

ADCP5-2 R1

BEST DEFENSE

ROUND 1: AL 12

STATS

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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

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

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ENCOUNTER 1: THREE IF BY AIR? (ADVENTURE LEVEL 12)

3 Midnight Arrows	Level 12 Artillery
Medium shadow humanoid (human)	XP 700
HP 94; Bloodied 47	Initiative +11
AC 26, Fortitude 23, Reflex 25, Will 24	Perception +10
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); +17 vs. AC	
Hit: 3d6 + 10 damage.	
r Glancing Shot (weapon) • At-Will	
Attack: Ranged 15 (one creature); +19 vs. AC	
Hit: 2d8 + 6 damage, and another creature within 3 squares of the target takes 10 damage.	
R Double Shot • Recharge 5-6	
Effect: The arrow uses <i>glancing shot</i> twice.	
TRIGGERED ACTIONS	
R Vengeful Arrow • At-Will	
Trigger: An enemy hits the arrow with a ranged or area attack.	
Effect (Immediate Reaction): The arrow uses <i>glancing shot</i> against the triggering enemy.	
Skills Acrobatics +16, Athletics +12, Stealth +16	
Str 12 (+7)	Dex 21 (+11) Wis 18 (+10)
Con 16 (+9)	Int 10 (+6) Cha 10 (+6)
Alignment evil Languages Common, Netherese	
Equipment arrow x20, club, leather armor, longbow	

12 Ghost Talon Thugs	Level 12 Minion Brute
Medium shadow humanoid (shadar-kai)	XP 175
HP 1; a missed attack never damages a minion.	Initiative +10
AC 24, Fortitude 25, Reflex 24, Will 23	Perception +7
Speed 6	Low-light vision
STANDARD ACTIONS	
m Heavy Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 9 damage, or 15 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 (+11)	Dex 18 (+10) Wis 12 (+7)
Con 15 (+8)	Int 11 (+6) Cha 16 (+9)
Alignment evil Languages Common, Netherese	
Equipment heavy flail, hide armor.	

3 Shadar-Kai Blacksouls	Level 12 Controller
Medium shadow humanoid (shadar-kai)	XP 700
HP 122; Bloodied 61	Initiative +9
AC 24, Fortitude 23, Reflex 26, Will 26	Perception +7
Speed 7	Low-light vision
TRAITS	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls.	
STANDARD ACTIONS	
m Corrupting Blackfire (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d6 + 10 necrotic damage, and the target is shrouded in gloom (save ends).	
R Corrupt Soul (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature shrouded in gloom); +15 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 20 psychic damage.	
A Shadowburst (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 (enemies in the burst); +15 vs. Reflex	
Hit: 2d8 + 6 necrotic damage, and the target is shrouded in gloom (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai blacksouls teleports 3 squares and becomes insubstantial until the start of its next turn.	
Skills Arcana +18, Stealth +14	
Str 12 (+7)	Dex 16 (+9) Wis 12 (+7)
Con 18 (+10)	Int 24 (+13) Cha 20 (+11)
Alignment evil Languages Common, Netherese	
Equipment leather armor	

12 Vesperabs	Level 11 Lurker
Large shadow beast	XP 600
HP 89; Bloodied 44	Initiative +13
AC 25, Fortitude 25, Reflex 22, Will 22	Perception +13
Speed 4, fly 8	Blindsight 20
TRAITS	
Dark Wings	
When mounted by a friendly rider of 15 th 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 +14	
Str 20 (+10)	Dex 18 (+9) Wis 17 (+8)
Con 17 (+8)	Int 2 (+1) Cha 4 (+2)
Alignment unaligned Languages -	
Note: Simplified veserab (it is not going to attack).	

ENCOUNTER 4: ATTACKING THE MAIN (ADVENTURE LEVEL 12)

Sergeant at Arms (T)	Level 13 Controller
Medium shadow humanoid	XP 800
HP 127; Bloodied 63	Initiative +9
AC 27, Fortitude 25, Reflex 25, Will 25	Perception +11
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); +17 vs. Reflex	
Hit: 3d6 + 11 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); +17 vs. Will	
Hit: 3d6 + 11 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); +16 vs. Will	
Hit: 3d8 + 11 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 +15, Stealth +14	
Str 17 (+9)	Dex 17 (+9)
Con 15 (+10)	Int 12 (+7)
	Wis 18 (+10)
	Cha 18 (+10)
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 13 Brute
Large shadow beast	XP 800
HP 160; Bloodied 80	Initiative +9
AC 25, Fortitude 27, Reflex 23, Will 25	Perception +11
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); +18 vs. AC	
Hit: 3d8 + 14 damage.	
C Inhale Light • Recharge 5-6	
Attack: Close blast 5 (enemies in the blast); +16 vs. Fortitude	
Hit: 3d8 + 11 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); +16 vs. Reflex	
Hit: 3d8 + 11 radiant damage, and the target is blinded until the end of its next turn.	
Skills Athletics +18, Stealth +14	
Str 24 (+13)	Dex 17 (+9)
Con 20 (+11)	Int 2 (+2)
	Wis 21 (+11)
	Cha 6 (+4)
Alignment unaligned Languages -	

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

Netherese Knight (K)	Level 13 Soldier
Medium shadow humanoid	XP 800
HP 88; Bloodied 44	Initiative +11
AC 29, Fortitude 26, Reflex 23, Will 25	Perception +16
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); +18 vs. AC	
Hit: 3d6 + 11 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); +18 vs. AC	
Hit: 4d6 + 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); +16 vs. Fortitude	
Hit: 2d8 + 7 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 (+12)	Dex 17 (+9) Wis 20 (+11)
Con 17 (+9)	Int 19 (+10) Cha 20 (+11)
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.

