

# BEST DEFENSE

## ROUND 2: AL 6

### STATS

A DUNGEONS & DRAGONS® *LIVING*  
*FORGOTTEN REALMS* ADVENTURE

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

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

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# ENCOUNTER 1: REIGN OF FIRE (ADVENTURE LEVEL 6)

2 Netherese Sharpshooters (S)	Level 8 Artillery
Medium natural humanoid (human)	XP 350
HP 67; Bloodied 33	Initiative +8
AC 22, Fortitude 19, Reflex 21, Will 19	Perception +11
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 5 damage.	
r <b>Crossbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 15/30 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage.	
<b>MOVE ACTIONS</b>	
<b>Careful Aim</b> • <b>At-Will</b>	
Effect: The sharpshooter chooses an enemy it can see. If it can still see that enemy at the start of its next turn, its crossbow attack power targets the enemy's Reflex, instead of AC, and deals 5 extra damage against it. These benefits last until the end of that turn.	
<b>MINOR ACTIONS</b>	
<b>Archer's Decoy</b> • <b>Recharge</b> when first bloodied	
Effect: The sharpshooter gains a +2 bonus to AC and Reflex until the start of its next turn.	
Skills Stealth +13	
Str 14 (+6)	Dex 19 (+8)
Con 13 (+5)	Int 10 (+4)
	Wis 15 (+6)
	Cha 10 (+4)
Alignment evil	
Languages Common, Netherese	
Equipment studded leather, crossbow, short sword, 20 bolts	
Note: Renamed raven roost sharpshooter.	

2 Magma Claws (D)	Level 8 Brute
Medium elemental magical (earth, fire)	XP 350
HP 104; Bloodied 52	Initiative +5
AC 20, Fortitude 20, Reflex 18, Will 17	Perception +11
Speed 4 (8 while charging)	
Immune petrification; Resist fire 20	
<b>TRAITS</b>	
<b>Frozen Stupor</b>	
Whenever the magma claw takes cold damage, it is slowed until the end of its next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Claw</b> (fire) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 4 damage plus 1d8 + 3 fire damage.	
M <b>Spew Lava</b> (fire) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: The target takes ongoing 5 fire damage and is immobilized (save ends both).	
Skills Endurance +11, Stealth +10	
Str 18 (+8)	Dex 12 (+5)
Con 14 (+6)	Int 2 (+0)
	Wis 11 (+4)
	Cha 6 (+2)
Alignment unaligned	
Languages Primordial	
Note: Modified damage output.	

Flamethrower Trap (F)	Level 8 Blaster
Trap	XP 350
<b>Perception</b>	
♦ Automatic detection. The flamethrower trap looks like a large steel bellows on a turret that is part of the wall of the bunker behind it.	
Initiative +9	
<b>Trigger</b>	
It is active at the start of the encounter, but it delays until creatures enter the platform.	
<b>Attack</b>	
<b>Standard Action</b>	
Close Blast 1 quadrant	
Target: Creatures within quadrant.	
Attack: +11 vs. Reflex	
Hit: 2d6 + 5 fire damage and ongoing 5 fire damage (save ends).	
Miss: Half damage.	
<b>Triggered Action</b>	
<b>Free Action</b>	
Close Burst 3	
Trigger: The flamethrower is destroyed through another method as self-destruct.	
Target: Creatures within burst.	
Attack: +11 vs. Reflex	
Hit: 2d6 + 5 damage, the target is pushed 3 and takes ongoing 5 fire damage (save ends).	
Miss: Half damage	
Effect: The part of the wall that consists of the flamethrower is destroyed and the area of the burst becomes difficult terrain.	
<b>Countermeasures</b>	
♦ AC 23, Reflex/Fortitude 21, Will -; hit points 80; resist all 5. If destroyed through damage it explodes.	
♦ Adjacent characters on the platform can make a DC 24 Athletics or Thievery check as a <u>move action</u> to try and bend or clog the muzzle. With the first success the trap cease functioning for 1 round. With the second success the flamethrower is destroyed and explodes. A failed check results in immediate automatic hit by the flamethrower.	
♦ Adjacent characters inside the bunker who make a DC 16 Athletics or Thievery check as a <u>minor action</u> can direct the flamethrower to a specific quadrant the next time it fires. The flamethrower can only be directed 1/round.	
♦ Adjacent characters inside the bunker who make a DC 24 Thievery check as a <u>standard action</u> can disable the self-destruct function and shut down the flamethrower for the time being.	

