other globe of darkness within line of sight. It must end this move in at least one square of that globe.

Minor Actions

C **Lure of the Dark • At-Will**
Attack: Close burst 3 from the center of a globe of darkness (enemies in burst); +25 vs. Will
Hit: The target is pulled two squares towards the center of the globe.

A **Globe of Darkness** (zone) **• At-Will**
Effect: Area burst 1 within 10; This power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.

Triggered Actions

M **Whiptail • At-Will**
Trigger: An enemy misses the dragon with an attack.
Effect (Opportunity action): Reach 4 (triggering enemy); + 27 vs. AC
Hit: 2d10 + 14 damage.

C **Bloodied Breath • Encounter**
Trigger: The dragon is first bloodied.
Effect (Free Action): Breath weapon recharges and the dragon uses it.

No Light Without Shade• At-Will
Trigger: The dragon takes fire, lightning or radiant damage.
Effect (Immediate Interrupt): The dragon turns insubstantial until the start of its next initiative. While insubstantial the dragon cannot make any melee attacks (including whiptail).

Skills Intimidate +20, Stealth +27

Str 27 (+19)	**Dex** 29 (+20)	**Wis** 22 (+17)
Con 21 (+16)	**Int** 19 (+15)	**Cha** 18 (+15)

Alignment evil **Languages** Common, Netherese, Draconic

Note: Custom monster, based on the normal shadow dragon.

Encounter 17: Repel Boarders (Adventure Level 20)

Ebony Shar Speaker (S) **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

Furious Flock
The speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the speaker's allies adjacent to it.

Standard Actions

m **Morningstar • At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 2d10 + 16 damage.

r **Midwinter Wind** (cold, necrotic) **• At-Will**
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 **Swirling Ravens** (zone) **• Encounter**
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 a 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.

Trggered Actions

Unkind Flight (polymorph) **• Encounter**
Requirement: The raven speaker must be bloodied.
Trigger: The raven speaker is damaged by a melee attack.
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven 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)	**Wis** 24 (+17)
Con 18 (+14)	**Int** 21 (+15)	**Cha** 12 (+11)

Alignment evil **Languages** Common, Netherese
Equipment robes, morningstar

Shadovar Shadow Captain (H) **Level 20 Skirmisher**
Medium shadow humanoid (shade) XP 2,800
HP 186; **Bloodied** 93 **Initiative** +16
AC 34, **Fortitude** 33, **Reflex** 31, **Will** 32 **Perception** +17
Speed 5 darkvision

Traits

O **Benighted Presence • Aura** 10
Light-producing effects within the aura whose level is lower than the shadow captain's level can create only dim light.

Coalescing Darkness
When the Shadovar shadow captain moves 3 or more squares by any means, he gains total concealment until the end of his next turn.

Standard Actions

m **Greatsword** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage.

r **Shortbow** (weapon) **• At-Will**
Attack: Ranged 5 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage.

M **Shadow Strike** (necrotic, weapon) **• Recharge** 6
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 4d8 + 17 damage plus ongoing 10 necrotic damage (save ends).

Move Actions

Shadow Stride (teleportation) **• Recharge** 5-6
Effect : The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.

Skills Acrobatics +19, Diplomacy +20, Intimidate +20, Stealth +19

Str 23 (+16)	**Dex** 18 (+14)	**Wis** 14 (+12)
Con 18 (+14)	**Int** 12 (+11)	**Cha** 21 (+15)

Alignment unaligned **Languages** Common, Netherese
Equipment chainmail, light shield, greatsword, shortbow, 20 arrows

Shadow Giant (V) **Level 20 Soldier**
Large shadow humanoid (giant, undead) XP 2,800
HP 201; **Bloodied** 100 **Initiative** +15
AC 33, **Fortitude** 33, **Reflex** 32, **Will** 33 **Perception** +16
Speed 7, fly 3 (hover) darkvision
Immune disease, poison; **Resist** 20 necrotic, insubstantial

Traits

O **Shadow Malaise** (fear) **• Aura** 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

m **Necrotic Touch** (necrotic) **• At-Will**
Attack: Melee 2 (one creature); +23 vs. Reflex
Hit: 3d8 + 15 necrotic damage, and the target is marked (save ends).

M **Death Touch** (necrotic) **• At-Will**
Attack: Melee 2 (one creature); +23 vs. Reflex
Hit: 3d8 + 15 damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).

Triggered Actions

Cast into Shadow • At-Will
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.
Attack (Immediate Reaction) : Melee 2 (the triggering enemy); +23 vs. Reflex
Hit: 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.