Netherese Sailor (R)	Level 13 Minion Soldier
Medium shadow humanoid	XP 200
HP 1; a missed attack never damages a minion.	Initiative +8
AC 29, Fortitude 27, Reflex 24, Will 24	Perception +6
Speed 6; phasing	Darkvision
TRAITS	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sailor, the sailor gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Soulbound Short Sword (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 10 psychic damage.	
r Spectral Crossbow (psychic, weapon) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. AC	
Hit: 10 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 (+10)	Dex 12 (+7) Wis 12 (+7)
Con 16 (+9)	Int 14 (+8) Cha 11 (+6)
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 12)

Shield Room Supervisor (S)	Level 12 Elite Skirmisher
Medium shadow humanoid	XP 1,400
HP 244; Bloodied 122	Initiative +14
AC 26, Fortitude 24, Reflex 25, Will 21	Perception +13
Speed 6; phasing	Darkvision
TRAITS	
O Slow Healing • Aura 2	
Any enemy that spend a healing surge while in the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Sucker Punch • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
M Grab and Move • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 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 <i>sucker punch</i> then <i>grab and move</i> against the same target,	
C Command of Doom (psychic, thunder) • Encounter	
Attack: Close blast 5 (creatures in blast); +15 vs. Will	
Hit: 2d8 + 6 thunder damage, and the target is doomed. Until the target is no longer doomed, it takes 5 psychic damage whenever it misses every target with an attack power. Doomed ends at the end of the encounter.	
MOVE ACTIONS	
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 +17, Perception +13	
Str 21 (+11)	Dex 23 (+12) Wis 15 (+8)
Con 18 (+10)	Int 5 (+3) Cha 16 (+9)
Alignment unaligned Languages Common, Netherese	
Note: Based on bregga, hound of ill omen. Removed undead subtype, insubstantial and immunities. Changed insubstantial trait to be consistent.	

Shield Operator (O)	Level 12 Minion Brute
Medium shadow humanoid	XP 350
HP 1; a missed attack never damages a minion.	Initiative +10
AC 24, Fortitude 25, Reflex 22, Will 24	Perception +7
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); +17 vs. AC	
Hit: 12 damage, or 18 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 (<i>Immediate Interrupt</i>): The enemy must make a save. If the save is failed, the action is spent and the lever is not pulled.	
Str 22 (+12)	Dex 18 (+10) Wis 12 (+7)
Con 15 (+8)	Int 10 (+6) Cha 20 (+11)
Alignment unaligned Languages Common, Netherese	
Equipment pipe	
Note: Based on ebony initiate. Added don't touch that power.	

ENCOUNTER 5: DEFENDING THE MAIN (ADVENTURE LEVEL 12)

Netherese Raid Leader (L) Level 13 Elite Controller	
Medium shadow humanoid (shadar-kai)	XP 1600
HP 274; Bloodied 137	Initiative +7
AC 29, Fortitude 30, Reflex 24, Will 26	Perception +15
Speed 6	Low-light vision
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); +18 vs. AC	
Hit: 3d6 + 11 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 <i>bone-slicing spiked chain</i> attacks and can shift before or after both attacks. If both attacks hit the same target, the target is slowed (save ends).	
R Savage Shadows (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: 3d6 + 11 psychic damage, the target takes ongoing 5 psychic damage and at the start of the target's turn it makes a melee basic attack against one random adjacent creature (save ends both). If this attack hits, it deals normal damage and the target of the basic attack gains the same condition (save ends).	
C Unholy Shadows (necrotic) • Recharge when bloodied	
Attack: Close blast 5 (each creature in blast); +17 vs. Will	
Hit: 3d8 + 11 necrotic damage, and the target makes a melee basic attack against one of its adjacent allies as a free action.	
Miss: Half damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Trigger: The raid leader teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
Skills Dungeoneering +13, Intimidate +15, Nature +15, Religion +15	
Str 28 (+15)	Dex 12 (+7) Wis 15 (+8)
Con 25 (+13)	Int 18 (+10) Cha 23 (+12)
Alignment evil Languages Common, Netherese	
Equipment robes, spiked chain.	
Note: Based on Ostarix. Reflavored to shadar-kai.	

Master Enigma of Shar (E) Level 13 Controller	
Medium natural humanoid	XP 800
HP 131; Bloodied 65	Initiative +11
AC 27, Fortitude 24, Reflex 25, Will 26	Perception +14
Speed 6	Darkvision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 11 damage.	
m Rend Flesh • At-Will	
Requirement: The enigma must be affected by horrific visage.	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 4d6 + 18 damage.	
R Memory Ripper (psychic) • At-Will	
Attack: Ranged 5 (one creature); +17 vs. Will	
Hit: 3d6 + 11 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); +17 vs. Reflex	
Hit: 3d6 + 11 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); +17 vs. Will		
Hit: 3d8 + 11 psychic damage, and the enigma pushes the target 3 squares.		
Effect: Until the end of the encounter, the enigma cannot use any power except rend flesh.		
Skills Arcana +16		
Str 12 (+7)	Dex 15 (+8)	Wis 15 (+8)
Con 12 (+7)	Int 20 (+11)	Cha 16 (+9)
Alignment evil Languages Common, Netherese		
Equipment dagger.		
Note: Reffavored master enigma of Vecna.		

Netherese Master Slayer (S) Level 13 Soldier	
Medium shadow humanoid	XP 800
HP 132; Bloodied 66	Initiative +17
AC 28, Fortitude 28, Reflex 24, Will 24	Perception +2
Resist 5 radiant	Darkvision
Speed 6	
TRAITS	
O Deranging Aura (charm) • Aura 5	
Enemies within the aura take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls. Each enemy whose attack misses the slayer must make a melee basic attack against the nearest ally within reach as a free action.	
Shadow Charge	
When the slayer charges, it deals an extra 2d6 damage and is insubstantial until the end of the charge.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 11 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); +16 vs. Reflex	
Hit: 3d6 + 11 radiant damage and the target slides 1 square.	
M Slaying Frenzy • Recharge 5-6	
Effect: The slayer makes two <i>claw</i> 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); +18 vs. Fortitude	
Hit: 3d8 + 11 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 <i>claw</i> attack against that enemy.	
R Parting Gift • At-Will	
Trigger: The slayer is reduced to 0 hit points.	
Effect (Free Action): Ranged 10; one of the slayer's allies makes free basic attack.	
Str 26 (+14)	Dex 23 (+12) Wis 3 (+2)
Con 20 (+11)	Int 6 (+4) Cha 20 (+11)
Alignment evil Languages Common, Netherese	
Note: Reffavored shardsoul avatar as a shadow humanoid.	