## ENCOUNTER 2: SHADOW'S DEN (ADVENTURE LEVEL 6)

2 Horned Kir-Lanans (H)	Level 6 Brute
Medium shadow humanoid	XP 250
HP 87; Bloodied 43	Initiative +6
AC 18, Fortitude 20, Reflex 17, Will 17	Perception +11
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.	
M <b>Impaling Charge • At-Will</b>	
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d10 + 5 damage, and the target is grabbed (escape DC 15) and takes ongoing 5 damage until the grab ends.	
R <b>Enfeebling Strike (necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +9 vs. Fortitude	
Hit: 2d6 + 7 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
<b>Skewering Drag • At-Will</b>	
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.	
TRIGGERED ACTIONS	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 21 hit points.	
Skills Stealth +13	
Str 22 (+9)	Dex 16 (+6) Wis 16 (+6)
Con 17 (+6)	Int 10 (+3) Cha 11 (+3)
Alignment evil Languages Common, Netherese	
Note: Reffavored hornstone gargoyle, changed into kir-lanan.	

4+ Obsidian Kir-Lanans (O)	Level 6 Minion Soldier
Medium shadow humanoid	XP 62
HP 1; a missed attack never damages a minion	Initiative +7
AC 22, Fortitude 20, Reflex 18, Will 17	Perception +4
Speed 6, fly 8	Darkvision
TRAITS	
<b>Cruel Claw</b>	
Whenever an enemy leaves a square adjacent to the kir-lanan, that enemy takes 3 damage.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage.	
Skills Athletics +13, Stealth +12	
Str 20 (+8)	Dex 15 (+5) Wis 16 (+6)
Con 15 (+5)	Int 8 (+2) Cha 11 (+3)
Alignment evil Languages Common, Netherese	
Note: Reffavored obsidian gargoyle.	

2 Kir-Lanan Shadow Hurlers (S)	Level 6 Artillery
Medium shadow humanoid	XP 250
HP 57; Bloodied 28	Initiative +7
AC 20, Fortitude 16, Reflex 14, Will 14	Perception +11
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
TRAITS	
<b>Shadow Defense</b>	
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 6 damage.	
r <b>Hurled Shadow (necrotic) • At-Will</b>	
Attack: Ranged 20 (one creature); +11 vs. Fortitude	
Hit: 2d6 + 7 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
A <b>Bursting Shadow (necrotic) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +9 vs. Fortitude	
Hit: 1d8 + 6 necrotic damage, and the target is slowed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 14 hit points.	
Skills Stealth +14	
Str 22 (+9)	Dex 18 (+7) Wis 17 (+6)
Con 15 (+5)	Int 10 (+3) Cha 17 (+6)
Alignment evil Languages Common, Netherese	
Note: Reffavored gargoyle rock hurler, changed into kir-lanan.	

## ENCOUNTER 3: THROUGH THE ROOF (ADVENTURE LEVEL 6)

1 Shadar-Kai Dreadnought (B)	Level 7 Elite Brute (Leader)
Large shadow humanoid (shadar-kai)	XP 600
HP 190; Bloodied 95	Initiative +4
AC 19, Fortitude 21, Reflex 17, Will 19	Perception +6
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
O <b>Dreadnought's Wrath • Aura 2</b>	
While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls.	
Staggering Critical	
Whenever the dreadnought scores a critical hit, the target is dazed until the end of the target's next turn.	
STANDARD ACTIONS	
m <b>Greatclub (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d10 + 8 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares adjacent to the target.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai dreadnought teleports 3 squares and becomes insubstantial until the start of her next turn.	
MINOR ACTIONS	
M <b>Low Blow • At-Will 1/round</b>	
Attack: Melee 2 (one creature); +10 vs. Fortitude	
Hit: 3d6 + 8 damage, and the target falls prone.	
R <b>You Fight Now! • Recharge</b> when first bloodied	
Effect: Range 5 (one ally); The target can charge as a free action.	
Skills Acrobatics +6, Athletics +14, Intimidate +8, Stealth +6	
Str 23 (+9)	Dex 13 (+4) Wis 16 (+6)
Con 15 (+5)	Int 10 (+3) Cha 10 (+3)
Alignment evil Languages Common, Netherese	
Equipment studded leather, greatclub	
Note: Re flavored lizardfolk dreadnought, changed into shadar-kai.	