Str 22 (+16)	**Dex** 21 (+15)	**Wis** 16 (+13)
Con 23 (+14)	**Int** 10 (+10)	**Cha** 23 (+16)

Alignment evil **Languages** Common, Giant

Encounter 18: Netherese Reinforcements (AL 20)

2 Ironwing Kir-Lanans (I) **Level 20 Skirmisher**
Medium shadow humanoid XP 2,800
HP 192; **Bloodied** 96 **Initiative** +20
AC 35, **Fortitude** 33, **Reflex** 33, **Will** 33 **Perception** +16
Speed 6, fly 8 Darkvision
Vulnerable 10 radiant

STANDARD ACTIONS

m **Claw • At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage.

R **Enfeebling Strike** (necrotic) **• At-Will**
Attack: Ranged 10 (one creature); +23 vs. Fortitude
Hit: 3d8 + 15 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).

M **Crashing Glide • At-Will**
Attack: The kir-lanan shifts 6 squares and uses *claw* 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

Leaping Glide • At-Will
Effect: The kir-lanan moves flies 4 squares without provoking opportunity attacks.

TRIGGERED ACTIONS

Necrotic Healing (healing) **• Encounter**
Trigger: The kir-lanan takes necrotic damage.
Effect (Immediate Reaction): The kir-lanan heals 48 hit points.

Skills Athletics +21, Stealth +25
Str 27 (+18) **Dex** 26 (+18) **Wis** 22 (+16)
Con 24 (+17) **Int** 12 (+11) **Cha** 15 (+12)
Alignment evil **Languages** Common, Netherese

Note: Reflavored ironstone gargoyle, changed into kir-lanan.

99 Rrecruits on clumsy veserabs (R) **Level 20 Minion Soldier**
Medium shadow humanoid XP -
HP 1; a missed attack never damages a minion **Initiative** +12
AC 33, **Fortitude** 33, **Reflex** 31, **Will** 31 **Perception** +16
Speed 6, fly 8 Darkvision

TRAITS

By The Skin Of Their Teeth
Whenever an enemy kills a recruit they gain a +2 power bonus to their next skill check to scare away the recruits.

STANDARD ACTIONS

m **Strength in Numbers • At-Will**
Effect: The recruit does not flee, yet.

Str 16 (+13) **Dex** 14 (+12) **Wis** 12 (+11)
Con 16 (+13) **Int** 12 (+11) **Cha** 10 (+10)
Alignment neutral scared **Languages** Common, Netherese

2 Kir-Lanan Shadow Hurlers (S) **Level 20 Artillery**
Medium shadow humanoid XP 2,800
HP 145; **Bloodied** 72 **Initiative** +16
AC 35, **Fortitude** 31, **Reflex** 29, **Will** 29 **Perception** +20
Speed 6, fly 8 Darkvision
Vulnerable 10 radiant

TRAITS

Shadow Defense
The kir-lanan has resist 15 to all damage from attacks originating at least 5 squares away.

STANDARD ACTIONS

m **Claw • At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 2d10 + 14 damage.

r **Hurled Shadow** (necrotic) **• At-Will**
Attack: Ranged 20 (one creature); +23 vs. Fortitude
Hit: 3d8 + 15 necrotic damage, and the target is dazed (save ends).

A **Bursting Shadow** (necrotic) **• At-Will**
Attack: Area burst 1 within 10 (creatures in the burst); +23 vs. Fortitude
Hit: 3d6 + 11 necrotic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends).
Miss: Half damage.

TRIGGERED ACTIONS

Necrotic Healing (healing) **• Encounter**
Trigger: The kir-lanan takes necrotic damage.
Effect (Immediate Reaction): The kir-lanan heals 36 hit points.

Skills Stealth +23
Str 22 (+16) **Dex** 22 (+16) **Wis** 21 (+15)
Con 19 (+14) **Int** 10 (+10) **Cha** 17 (+13)
Alignment evil **Languages** Common, Netherese

Note: Reflavored gargoyle rock hurler, changed into kir-lanan.

Encounter 20: Taking the Fight to the Enemy (AL 20)

Captain XXX — **Level 20 Elite Soldier (Leader)**
Medium shadow humanoid (shadar-kai) — XP 5,600
HP 372; **Bloodied** 186 — **Initiative** +15
AC 36, **Fortitude** 34, **Reflex** 33, **Will** 35 — **Perception** +15
Speed 5 — Low-Light vision
Saving throws +2; **Action Points** 1

Traits

O **Deathshadow Fervor • Aura** 5
Whenever an ally in the aura scores a critical hit against an enemy, that enemy takes 15 extra damage and is also dazed (save ends).