ENCOUNTER 6: CLEANING OUT THE POOP (ADVENTURE LEVEL 12)

Netherese Sky Commander (C)	Level 13 Skirmisher
Medium shadow humanoid	XP 800
HP 134; Bloodied 67	Initiative +13
AC 27, Fortitude 25, Reflex 24, Will 26	Perception +11
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); +18 vs. AC	
Hit: 3d6 + 11 damage, or 4d6 + 18 when the commander is bloodied.	
M Lashing Chaos Chains • At-Will	
Effect: The commander flies its speed and uses <i>spiked chain</i> against 3 different targets at any point during the move. Whenever the commander hits one of these targets, it deals 1d8 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); +16 vs. Will	
Hit: The target loses a healing surge and the commander gains 10 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); +16 vs. Fortitude	
Hit: 5 force damage and the commander pushes the target 4 squares.	
Skills Intimidate +19	
Str 25 (+13)	Dex 21 (+11) Wis 20 (+11)
Con 22 (+12)	Int 17 (+9) Cha 27 (+14)
Alignment unaligned Languages Common, Nethese	
Equipment pendant of Shar, leather armor, short sword x2	
Note: Based on Zovvut. Reflavored as a medium shadow humanoid. Replaced variable resistance with unrelenting trait.	

Netherese Striker (S)	Level 13 Brute
Medium shadow humanoid	XP 800
HP 162; Bloodied 81	Initiative +7
AC 25, Fortitude 27, Reflex 22, Will 24	Perception +8
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); +18 vs. AC	
Hit: 3d8 + 14 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); +19 vs. AC	
Hit: 3d8 + 14 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); +16 vs. Reflex	
Hit: 3d6 + 10 psychic damage.	
Skills Endurance +18	
Str 18 (+10)	Dex 13 (+7) Wis 17 (+9)
Con 24 (+13)	Int 14 (+8) Cha 14 (+8)
Alignment unaligned Languages Common, Netherese	
Note: Based on phantom brigade armiger. Removed undead subtype and immunities. Updated hit points to brute appropriate. Changed insubstantial trait to be consistent	

Oblivion Wraith (E)	Level 13 Brute
Large shadow humanoid	XP 800
HP 106; Bloodied 53	Initiative +12
AC 25, Fortitude 24, Reflex 26, Will 23	Perception +6
Speed 6	Darkvision
TRAITS	
O Nihil (necrotic) • Aura 2	
Any enemy that starts its turn in the aura takes 10 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); +14 vs. Reflex	
Hit: 3d8 + 14 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); +14 vs. Reflex	
Hit: 4d6 + 18 necrotic damage, and the target takes ongoing 15 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); +14 vs. Fortitude	
Hit: The target loses two healing surges.	
Miss: The target loses one healing surge.	
Skills Stealth +17	
Str 20 (+11)	Dex 23 (+12) Wis 10 (+6)
Con 16 (+9)	Int 10 (+6) Cha 18 (+10)
Alignment chaotic evil	Languages -

Netherese Sailor (R)	Level 13 Minion Soldier
Medium shadow humanoid	XP 200
HP 1; a missed attack never damages a minion.	Initiative +8
AC 29, Fortitude 27, Reflex 24, Will 24	Perception +6
Speed 6; phasing	Darkvision
TRAITS	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sailor, the sailor gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
m Soulbound Short Sword (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 10 psychic damage.	
r Spectral Crossbow (psychic, weapon) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. AC	
Hit: 10 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 (+10)	Dex 12 (+7) Wis 12 (+7)
Con 16 (+9)	Int 14 (+8) Cha 11 (+6)
Alignment unaligned	Languages Common, Netherese

ENCOUNTER 9: WHAT THE HECK IS A FO'C'SLE? (ADVENTURE LEVEL 12)

Shadow Strangler (T)	Level 13 Artillery
Medium shadow humanoid	XP 800
HP 80; Bloodied 40	Initiative +11
AC 27, Fortitude 22, Reflex 25, Will 26	Perception +8
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); +16 vs. Reflex	
Hit: 3d6 + 11 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); +16 vs. Reflex	
Hit: The 3d6 + 11 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); +16 vs. Fortitude	
Hit: The target is restrained and takes ongoing 15 necrotic damage (save ends both).	
R Devouring Dark (necrotic) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +16 vs. Reflex	
Hit: 2d8 + 7 necrotic damage, and the target is blinded until the end of the strangler's next turn.	
Miss: Half damage	
Skills: Arcana +12, Stealth +16	
Str 13 (+7)	Dex 21 (+11)
Con 18 (+10)	Int 13 (+7)
	Cha 21 (+11)
Alignment evil	Languages Common, Netherese

Master Chief (M)	Level 13 Elite Soldier (Leader)
Medium shadow humanoid	XP 1,600
HP 282; Bloodied 141	Initiative +9
AC 31, Fortitude 27, Reflex 26, Will 28	Perception +10
Speed 5	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
O Deathshadow Fervor • Aura 5	
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also 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); +18 vs. AC	
Hit: 3d6 + 7 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); +18 vs. AC	
Hit: 3d6 + 11 lightning damage, and the target is dazed (save ends).	
R Rapid Fire • Recharge when first bloodied	
Effect: Master chief makes a <i>shock bolt</i> attack against up to three enemies within range.	
C Voice of Command • Recharge 5-6	
Attack: Close burst 3 (one bloodied enemy in burst); +16 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 5 squares and becomes insubstantial until the start of his next turn.	
TRIGGERED ACTIONS	
R Memory Rage (weapon) • At-Will	
Trigger: An enemy marked by master chief makes an attack that does not include master chief.	
Attack (<i>Immediate Interrupt</i>): Range 10 (target creature); +16 vs. Will	
Hit: 3d6 + 11 lightning damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends)	
Skills Athletics +14, Acrobatics +12, Intimidate +15	
Str 16 (+9)	Dex 13 (+7)
Con 15 (+8)	Int 16 (+8)
	Cha 19 (+10)
Alignment unaligned	Languages Common and Netherese
Equipment: scale armor, dagger, hand crossbow	

Netherese Petty Officer (P)		Level 13 Soldier
Medium shadow humanoid		XP 800
HP 126; Bloodied 63		Initiative +8
AC 29, Fortitude 27, Reflex 22, Will 24		Perception +10
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); +18 vs. AC		
Hit: 3d6 + 11 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); +18 vs. AC		
Hit: 3d6 + 11 damage.		
Skills: Athletics +19		
Str 26 (+14)	Dex 15 (+8)	Wis 19 (+10)
Con 15 (+8)	Int 17 (+9)	Cha 14 (+8)
Alignment unaligned Languages Common, Netherese		
Equipment: crossbow, crossbow bolt x10, heavy shield, scale armor, tulwar.		