2 Netherese Grenadiers (A)	Level 7 Controller
Medium natural humanoid (human)	XP 300
HP 77; Bloodied 38	Initiative +7
AC 21, Fortitude 18, Reflex 20, Will 18	Perception +5
Speed 6	
STANDARD ACTIONS	
m <b>Short Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
A <b>Fire Bomb (fire) • At-Will</b>	
Attack: Area burst 1 within 5 (creatures in the burst); +10 vs. Fortitude	
Hit: 1d8 + 6 fire damage, and the target falls prone.	
Miss: Half damage.	
A <b>Smoke Bomb • Encounter</b>	
Attack: Area burst 1 within 5 (creatures in the burst); +10 vs. Fortitude	
Hit: The target is dazed and takes ongoing 10 damage (save ends both).	
Effect: Squares in the burst are lightly obscured until the end of the encounter.	
A <b>Oil Slick • Encounter</b>	
Attack: Area burst 1 within 5 (creatures in the burst); +10 vs. Reflex	
Hit: The target falls prone.	
Effect: Each target gains vulnerable 5 fire until the end of the encounter.	
MINOR ACTIONS	
Grenadier's Rush • Encounter	

Effect: The grenadier moves up to its speed.		
Skills Athletics +10, Stealth +12		
Str 14 (+5)	Dex 18 (+7)	Wis 15 (+5)
Con 13 (+4)	Int 12 (+4)	Cha 10 (+3)
Alignment evil Languages Common, Netherese		
Equipment 8 fire bombs, flask of oil, smoke bomb, leather armor, short sword		
Note: Renamed raven roost grenadier.		

2 Netherese Soldiers (S)	Level 7 Soldier
Medium natural humanoid (human)	XP 300
HP 77; Bloodied 38	Initiative +9
AC 23, Fortitude 18, Reflex 21, Will 18	Perception +10
Speed 6	
STANDARD ACTIONS	
m <b>Rapier (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
Effect: The target is marked until the end of the soldier's next turn.	
R <b>Bolt to the Gut (weapon) • Encounter</b>	
Attack: Ranged 5 (one creature); +12 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 3d6 + 5 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
Stand, You Coward • At-Will	
Trigger: An enemy within 5 squares of the soldier and marked by it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Bolt to the gut recharges, and the soldier uses it against the triggering enemy.	
Skills Bluff +11, Intimidate +11, Stealth +12	
Str 16 (+6)	Dex 18 (+7) Wis 15 (+5)
Con 13 (+4)	Int 12 (+4) Cha 16 (+6)
Alignment evil Languages Common, Netherese	
Equipment studded leather, crossbow bolt x10, hand crossbow, rapier	
Note: Renamed raven roost highway man.	

4+ Human Goons	Level 7 Soldier
Medium natural humanoid (human)	XP 75
HP 1; a missed attack never damages a minion	Initiative +5
AC 20, Fortitude 18, Reflex 16, Will 16	Perception +4
Speed 6	
TRAITS	
Mob Rule	
While at least two other human goons are within 5 squares of the goon, it gains a +2 power bonus to all defenses.	
STANDARD ACTIONS	
m <b>Club (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
Str 14 (+5)	Dex 11 (+3) Wis 12 (+4)
Con 12 (+4)	Int 9 (+2) Cha 13 (+4)
Alignment unaligned Languages Common, Netherese	
Equipment club	