Standard Actions

m **Halberd** (weapon) **• At-Will**
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 3d10 + 12 damage.
Effect: Captain marks the target until the end of his next turn.

M **Double Attack • At-Will**
Effect: Captain uses *halberd* twice.

C **Sundering Sweep** (weapon) **• Recharge** 5-6
Attack: Close burst 2 (enemies in the burst); +25 vs. AC
Hit: 3d10 + 14 damage, the target is knocked prone and takes a -2 penalty to AC (save ends).

Move Actions

Shadow Jaunt (teleportation) **• Encounter**
Effect: The captain teleports 3 squares and becomes insubstantial until the start of its next turn.

Triggered Actions

Deathtrap • At-Will
Trigger: An enemy within 2 squares of the captain that is marked by him either moves or uses an attack power that doesn't include him as a target.
Effect (Immediate Interrupt): Captain uses *halberd* against the triggering enemy. The attack can score a critical hit on a roll of 17-20.

Skills Diplomacy +19, Intimidate +19
Str 20 (+15) **Dex** 16 (+13) **Wis** 21 (+15)
Con 18 (+14) **Int** 15 (+12) **Cha** 18 (+14)
Alignment evil **Languages** Common, Netherese
Equipment chainmail, halberd

Source: Samminel renamed to captain.

Add the following for Brirgund:

Traits

O **Vicious Aura • Aura** 1
An enemy that starts its turn within the aura and moves takes 20 damage.

Add the following for Sondhas:

Standard Actions

C **Come and Get It** (weapon) **• Recharge** 5-6
Attack: Close burst 3 (enemies in the burst); +23 vs. Will
Hit: 3d6 + 11 damage, the target is pulled 2 squares adjacent to Sondhas and dazed (save ends).
Effect: The target is marked.

Add the following for Thendos:

Minor Actions

Inspired Action • Recharge 5-6
Effect: An ally within 5 squares of Thendos can make a basic melee Attack with a +2 bonus on attack and a +4 bonus on damage.

Phantom Brigade Squire — **Level 20 Minion Soldier**
Medium shadow humanoid (human) — XP 700
HP 1; a missed attack never damages a minion. — **Initiative** +13
AC 36, **Fortitude** 34, **Reflex** 32, **Will** 31 — **Perception** +11
Speed 6

Traits

Unrelenting Brigade
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the squire, the squire gains a +2 bonus to attack rolls until the end of its next turn.

Standard Actions

m **Short Sword** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 17 damage.

r **Crossbow** (weapon) **• At-Will**
Attack: Ranged 10 (one creature); +25 vs. AC
Hit: 17 damage.

Triggered Actions

Shielding Martyr • At-Will
Trigger: An enemy hits an ally adjacent to the squire with a melee attack.
Effect (Immediate Interrupt): The squire becomes the target of the attack.

Str 19 (+14) **Dex** 12 (+11) **Wis** 12 (+11)
Con 16 (+13) **Int** 14 (+12) **Cha** 11 (+10)
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 20 Brute**
Medium natural humanoid (human) — XP 2,800
HP 230; **Bloodied** 115 — **Initiative** +13
AC 32, **Fortitude** 34, **Reflex** 32, **Will** 30 — **Perception** +12
Speed 6

Standard Actions

m **Bastard Sword** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d12 + 12 damage.

M **Mighty Blow** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d12 + 12 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated. The target is knocked prone and cannot stand up (save ends).

M **Swath of Death • Recharge** if either attack misses
Effect: The veteran uses *mighty blow* twice.

Minor Actions

M **Forceful Shove • At-Will**
Attack: Melee 1 (one creature); +25 vs. Fortitude
Hit: The veteran pushes the target 3 square.

Skills Athletics +21, Stealth +18
Str 23 (+16) **Dex** 17 (+13) **Wis** 14 (+12)
Con 20 (+15) **Int** 7 (+8) **Cha** 10 (+10)
Alignment evil **Languages** Common, Netherese
Equipment studded leather, bastard sword

Encounter 21: Besieged (Adventure Level 20)

3 Shadow Giants (S) **Level 22 Soldier**
Large shadow humanoid (giant, undead) XP 4,150
HP 217; **Bloodied** 108 **Initiative** +16
AC 35, **Fortitude** 35, **Reflex** 34, **Will** 35 **Perception** +17
Speed 7, fly 3 (hover) Darkvision
Immune disease, poison; **Resist** 20 necrotic, insubstantial

Traits

O **Shadow Malaise** (fear) • **Aura** 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

m **Necrotic Touch** (necrotic) • **At-Will**
Attack: Melee 2 (one creature); +25 vs. Reflex
Hit: 3d8 + 17 necrotic damage, and the target is marked (save ends).