Netherese Striker (S)		Level 13 Brute
Medium shadow humanoid		XP 800
HP 162; Bloodied 81		Initiative +7
AC 25, Fortitude 27, Reflex 22, Will 24		Perception +8
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 end of its next turn.		
STANDARD ACTIONS		
m Soulbound Spiked Chain (psychic, weapon) • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 3d8 + 14 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); +19 vs. AC		
Hit: 3d8 + 14 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); +16 vs. Reflex		
Hit: 3d6 + 10 psychic damage.		
Skills: Endurance +18		
Str 18 (+10)	Dex 13 (+7)	Wis 17 (+9)
Con 24 (+13)	Int 14 (+8)	Cha 14 (+8)

Alignment unaligned		Languages Common, Netherese
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Ammo Loader (A)		Level 13 Brute
Large natural animate (blind, construct)		XP 800
HP 155; Bloodied 77		Initiative +8
AC 23, Fortitude 24, Reflex 20, Will 21		Perception +8
Speed 6		Blindsight 10
Immune charm, disease, fear, poison; Resist 10 all		
STANDARD ACTIONS		
m Elongated Grasp • At-Will		
Attack: Melee 3 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage, and if the ammo loader is grabbing fewer than two targets, it can grab the target. Until the grab ends, the target takes ongoing 5 damage.		
MOVE ACTIONS		
M Retract • At-Will		
Attack: Melee 3 (creatures grabbed by the ammo loader); +16 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 +16		
Str 21 (+11)	Dex 14 (+8)	Wis 15 (+8)
Con 18 (+10)	Int 10 (+6)	Cha 11 (+6)
Alignment unaligned Languages Common, Netherese,		

ENCOUNTER 11: WE HAVE HOW LONG TO STOP THAT THING? (AL 12)

Arturas Shadowghast	Level 14 Elite Brute (Leader)
Medium Shadow Humanoid	XP 2,000
HP 330; Bloodied 165	Initiative +10
AC 26, Fortitude 26, Reflex 25, Will 27	Perception +8
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 5 extra cold and necrotic damage from the attack.	
STANDARD ACTIONS	
m Dread Flail (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: The 3d8 + 15 damage, and Arturas can slide the target 1 square.	
If Arturas has combat advantage against the target, the target also takes ongoing 5 cold and necrotic damage (save ends).	
M Whirling Flail • At-Will	
Effect: Arturas used <i>dread flail</i> twice.	
M Shadow Contamination • Recharge 5-6	
Attack: Melee 1; +17 vs. Will	
Hit: 4d8 + 16 cold and necrotic damage, ongoing 5 cold and necrotic damage (save ends), and Arturas pushed the target up to 3 squares.	
While the target is taking the ongoing damage, any of its allies adjacent to it at the start of its turn take 5 cold and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
Ruby Shroud • Recharge when first bloodied	
Effect: Arturas gains partial concealment until the end of his next turn.	
Skills Arcana +12, History +12, Religion +12	
Str 21 (+12)	Dex 16 (+10) Wis 13 (+8)
Con 15 (+9)	Int 11 (+7) Cha 23 (+13)
Alignment evil Languages Common, Netherese	
Equipment scale armor, flail, symbol of Shar	

Netherese Fireman	Level 14 Minion
Medium Shadow Humanoid	XP 250
HP 1; a missed attack never damages a minion	Initiative +10
AC 29, Fortitude 27, Reflex 25, Will 24	Perception +8
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); +19 vs. AC	
Hit: 14 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); +19 vs. AC	
Hit: 14 psychic damage and the target is knocked prone.	
M Dogpile • At Will	
Attack: Melee 1 (one prone creature); +19 vs. AC	
Hit: 7 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 +18		
Str 23 (+13)	Dex 13 (+8)	Wis 13 (+8)
Con 20 (+11)	Int 15 (+9)	Cha 12 (+7)
Alignment evil Languages Common, Netherese,		
Equipment short sword, leather armor		
Note: Phantom Brigade Squire reflavored as a Netherse Fireman.		

Shadar-Kai Weaponmaster	Level 14 Skirmisher
Medium shadow humanoid	XP 1,000
HP 132; Bloodied 66	Initiative +15
AC 28, Fortitude 26, Reflex 27, Will 26	Perception +10
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); +19 vs. AC	
Hit: 3d6 + 12 damage (crit 2d6 + 30).	
r Hurl Weapon (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage; the weaponmaster can use any melee weapon for this attack.	
M Disarming Strike (weapon) • Recharge 5-6	
Attack: Melee 1 (one creature) +17 vs. Reflex	
Hit: 4d6 + 18 damage (crit 2d6 + 42) 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 +18	
Str 20 (+12)	Dex 23 (+13) Wis 17 (+10)
Con 13 (+8)	Int 11 (+7) Cha 11 (+7)
Alignment unaligned Languages Common, Netherese	
Equipment shadar-kai short sword, leather armor	

ENCOUNTER 12: ENEMY YACHTS (ADVENTURE LEVEL 12)

2 Deathless Blademasters (S)	Level 14 Soldier
Medium shadow humanoid (shadar-kai)	XP 1,000
HP 127; Bloodied 63	Initiative +12
AC 30, Fortitude 28, Reflex 25, Will 26	Perception +11
Speed 5	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creatures); +19 vs. AC	
<i>Hit:</i> 3d6 + 12 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
C Shadow Spiral • Recharge 5 6	
<i>Attack:</i> Close burst 2 (enemies in the burst); +17 vs. Fortitude	
<i>Hit:</i> 3d6 + 12 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
C Life Mark (necrotic) • At-Will	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
Life Transfer • At-Will	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +18, Intimidate +12	
Str 22 (+13)	Dex 16 (+10) Wis 19 (+11)
Con 17 (+10)	Int 11 (+7) Cha 11 (+7)
Alignment evil Languages Common, Netherese	
Equipment scale armor, broadsword	