## ENCOUNTER 5: TAKING COMMAND (ADVENTURE LEVEL 6)

1 Netherese Mage Captain (M)	Level 6 Elite Controller
Medium natural humanoid (human)	XP 500
HP 146; Bloodied 74	Initiative +5
AC 20, Fortitude 16, Reflex 19, Will 18	Perception +6
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Displacement	
The mage's image flickers, making his location hard to pinpoint. This effects lasts until the mage hits a target with an attack. While under this effect, when an attack against the mage hits, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal.	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon, teleportation) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 3 damage, and the mage teleports the target 3 squares.	
Miss: The mage can teleport the target 1 square.	
r <b>Misleading Visions</b> (illusion, psychic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +9 vs. Will	
Hit: 1d10 +6 psychic damage, and the mage slides the target 4 squares.	
Miss: The mage can slide the target 1 square.	
MR <b>Double Attack</b> • <b>At-Will</b>	
Effect: The mage makes two basic attacks.	
A <b>Visions of Terror</b> (fear, illusion, psychic) • <b>Recharge 5-6</b>	
Attack: Area burst 2 within 10 (enemies in the burst); +9 vs. Will	
Hit: 2d10 +8 damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed until the end of the mage's next turn.	
Str 12 (+4)	Dex 14 (+5) Wis 16 (+6)
Con 17 (+6)	Int 24 (+10) Cha 21 (+8)
Alignment evil	Languages Common, Netherese
Note: Modified rakshasa mage.	

2 Netherese Captain's Guard (G)	Level 6 Soldier
Medium natural humanoid (human)	XP 250
HP 74; Bloodied 37	Initiative +10
AC 22, Fortitude 20, Reflex 18, Will 17	Perception +12
Speed 6	Low-light vision
TRAITS	
Threatening Reach	
The guard can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m <b>Halberd</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d10 + 3 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn.	
M <b>Mighty Clout</b> (weapon) • <b>Recharge 5-6</b>	
Attack: Melee 2 (one creature); +9 vs. Fortitude	
Hit: 2d10 + 15 damage, and the guard slides the target 1 square and knocks it prone.	
TRAITS	
Heroic Effort • Encounter	
Trigger: The guard misses with an attack or fails a saving throw.	
Effect (No Action): The guard gains a +4 bonus to the triggering roll.	
Str 25 (+10)	Dex 21 (+8) Wis 19 (+7)
Con 18 (+7)	Int 13 (+4) Cha 15 (+5)
Alignment unaligned	Languages Common, Netherese
Note: Re-flavored goliath king's guard.	

2 Netherese Deathless Sniper (S)	Level 6 Artillery
Medium shadow humanoid	XP 250
HP 75; Bloodied 37	Initiative +9
AC 20, Fortitude 17, Reflex 19, Will 18	Perception +8
Speed 6	Low-light vision
TRAITS	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 19-20.	
STANDARD ACTIONS	
m <b>Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 damage, and the sniper can shift 1 square.	
r <b>Longbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage.	
R <b>Life Pierce</b> (weapon) • <b>Recharge</b> if the power misses	
Attack: Ranged 20 (one creature); +13 vs. Reflex	
Hit: 2d10 + 12 damage, and the sniper gains 10 temporary hit points.	
TRIGGERED ACTIONS	
R <b>Bloodied Feast • Encounter</b>	
Trigger: An enemy bloodies the sniper.	
Effect (Immediate Reaction): Life pierce recharges and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.	
Skills Acrobatics +14, Athletics +10	
Str 15 (+5)	Dex 23 (+9) Wis 20 (+8)
Con 18 (+7)	Int 11 (+3) Cha 12 (+4)
Alignment evil	Languages Common, Netherese
Note: Modified deathless sniper.	