M **Death Touch** (necrotic) • **At-Will**
Attack: Melee 2 (one creature); +25 vs. Reflex
Hit: 3d8 + 17 damage, and the target is marked and takes ongoing 15 necrotic damage (save ends both).

Triggered Actions

Cast into Shadow • At-Will
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.
Attack (Immediate Reaction) : Melee 2 (the triggering enemy); +25 vs. Reflex
Hit: 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.

Str 22 (+17)	**Dex** 21 (+16)	**Wis** 16 (+14)
Con 23 (+15)	**Int** 10 (+11)	**Cha** 23 (+17)

Alignment evil **Languages** Common, Giant

1 Netherese Inquisitor (C) **Level 22 Controller**
Medium shadow humanoid (shade) XP 4,150
HP 204; **Bloodied** 102 **Initiative** +17
AC 36, **Fortitude** 34, **Reflex** 36, **Will** 34 **Perception** +12
Speed 6 Low-light vision

Standard Actions

m **Inquiring Grip** (psychic) • **At-Will**
Attack: Melee 1 (one creature); +26 vs. Reflex
Hit: 4d6 + 17 psychic damage, and the target is immobilized until the end of the inquisitor's next turn.

r **Call to Answer** (psychic) • **At-Will**
Attack: Ranged 10 (one creature); +26 vs. Reflex
Hit: 3d6 + 13 psychic damage, and the target is immobilized (save ends).

R **Under the Question** (charm, psychic) • **Recharge** 5-6
Attack: Ranged 10 (one immobilized creature); +26 vs. Will
Hit: The target takes ongoing 15 psychic damage and is restrained (save ends both). 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 hot 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.

Str 12 (+12)	**Dex** 22 (+17)	**Wis** 12 (+12)
Con 20 (+16)	**Int** 24 (+18)	**Cha** 20 (+16)

Alignment evil **Languages** Common, Netherese
Equipment robes

1 Greater Silt Elemental (E) **Level 22 Skirmisher**
Large shadow beast XP 4,150
HP 159; **Bloodied** 79 **Initiative** +18
AC 36, **Fortitude** 35, **Reflex** 33, **Will** 32 **Perception** +15
Speed 8 Tremorsense 5
Vulnerable 15 force (see *incoherent form*)

Traits

Camouflage
A silt elemental gains a +10 bonus to Stealth checks when completely within an area of silt or dust.

Incoherent Form
A silt elemental takes half damage from melee and ranged attacks. Whenever a silt elemental takes force damage, it takes full damage from the attack, even if it is from a melee or ranged attack.

Silt Stride
A silt elemental can walk on silt as though it were solid ground.

Standard Actions

m **Silt Tentacle • At-Will**
Attack: Melee 3 (one creature); +27 vs. AC
Hit: 2d10 + 5 damage, plus an additional 3d6 damage if the target is slowed or immobilized.

M **Swing Tentacles • At-Will**
Attack: Melee 3 (one, two, three or four creatures); +25 vs. AC
Hit: 3d8 +9 damage.

C **Silt Whirlpool • Recharge** when first bloodied
Attack: Close blast 3 (enemies in blast); +25 vs. Fortitude
Hit: The silt elemental pulls the creature 2 squares, and can pull creatures into its own space. Any creature pulled into the silt elemental's space is grabbed by the silt elemental (escape DC 36).
Miss: The target is immobilized until the end of the silt elemental's next turn.
Sustain Standard: The silt elemental sustains all of its grabs, and each grabbed creature takes 4d10 + 8 damage. Creatures that do not breathe, or those immune to suffocation, are also immune to the damage dealt by this attack.

Move Actions

Silt Shift • At-Will
Effect: The silt elemental shifts 5 squares, and can shift through enemies' spaces. The first time during this shift that the silt elemental enters an enemy's space, that enemy takes 10 damage and is slowed until the end of the silt elemental's next turn.

Str 23 (+17)	**Dex** 21 (+16)	**Wis** 19 (+15)
Con 26 (+19)	**Int** 4 (+8)	**Cha** 6 (+9)

Alignment unaligned **Languages** Primordial