1 Deathless Berserker (B)	Level 14 Brute
Medium shadow humanoid (shadar-kai)	XP 1,000
HP 140; Bloodied 70	Initiative +11
AC 26, Fortitude 28, Reflex 26, Will 25	Perception +10
Speed 6	Low-light vision
TRAITS	
Vital Rage	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m War Pick (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 3d8 + 15 damage.	
C Life Cut (weapon) • Recharge if the power misses every target	
<i>Attack:</i> Close burst 1 (enemies in the burst); +19 vs. AC	
<i>Hit:</i> 3d8 + 15 damage.	
<i>Effect:</i> If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
<i>Trigger:</i> An enemy bloodies the berserker.	
<i>Effect (Immediate Reaction):</i> The berserker shifts up to its speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.	
Skills Athletics +18, Intimidate +12	
Str 22 (+13)	Dex 19 (+11) Wis 16 (+10)
Con 20 (+12)	Int 10 (+7) Cha 11 (+7)
Alignment evil Languages Common, Netherese	
Equipment hide armor, 2 war picks	

2 Deathless Snipers (A)		Level 14 Artillery
Medium shadow humanoid (shadar-kai)		XP 1,000
HP 123; Bloodied 61		Initiative +13
AC 28, Fortitude 25, Reflex 27, Will 26		Perception +12
Speed 6		Low-light vision
TRAITS		
Soul Shot		
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.		
Vital Aim		
When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d6 + 13 damage, and the sniper can shift one square.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 2d10 + 13 damage.		
R Life Pierce (weapon) • Recharge if the power misses		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 3d10 + 13 damage, and the sniper gains 15 temporary hit points.		
TRIGGERED ACTIONS		
R Bloodied Feast • Encounter		
Trigger: An enemy bloodies the sniper.		
Effect (Immediate Reaction): <i>Life pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .		
Skills Acrobatics +18, Athletics +14		
Str 15 (+9)	Dex 23 (+13)	Wis 20 (+12)
Con 18 (+11)	Int 11 (+7)	Cha 12 (+8)
Alignment evil Languages Common, Netherese		
Equipment arrow x40, chainmail, longbow, longsword		

1 Deathless Mage (C)		Level 14 Controller (Leader)	
Medium shadow humanoid (shadar-kai)		XP 1,000	
HP 110; Bloodied 55		Initiative +9	
AC 28, Fortitude 26, Reflex 25, Will 28		Perception +7	
Speed 6		Low-light vision	
TRAITS			
O Sapping Shadows • Aura 3			
When a slowed enemy ends its turn in the aura, it takes 5 damage and the mage gains 10 temporary hit points.			
STANDARD ACTIONS			
m Sickle (fear, weapon) • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 3d6 + 12 damage, and the mage pushes the target up to 2 squares.			
C Shadestorm • At-Will			
Attack: Close blast 3 (enemies in the blast); +17 vs. Reflex			
Hit: 2d8 + 8 damage, and the target is slowed until the end of the mage's next turn.			
R Life Siphon • Recharge if the power misses			
Attack: Ranged 3 (one creature); +17 vs. Will			
Hit: 3d6 + 12 damage, and ongoing 10 damage (save ends). Until the target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter			
Effect: The controller teleports 3 squares and becomes insubstantial until the start of her next turn.			
MINOR ACTIONS			
Life Transfer • At-Will			
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.			
Skills Arcana +16, Intimidate +19			
Str 11 (+7)		Dex 14 (+9)	
Con 20 (+12)		Int 18 (+11)	
		Wis 11 (+7)	
		Cha 24 (+14)	
Alignment evil		Languages Common, Netherese	
Equipment: chainmail, sickle			

ENCOUNTER 13: AHEAD OF THE TROOPS (ADVENTURE LEVEL 12)

2 Ironwing Kir-Lanans (I)	Level 12 Skirmisher
Medium shadow humanoid	XP 700
HP 124; Bloodied 62	Initiative +14
AC 26, Fortitude 24, Reflex 24, Will 21	Perception +10
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
R Enfeebling Strike (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 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 4 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	
Leaping Glide • At-Will	
Effect: The kir-lanan 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 31 hit points.	
Skills Athletics +15, Stealth +19	
Str 23 (+12)	Dex 22 (+12) Wis 18 (+10)
Con 20 (+11)	Int 10 (+6) Cha 15 (+8)
Alignment evil	Languages Common, Netherese
Note: Reffavored ironstone gargoyle, changed into kir-lanan.	

99 Recruits on clumsy veserabs (R)	Level 12 Minion Soldier
Medium shadow humanoid	XP -
HP 1; a missed attack never damages a minion	Initiative +8
AC 25, Fortitude 25, Reflex 24, Will 23	Perception +12
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 (+9)	Dex 14 (+8) Wis 12 (+7)
Con 16 (+9)	Int 12 (+7) Cha 10 (+6)
Alignment neutral scared	Languages Common, Netherese

2 Kir-Lanan Shadow Hurlers (S)	Level 12 Artillery
Medium shadow humanoid	XP 700
HP 93; Bloodied 46	Initiative +10
AC 26, Fortitude 22, Reflex 20, Will 20	Perception +14
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
TRAITS	
Shadow Defense	
The kir-lanan has resist 10 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage.	
r Hurled Shadow (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).	
A Bursting Shadow (necrotic) • At-Will	
Attack: Area burst 1 within 10 (creatures in the burst); +15 vs. Fortitude	
Hit: 2d8 + 6 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 23 hit points.	
Skills Stealth +17	
Str 22 (+12)	Dex 18 (+10) Wis 17 (+9)
Con 15 (+8)	Int 10 (+6) Cha 17 (+9)
Alignment evil	Languages Common, Netherese
Note: Reffavored gargoyle rock hurler, changed into kir-lanan.	