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

2 Bulettes (M)	Level 6 Elite Skirmisher
Large natural beast	XP 500
HP 152; Bloodied 76	Initiative +9
AC 21, Fortitude 19, Reflex 17, Will 16	Perception +6
Speed 6, burrow 6	Darkvision, Tremorsense 20
Saving Throws +2; Action Points 1	
TRAITS	
<b>Ground Eruption</b>	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m <b>Bite (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 8 damage, or 4d6 + 8 against a prone target.	
M <b>Leaping Bite • At-Will</b>	
Effect: The bulette jumps up to 5 squares and then uses <i>bite</i> . This movement does not provoke opportunity attack.	
C <b>Rising Burst • At-Will</b>	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Close burst 2 (creatures in the burst); +11 vs. AC	
Hit: 2d8 + 4 damage.	
Miss: Half damage.	
MOVE ACTIONS	
M <b>Earth Furrow • At-Will</b>	
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.	
Attack: Melee 1 (creature in space); +9 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +14, Endurance +13	
Str 22 (+9)	Dex 18 (+7)
Con 20 (+8)	Int 2 (-1)
	Cha 8 (+2)
Alignment unaligned	Languages -

4+ Netherese Soldiers	Level 7 Soldier
Medium natural humanoid (human)	XP 75
HP 1; a missed attack never damages a minion	Initiative +5
AC 20, Fortitude 18, Reflex 16, Will 16	Perception +4
Speed 6	
TRAITS	
<b>Mob Rule</b>	
While at least two other human goons are within 5 squares of the goon, it gains a +2 power bonus to all defenses.	
STANDARD ACTIONS	
m <b>Club (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
Str 14 (+5)	Dex 11 (+3)
Con 12 (+4)	Int 9 (+2)
	Cha 13 (+4)
Alignment unaligned	Languages Common, Netherese
Equipment club	

1 Netherese Vizier	Level 6 Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 250
HP 72; Bloodied 36	Initiative +4
AC 20, Fortitude 18, Reflex 18, Will 20	Perception +6
Speed 6, teleport 4	Low-light vision
Resist 10 necrotic	
STANDARD ACTIONS	
m <b>Scepter (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 3 damage, and the vizier slides the target 1 square.	
R <b>Shadow Bolt (necrotic) • At-Will</b>	
Attack: Ranged 5 (one creature); +9 vs. Reflex	
Hit: 2d8 + 4 necrotic damage, and the target grants combat advantage until the end of the vizier's next turn.	
<b>Word of Command • At-Will</b>	
Effect: Choose one ally within 5 squares of the vizier. The vizier slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the vizier's choice.	
MOVE ACTIONS	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The vizier teleports 3 squares and becomes insubstantial until the start of her next turn.	
MINOR ACTIONS	
<b>Shadowtaint Enchantment • At-Will</b>	
Effect: One ally within 5 squares of the vizier deals 5 extra necrotic damage with melee attacks until the end of the ally's next turn.	
MOVE ACTIONS	
<b>Tainted Advice • Recharge 6</b>	
Trigger: An ally within 10 squares of the vizier misses with an attack roll or fails a skill check.	
Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or the skill check, gaining a +2 bonus to the reroll.	
Skills Bluff +12, Diplomacy +12, Insight +11	
Str 13 (+4)	Dex 12 (+4)
Con 16 (+6)	Int 22 (+9)
	Cha 18 (+7)
Alignment evil	Languages Common, Netherese
Note: Re flavored vizier devil.	

## ENCOUNTER 7B: SAKKORS (ADVENTURE LEVEL 6)

2 Netherese Serpent Guardian	Level 6 Skirmisher
Medium natural animate (construct, homunculus)	XP 250
HP 77; Bloodied 38	Initiative +9
AC 20, Fortitude 19, Reflex 18, Will 16	Perception +10
Speed 7	
Immune disease, poison	
TRAITS	
Combat Advantage	
The serpent deals 2d6 additional damage on attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
<b>m Bite (poison) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and ongoing 5 poison damage (save ends).	
<b>R Poison the Mind (psychic) • At-Will</b>	
Attack: Ranged 10 (one creature); +9 vs. Will	
Hit: 2d6 + 7 psychic damage and target is blinded and slowed (save ends both).	
MOVE ACTIONS	
<b>Elusive Shift • At-Will</b>	
Effect: The serpent shifts 2 squares. Enemies lose combat advantage against the serpent and cannot regain combat advantage against it until the start of its next turn.	
<b>Skills</b> Stealth +12	
<b>Str</b> 17 (+6)	<b>Dex</b> 18 (+7)
<b>Con</b> 21 (+8)	<b>Int</b> 5 (+0)
	<b>Wis</b> 15 (+5)
	<b>Cha</b> 12 (+4)
<b>Alignment</b> unaligned	<b>Languages</b> -
Note: Modified cobalt serpent.	