Netherese Artillery	Level 14 Artillery
Large natural animate (construct)	XP 1000
HP 105; Bloodied 52	Initiative +12
AC 26, Fortitude 25, Reflex 26, Will 23	Perception +9
Speed 0	low-light vision
Immune charm, disease, fear, poison, sleep; Resist 10 all	
STANDARD ACTIONS	
r Arcane Bolt (force) • At-Will	
Attack: Ranged 20/40 (one creature); +19 vs. Reflex. This attack does not provoke opportunity attacks.	
Hit: 3d6 + 12 force damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 2 within 15 (creatures in burst); +19 vs. Reflex	
Hit: 2d8 + 7 lightning damage.	
Str 19 (+10)	Dex 20 (+11) Wis 14 (+8)
Con 15 (+8)	Int 3 (+2) Cha 6 (+4)
Alignment unaligned	Languages none
Equipment none	

ENCOUNTER 14: SWARMS OF DARKNESS (ADVENTURE LEVEL 12)

2 Sword Wraiths	Level 13 Lurker
Medium shadow humanoid (undead)	XP 800
HP 102; Bloodied 51	Initiative +17
AC 26, Fortitude 25, Reflex 26, Will 27	Perception +12
Speed 0, fly 8 (hover)	Darkvision
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
Combat Advantage (necrotic)	
The sword wraith deals 2d6 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); +16 vs. Reflex	
Hit: 3d6 + 11 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 2d6 extra necrotic damage on a hit.	
Skills Stealth +18	
Str 14 (+8)	Dex 24 (+13) Wis 12 (+7)
Con 18 (+10)	Int 11 (+6) Cha 24 (+13)
Alignment chaotic evil Languages Common, Netherese	

6 Shattered Wraiths	Level 13 Minion Lurkers
Medium shadow humanoid (undead)	XP 200
HP 1; a missed attack never damages a minion	Initiative +16
AC 28, Fortitude 22, Reflex 26, Will 25	Perception +8
Speed 0, fly 8 (hover); phasing	Darkvision
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 5 necrotic damage, and the target gains vulnerable necrotic 5.	
MOVE ACTIONS	
Shadow Glide • Encounter	
Effect: The wraith shifts up to 6 squares.	
Str 4 (+3)	Dex 23 (+12) Wis 15 (+8)
Con 15 (+8)	Int 6 (+4) Cha 20 (+11)
Alignment chaotic evil Languages -	

2 Oblivion Wraiths	Level 13 Brute
Large shadow humanoid (undead)	XP 800
HP 156; Bloodied 78	Initiative +12
AC 25, Fortitude 24, Reflex 26, Will 23	Perception +6
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 10 necrotic damage.	
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 1 (one creature); +16 vs. Reflex	
Hit: 3d12 + 7 necrotic damage.	
M Obliviate (necrotic) • Recharge 5-6	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 3d12 + 3 necrotic damage, and the target takes ongoing 10 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); +16 vs. Fortitude	
Hit: The target loses two healing surges.	
Miss: The target loses one healing surge	
Skills Stealth +17	
Str 20 (+11)	Dex 23 (+12) Wis 10 (+6)
Con 16 (+9)	Int 10 (+6) Cha 18 (+10)
Alignment chaotic evil Languages Common, Netherese	

1 Black Cloud	Level 13 Artillery
Medium natural magical beast (undead)	XP 800
HP 99; Bloodied 49	Initiative +11
AC 24, Fortitude 23, Reflex 24, Will 25	Perception +9
Speed 6, fly 6 (hover)	Darkvision
Immune disease, poison; Resist 10 necrotic, 5 lightning, 5 thunder, half damage from melee and ranged attacks; Vulnerable 10 radiant, 10 against close and area attacks.	
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	
<i>Attack:</i> Melee 1 (one creature); +16 vs. Fortitude	
<i>Hit:</i> 3d6 + 11 necrotic damage.	
R Black Lightning (lightning, necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +20 vs. AC	
<i>Hit:</i> 3d6 + 11 lightning and necrotic damage, or 5d6 + 11 lightning and necrotic damage if the target is bloodied.	
A Crushing Thunder (necrotic, thunder) • At-Will	
<i>Attack:</i> Area burst 1 within 10 (creatures in the burst); +18 vs. Reflex	
<i>Hit:</i> 2d8 + 7 necrotic and thunder damage.	
MINOR ACTIONS	
R Horrific Visage (fear) • Recharge 5-6	
<i>Attack:</i> Ranged 10 (one creature); +18 vs. Will	
<i>Hit:</i> The target cannot attack the black cloud until the end of its next turn and is immobilized (save ends).	
Skills Arcana +20, History +20, Religion +20	
Str 14 (+8)	Dex 16 (+9)
Con 20 (+11)	Int 26 (+14)
	Cha 15 (+8)
Alignment unaligned	Languages none
Equipment none	

ENCOUNTER 15: SHADY HARRIERS (ADVENTURE LEVEL 12)

2 Brutal Darkbleeders (W)	Level 13 Brute
Large shadow magical beast	XP 800
HP 157; Bloodied 78	Initiative +10
AC 26, Fortitude 27, Reflex 25, Will 24	Perception +9
Speed 6, Fly 6 (hover)	Darkvision
Resist 10 necrotic and 10 psychic	
TRAITS	
O Chill of Night • Aura 1	
Any enemy in the aura at the start of its turn takes 5 necrotic damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Reach 2 (one creature); +18 vs. AC	
Hit: 3d6 + 7 damage.	
M Darkbleeder Fury • At-Will	
Effect: The darkbleeder makes two claw attacks, or three claw attacks at -2 to each attack roll.	
C Lashing Tentacles (necrotic) • Recharge 4-6	
Attack: Close burst 2 (enemies in the burst); +16 vs. Reflex	
Hit: 2d8 + 7 necrotic damage (4d8 + 7 necrotic damage against a target the darkbleeder has grabbed), and the target is pulled 2 squares and grabbed. (escape DC 20). A darkbleeder can grab up to three targets.	
Str 23 (+12)	Dex 19(+10)
Con 17 (+9)	Int 5 (+3)
	Wis 5 (+3)
	Cha 17 (+9)
Alignment chaotic evil	Languages -

Manticore Death Hurler (S)	Level 13 Artillery
Large shadow humanoid	XP 800
HP 100; Bloodied 50	Initiative +12
AC 27, Fortitude 25, Reflex 26, Will 23	Perception +14
Speed 6, fly 8 (hover)	Darkvision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
r Tail Spike • At-Will	
Attack: Ranged 10 (one creature); +20 vs. AC	
Hit: 3d6 + 11 damage.	
A Spike Volley • At-Will	
Attack: Area burst 1 within 10 (creatures in the burst); +20 vs. AC	
Hit: 2d8 + 7 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
Str 21 (+11)	Dex 22 (+12)
Con 16 (+9)	Int 4 (+3)
	Wis 17 (+9)
	Cha 12 (+7)
Alignment unaligned	Languages -

Shadow Raven Swarm (D)	Level 13 Elite Skirmisher
Large shadow magical beast(swarm)	XP 1,600
HP 240; Bloodied 120	Initiative +14
AC 28, Fortitude 26, Reflex 26, Will 26	Perception +10
Speed 2, fly 7 (hover)	Darkvision
Immune fear; Resist half damage from melee and ranged attacks;	
Vulnerable 10 damage from close and area attacks.	
Saving Throws +2; Action Points 1	
TRAITS	
O Swarm Attack • Aura 1	
Any enemy that ends its turn in the aura takes 10 damage	
Carrion Vigor	
When the swarm starts its turn in the space of a bloodied creature, the swarm can take move actions as minor actions until the end of that turn.	
Swarm	
The swarm can occupy the same space as another creature and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
C Shadow Beaks • At-Will	
Attack: Close burst 1(enemies in the burst); +18 vs. AC	
Hit: 2d8 + 7 damage. If the target is bloodied it is dazed until the end of the next turn.	
MOVE ACTIONS	
C Blinding Murder • At-Will	
Attack: (enemies in the area of the swarm); +16 vs. Fortitude	
Hit: The target grants combat advantage and takes a -2 to attack rolls until the end of its next turn.	
MINOR ACTIONS	
M Pull Down • At-Will 1/round	
Attack: Melee 1 (one creature); +16 vs. Fortitude	
Hit: 2d8 + 7 damage and the target is knocked prone.	
Str 18 (+9)	Dex 21 (+10)
Con 17 (+8)	Int 5 (+2)
	Wis 15 (+7)
	Cha 13 (+6)
Alignment unaligned	Languages -

ENCOUNTER 16: SHADOW DRAGON (ADVENTURE LEVEL 12)

Adventure Level 16 to 20 only.

ENCOUNTER 17: REPEL BOARDERS (ADVENTURE LEVEL 12)

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

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

Str 22 (+12)	Dex 19 (+10)	Wis 16 (+9)
Con 20 (+11)	Int 10 (+6)	Cha 11 (+6)
Alignment evil		
Languages Common, Netherese		
Equipment hide armor, 2 war picks		

Deathless Sniper (S)		Level 12 Artillery
Medium shadow humanoid (shadar-kai)		XP 700
HP 111; Bloodied 55		Initiative +12
AC 26, Fortitude 23, Reflex 25, Will 23		Perception +11
Speed 6		Low-light vision
TRAITS		
Soul Shot		
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.		
Vital Aim		
When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d6 + 11 damage, and the sniper can shift one square.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +19 vs. AC		
Hit: 2d10 + 11 damage.		
R Life Pierce (weapon) • Recharge if the power misses		
Attack: Ranged 20 (one creature); +19 vs. AC		
Hit: 3d10 + 11 damage, and the sniper gains 15 temporary hit points.		
TRIGGERED ACTIONS		
R Bloodied Feast • Encounter		
Trigger: An enemy bloodies the sniper.		
Effect (Immediate Reaction): <i>Life pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .		
Skills Acrobatics +17, Athletics +13		
Str 15 (+8)	Dex 23 (+12)	Wis 20 (+11)
Con 18 (+10)	Int 11 (+6)	Cha 12 (+7)
Alignment evil		
Languages Common, Netherese		
Equipment arrow x40, chainmail, longbow, longsword		

ENCOUNTER 18: NETHERESE REINFORCEMENTS (ADVENTURE LEVEL 12)

2 Ironwing Kir-Lanans (I)	Level 12 Skirmisher
Medium shadow humanoid	XP 700
HP 124; Bloodied 62	Initiative +14
AC 26, Fortitude 24, Reflex 24, Will 21	Perception +10
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
R Enfeebling Strike (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 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 4 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	
Leaping Glide • At-Will	
Effect: The kir-lanan 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 31 hit points.	
Skills Athletics +15, Stealth +19	
Str 23 (+12)	Dex 22 (+12)
Con 20 (+11)	Int 10 (+6)
	Wis 18 (+10)
	Cha 15 (+8)
Alignment evil	Languages Common, Netherese
Note: Reffavored ironstone gargoyle, changed into kir-lanan.	

99 Recruits on clumsy veserabs (R)	Level 12 Minion Soldier
Medium shadow humanoid	XP -
HP 1; a missed attack never damages a minion	Initiative +8
AC 25, Fortitude 25, Reflex 24, Will 23	Perception +12
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 (+9)	Dex 14 (+8)
Con 16 (+9)	Int 12 (+7)
	Wis 12 (+7)
	Cha 10 (+6)
Alignment neutral scared	Languages Common, Netherese

2 Kir-Lanan Shadow Hurlers (S)	Level 12 Artillery
Medium shadow humanoid	XP 700
HP 93; Bloodied 46	Initiative +10
AC 26, Fortitude 22, Reflex 20, Will 20	Perception +14
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
TRAITS	
Shadow Defense	
The kir-lanan has resist 10 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage.	
r Hurling Shadow (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).	
A Bursting Shadow (necrotic) • At-Will	
Attack: Area burst 1 within 10 (creatures in the burst); +15 vs. Fortitude	
Hit: 2d8 + 6 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 23 hit points.	
Skills Stealth +17	
Str 22 (+12)	Dex 18 (+10)
Con 15 (+8)	Int 10 (+6)
	Wis 17 (+9)
	Cha 17 (+9)
Alignment evil	Languages Common, Netherese
Note: Reffavored gargoyle rock hurler, changed into kir-lanan.	