3 Netherese Runic Statue	Level 6 Brute
Medium natural animate (construct)	XP 250
HP 88; Bloodied 44	Initiative +5
AC 18, Fortitude 20, Reflex 16, Will 18	Perception +7
Speed 5	
Immune disease, petrification; Resist 5 poison	
TRAITS	
Runes of Strength	
At the start of the encounter, the statue has one rune of strength. It deals 1d10 extra damage per rune of strength it has.	
STANDARD ACTIONS	
<b>m Stone Fist • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d10 + 6 damage, and if the target is adjacent to one of the statue's allies, it is also knocked prone.	
TRIGGERED ACTIONS	
<b>Runic Gift • Encounter</b>	
Trigger: The statue drops to 0 hit points.	
Effect (No Action): The statue is destroyed, and each other runic statue gains an additional rune of strength until the end of the encounter.	
<b>Str</b> 22 (+9)	<b>Dex</b> 14 (+5)
<b>Con</b> 18 (+7)	<b>Int</b> 3 (-2)
	<b>Wis</b> 18 (+7)
	<b>Cha</b> 6 (+1)
<b>Alignment</b> unaligned	<b>Languages</b> -

4 Netherese Dawnkiller	Level 6 Lurker
Medium shadow humanoid	XP 250
HP 58; Bloodied 29	Initiative +14
AC 20, Fortitude 18, Reflex 20, Will 17	Perception +12
Speed 7	Low-light vision
TRAITS	
Shadows of Shar (necrotic)	
The dawnkiller deals 3d6 extra necrotic damage on melee attacks against any creature that cannot see it.	
STANDARD ACTIONS	
<b>m Kukri (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 8 damage, and the target is shrouded in gloom (save ends).	
While shrouded in gloom, the target takes a -2 penalty to attack rolls and regains only half the normal hit points from healing effects.	
<b>M Shade Strike (necrotic) • At-Will</b>	
Attack: Melee 1 (one enemy shrouded in gloom); +11 vs. AC	
Hit: 2d6 + 6 necrotic damage, and the target is blinded (save ends).	
MOVE ACTIONS	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
<b>Skills</b> Acrobatics +15, Stealth +15	
<b>Str</b> 20 (+8)	<b>Dex</b> 24 (+10)
<b>Con</b> 16 (+6)	<b>Int</b> 14 (+5)
	<b>Wis</b> 18 (+7)
	<b>Cha</b> 11 (+3)
<b>Alignment</b> unaligned	<b>Languages</b> Common, Netherese
<b>Equipment</b> kukri x2, leather armor	
Note: Based on shadar-kai dawnkiller.	

# EVENT 1, 2, AND 3 (ADVENTURE LEVEL 6)

## EVENT 1: BLOWN AWAY

4 Turrets	Level 6 Minion Blaster
Trap	XP 63
<b>Perception</b>	
♦ Automatic detection	
<b>Initiative</b> automatically first of the round.	
<b>Trigger</b>	
The start of the encounter as long as the Offense Trait has not dropped to 0.	
<b>Attack</b>	
<b>Standard Action</b>	<b>Ranged</b>
<b>Target:</b> One enemy within range.	
<b>Attack:</b> Range 20; +11 vs. AC	
<b>Hit:</b> 7 force damage.	
<b>Countermeasures</b>	
♦ An adjacent character can destroy one turret with a DC 15 Arcana, Athletics, Nature, Religion or Thievery check as a standard action.	
♦ An adjacent character can destroy one turret with a DC 23 Arcana, Athletics, Nature, Religion or Thievery check as a minor action.	
♦ If the check is passed by 5 or more, the character can also damage one of the character's enemies within range as if hit by the turret before it is destroyed.	
♦ If the check fails, the character takes damage as if hit by the turret.	
♦ AC/Reflex 21; Fortitude 19; Hit Points 1; a missed attack never damages a minion.	