ENCOUNTER 20: TAKING THE FIGHT TO THE ENEMY (AL 12)

Captain XXX	Level 12 Elite Soldier (Leader)
Medium shadow humanoid (shadar-kai)	XP 1,400
HP 244; Bloodied 122	Initiative +10
AC 28, Fortitude 26, Reflex 25, Will 27	Perception +11
Speed 5	Low-Light vision
Saving throws +2; Action Points 1	
TRAITS	
○ Deathshadow Fervor • Aura 5	
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d10 + 9 damage.	
Effect: Captain marks the target until the end of his next turn.	
M Double Attack • At-Will	
Effect: Captain uses <i>halberd</i> twice.	
C Sundering Sweep (weapon) • Recharge 5-6	
Attack: Close burst 2 (enemies in the burst); +17 vs. AC	
Hit: 2d10 + 11 damage, and the target takes a -2 penalty to AC (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The captain teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Deathtrap • At-Will	
Trigger: An enemy within 2 squares of the captain that is marked by him either moves or uses an attack power that doesn't include him as a target.	
Effect (Immediate Interrupt): Captain uses <i>halberd</i> against the triggering enemy. The attack can score a critical hit on a roll of 17-20.	
Skills Diplomacy +15, Intimidate +15	
Str 20 (+11) Dex 16 (+9) Wis 21 (+11)	
Con 18 (+9) Int 15 (+8) Cha 18 (+10)	
Alignment evil Languages Common, Netherese	
Equipment chainmail, halberd	
Source: Samminel renamed to captain.	

Add the following for Brirgund:

TRAITS
○ Vicious Aura • Aura 1
An enemy that starts its turn within the aura and moves takes 10 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); +15 vs. Will
Hit: 2d8 + 6 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 12 Minion Soldier
Medium shadow humanoid (human)	XP 175
HP 1; a missed attack never damages a minion.	Initiative +8
AC 28, Fortitude 26, Reflex 24, Will 23	Perception +7
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); +17 vs. AC	
Hit: 9 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 10 (one creature); +17 vs. AC	
Hit: 9 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 (+10) Dex 12 (+7) Wis 12 (+7)	
Con 16 (+9) Int 14 (+8) Cha 11 (+6)	
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 12 Brute
Medium natural humanoid (human)	XP 700
HP 150; Bloodied 75	Initiative +9
AC 24, Fortitude 26, Reflex 24, Will 22	Perception +8
Speed 6	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 12 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 12 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +17, Stealth +14	
Str 23 (+12) Dex 17 (+9) Wis 14 (+8)	
Con 20 (+11) Int 7 (+4) Cha 10 (+6)	
Alignment evil Languages Common, Netherese	
Equipment studded leather, bastard sword	

ENCOUNTER 21: BESIEGED (ADVENTURE LEVEL 12)

3 Netherese Blademasters (S)	Level 13 Soldier
Medium shadow humanoid (shadar-kai)	XP 800
HP 129; Bloodied 64	Initiative +11
AC 29, Fortitude 27, Reflex 24, Will 25	Perception +10
Speed 5	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creatures); +18 vs. AC	
Hit: 2d10 + 10 damage.	
Effect: The target is marked until the end of the blademaster's next turn.	
C Shadow Spiral • Recharge 5-6	
Attack: Close burst 2 (enemies in the burst); +16 vs. Fortitude	
Hit: 2d10 + 9 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
Effect: The blademaster can slide each target 1 square.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The blademaster teleports 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
C Life Mark (necrotic) • At-Will	
Trigger: An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 5 necrotic damage and the blademaster gains 10 temporary hit points.	
Life Transfer • At-Will	
Trigger: The blademaster gains temporary hit points.	
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +17, Intimidate +11	
Str 22 (+12)	Dex 16 (+9) Wis 19 (+10)
Con 17 (+9)	Int 11 (+6) Cha 11 (+6)
Alignment evil Languages Common, Netherese	
Equipment: scale armor, broadsword	

1 deathless mage (C)	Level 13 Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 800
HP 102; Bloodied 51	Initiative +8
AC 27, Fortitude 25, Reflex 24, Will 27	Perception +6
Speed 6	Low-light vision
TRAITS	
O Sapping Shadows • Aura 3	
When a slowed enemy ends its turn in the aura, it takes 5 damage and the mage gains 5 temporary hit points.	
STANDARD ACTIONS	
m Sickle (fear, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage, and the mage pushes the target up to 2 squares.	
C Shadestorm • At-Will	
Attack: Close blast 3 (enemies in the blast); +16 vs. Reflex	
Hit: 2d8 + 7 damage, and the target is slowed until the end of the mage's next turn.	
R Life Siphon • Recharge if the power misses	
Attack: Ranged 3 (one creature); +16 vs. Will	
Hit: 3d6 + 11 damage, and ongoing 10 damage (save ends). Until the	

target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.
MOVE ACTIONS
Shadow Jaunt (teleportation) • Encounter
Effect: The controller teleports 3 squares and becomes insubstantial until the start of her next turn.
MINOR ACTIONS
Life Transfer • At-Will
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.
Skills Arcana +15; Intimidate +18
Str 11 (+6) Dex 14 (+8) Wis 11 (+6)
Con 20 (+11) Int 18 (+12) Cha 24 (+13)
Alignment evil Languages Common, Netherese
Equipment: chainmail, sickle

Silt Elemental	Level 13 Skirmisher
Large shadow beast	XP 800
HP 103; Bloodied 51	Initiative +12
AC 27, Fortitude 26, Reflex 25, Will 23	Perception +8
Speed 8	Tremorsense 5
TRAITS	
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 Fist • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 12 damage, plus an additional 2d6 damage if the target is slowed or immobilized.	
M Pound to the Ground • Encounter	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 4d8 + 13 damage and the target is knocked prone and immobilized.	
Miss: Half damage and the target is knocked prone.	
C Silt Swipe • Recharge 6	
Attack: Close blast 3 (enemies in blast); +18 vs. AC	
Hit: 2d8 + 11 damage, and the target is immobilized until the end of the silt elemental's next turn.	
MOVE ACTIONS	
Silt Shift • At-Will	
Effect: The silt elemental shifts 3 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 5 damage and is slowed until the end of the silt elemental's next turn.	
Str 16 (+9)	Dex 18 (+10) Wis 15 (+8)
Con 20 (+11)	Int 4 (+3) Cha 6 (+3)
Alignment unaligned Languages Primordial	