## EVENT 2: OUT OF HIDING

Shadar-Kai Storm Caller	Level 6 Artillery
Medium shadow humanoid	XP 250
<b>HP</b> 54; <b>Bloodied</b> 27	<b>Initiative</b> +7
<b>AC</b> 20, <b>Fortitude</b> 16, <b>Reflex</b> 19, <b>Will</b> 18	<b>Perception</b> +6
<b>Speed</b> 6	Low-light vision
<b>STANDARD ACTIONS</b>	
<b>m Staff (weapon) • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); +11 vs. AC	
<b>Hit:</b> 1d8 + 8 damage.	
<b>r Lightning Strike (implement, lightning) • At-Will</b>	
<b>Special:</b> This attack does not trigger an attack of opportunity.	
<b>Attack:</b> Ranged 30 (one creature); +11 vs. Reflex	
<b>Hit:</b> 1d10 + 8 lightning damage, and one enemy within 5 squares of the target takes 5 lightning damage.	
<b>A Vengeful Whirlwind (implement, lightning, thunder, zone) • Recharge</b> when first bloodied	
<b>Attack:</b> Area burst 1 within 10 (enemies in the burst); +11 vs. Fortitude	
<b>Hit:</b> 2d10 + 4 lightning and thunder damage, and the target falls prone. Then the storm caller slides the target up to 2 squares.	
<b>Miss:</b> Half damage, and the storm caller can slide the target 1 square.	
<b>Effect:</b> The burst creates a zone that lasts until the end of the shadar-kai's next turn. Any enemy that ends its turn in the zone takes 10 thunder and lightning damage.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
<b>Effect:</b> The shadar-kai storm caller teleports 3 squares and becomes insubstantial until the start of her next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>Wind • Encounter</b>	
<b>Trigger:</b> The storm caller is first bloodied.	

<b>Effect (Free Action):</b> Until the end of the encounter, the storm caller gains a fly speed of 8 but must land or fall at the end of each move.		
<b>Skills</b> Acrobatics +9, Arcana +11, Stealth +9		
<b>Str</b> 8 (+2)	<b>Dex</b> 19 (+7)	<b>Wis</b> 16 (+6)
<b>Con</b> 12 (+4)	<b>Int</b> 16 (+6)	<b>Cha</b> 9 (+2)
<b>Alignment</b> evil		<b>Languages</b> Common, Netherese
<b>Equipment</b> robes, staff		
<b>Note:</b> Reffavored orc storm shaman, changed into a shadar-kai.		

## EVENT 3: ASSASSINS

Shadar-Kai Executioner	Level 6 Lurker
Medium shadow humanoid	XP 250
HP 57; Bloodied 28	Initiative +9
AC 18, Fortitude 14, Reflex 16, Will 17	Perception +12
Speed 6	Low-light vision
Resist 5 psychic	
STANDARD ACTIONS	
m <b>Hidden Blade</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d10 + 9 damage.	
r <b>Mind Shadows</b> (psychic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +9 vs. Will	
Hit: 1d4 + 3 psychic damage, and the target is blinded until the end of the executioner's next turn.	
M <b>Psychic Infiltration</b> (psychic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature that cannot see the executioner); +9 vs. Will	
Hit: The target takes ongoing 15 psychic damage and is dazed (save ends both). Until the target saves against this effect or drops to 0 hit points or fewer, the executioner is removed from play. When this effect ends, the executioner appears in an unoccupied square of its choice adjacent to the target.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • <b>Encounter</b>	
Effect: The shadar-kai executioner teleports 3 squares and becomes insubstantial until the start of her next turn.	
MINOR ACTIONS	
Psionic Boost (psychic) • <b>Recharge</b> 5-6	
Trigger: The executioner hits with hidden blade or mind shadows.	
Effect (Free Action): The attack deals 2d6 extra psychic damage.	
Skills Athletics +9, Bluff +9, Stealth +10	
Str 12 (+4)	Dex 15 (+5) Wis 19 (+7)
Con 15 (+5)	Int 20 (+8) Cha 12 (+4)
Alignment evil	Languages Common, Netherese
Equipment leather armor, dagger	
Note: Reffavored shardmind executioner, changed into a shadar-kai.	