

ADCP5-2 R2

BEST DEFENSE ROUND 2: AL 20 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 20)

2 Netherese Inquisitors (S)		Level 22 Controller
Medium shadow humanoid (shade)		XP 4,150
HP 204; Bloodied 102		Initiative +14
AC 36, Fortitude 34, Reflex 36, Will 34		Perception +12
Speed 6		Low-light vision
STANDARD ACTIONS		
m Inquiring Grip (psychic) • At-Will		
Attack: Melee 1 (one creature); +26 vs. Reflex		
Hit: 4d8 + 13 psychic damage, and the target is immobilized until the end of the inquisitor's next turn.		
r Call to Answer (psychic) • At-Will		
Attack: Ranged 10 (one creature); +26 vs. Reflex		
Hit: 3d6 + 13 psychic damage, and the target loses all fire resistance and is immobilized (save ends both).		
R Under the Question (charm, psychic) • Recharge 5 6		
Attack: Ranged 10 (one immobilized creature); +26 vs. Will		
Hit: The target loses all fire resistance, takes ongoing 20 psychic damage and is restrained (save ends all three). A target reduced to 0 hit points by this attack's ongoing damage is dominated by the inquisitor. A dominated target does not fall unconscious and does not need to make death saving throws. It dies only when reduced to negative hit points equal to its bloodied value. If the target under the inquisitor's control regains hit points so that it is no longer dying, or if the inquisitor is reduced to 0 hit points, the inquisitor's domination of the target ends.		
MOVE ACTIONS		
One with Shadow • Encounter		
Effect: The shade becomes invisible until the end of its next turn or when it first attacks whichever comes first.		
Skills Arcana +25, Stealth +21		
Str 12 (+12)	Dex 16 (+14)	Wis 12 (+12)
Con 20 (+16)	Int 24 (+18)	Cha 20 (+16)
Alignment evil		Languages Common, Netherese
Equipment: robes		

Note: Based on the incunabulum inquisitor.

2 Shade Fire Giant Knights (D)		Level 22 Soldier
Large elemental humanoid (fire, giant)		XP 4,150
HP 206; Bloodied 103		Initiative +15
AC 38, Fortitude 37, Reflex 32, Will 32		Perception +16
Speed 7		Low-light vision
Resist 30 fire		
TRAITS		
O Fiery Defender • Aura 2		
While in the aura, an unmarked enemy that uses an attack power that fails to target a creature that has this aura active takes 20 fire damage.		
STANDARD ACTIONS		
m Longsword (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +27 vs. AC		
Hit: 3d10 + 15 fire damage.		
R Throwing Hammer (fire) • At-Will		
Attack: Ranged 10 (one creature); +27 vs. AC		
Hit: 3d8 + 15 fire damage, and the target falls prone.		
C Flame's Lure (fire) • At-Will		
Attack: Close burst 3 (enemies in the burst); +25 vs. Will		
Hit: The giant slides the target up to 3 squares into a space adjacent to the giant, and the target takes ongoing 20 fire damage (save ends).		
Str 24 (+18)	Dex 14 (+13)	Wis 10 (+11)
Con 22 (+17)	Int 10 (+11)	Cha 14 (+13)
Alignment unaligned		Languages Primordial

Flamethrower Trap (F)		Level 22 Blaster
Trap		XP 4,150
Perception		
♦ Automatic detection. The flamethrower trap looks like a large steel bellow on a turret that is part of the wall of the bunker behind it.		
Initiative +16		
Trigger		
It is active at the start of the encounter, but it delays until creatures enter the platform.		
Attack		
Standard Action		Close Blast 1 quadrant
Target: Creatures within quadrant.		
Attack: +25 vs. Reflex		
Hit: 3d8 + 9 fire damage, push 3 and ongoing 10 fire damage (save ends).		
Miss: Half damage.		
Triggered Action		
Free Action		Close Burst 3
Trigger: The flamethrower is destroyed through another method as self-destruct.		
Target: Creatures within burst.		
Attack: +25 vs. Reflex		
Hit: 3d8 + 9 damage, the target is pushed 3 and takes ongoing 15 fire damage (save ends).		
Miss: Half damage		
Effect: The part of the wall that consists of the flamethrower is destroyed and the area of the burst becomes difficult terrain.		
Countermeasures		
♦ AC 37, Reflex/Fortitude 35, Will -; hit points 220; resist all 5. If destroyed through damage it explodes.		
♦ Adjacent characters on the platform can make a DC 36 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 27 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 36 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 20)

2 Ironwing Kir-Lanans (I)		Level 20 Skirmisher
Medium shadow humanoid		XP 2,800
HP 192; Bloodied 96	Initiative +20	
AC 35, Fortitude 33, Reflex 33, Will 33	Perception +16	
Speed 6, fly 8	Darkvision	
Vulnerable 10 radiant		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 15 damage.		
R Enfeebling Strike (necrotic) • At-Will		
Attack: Ranged 10 (one creature); +23 vs. Fortitude		
Hit: 3d8 + 15 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).		
M Crashing Glide • At-Will		
Attack: The kir-lanan shifts 6 squares and uses <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 moves flies 4 squares without provoking opportunity attacks.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The kir-lanan takes necrotic damage.		
Effect (Immediate Reaction): The kir-lanan heals 48 hit points.		
Skills Athletics +21, Stealth +25		
Str 27 (+18)	Dex 26 (+18)	Wis 22 (+16)
Con 24 (+17)	Int 12 (+11)	Cha 15 (+12)
Alignment evil Languages Common, Netherese		
Note: Re-flavored ironstone gargoyle, changed into kir-lanan.		

5+ Obsidian Kir-Lanans (O)		Level 20 Minion Soldier
Medium shadow humanoid		XP 700
HP 1; a missed attack never damages a minion	Initiative +16	
AC 37, Fortitude 35, Reflex 32, Will 31	Perception +15	
Speed 6, fly 8	Darkvision	
TRAITS		
Cruel Claw		
Whenever an enemy leaves a square adjacent to the kir-lanan, that enemy takes 11 damage.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 16 damage.		
Skills Athletics +20, Stealth +19		
Str 24 (+17)	Dex 19 (+13)	Wis 20 (+15)
Con 19 (+14)	Int 10 (+10)	Cha 15 (+12)
Alignment evil Languages Common, Netherese		
Note: Re-flavored obsidian gargoyle.		

2 Kir-Lanan Shadow Hurlers (S)		Level 20 Artillery
Medium shadow humanoid		XP 2,800
HP 145; Bloodied 72	Initiative +16	
AC 35, Fortitude 31, Reflex 29, Will 29	Perception +20	
Speed 6, fly 8	Darkvision	
Vulnerable 10 radiant		
TRAITS		
Shadow Defense		
The kir-lanan has resist 15 to all damage from attacks originating at least 5 squares away.		

STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 2d10 + 14 damage.		
r Hurled Shadow (necrotic) • At-Will		
Attack: Ranged 20 (one creature); +23 vs. Fortitude		
Hit: 3d8 + 15 necrotic damage, and the target is dazed (save ends).		
A Bursting Shadow (necrotic) • At-Will		
Attack: Area burst 1 within 10 (creatures in the burst); +23 vs. Fortitude		
Hit: 3d6 + 11 necrotic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends).		
Miss: Half damage.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The kir-lanan takes necrotic damage.		
Effect (Immediate Reaction): The kir-lanan heals 36 hit points.		
Skills Stealth +23		
Str 22 (+16)	Dex 22 (+16)	Wis 21 (+15)
Con 19 (+14)	Int 10 (+10)	Cha 17 (+13)
Alignment evil Languages Common, Netherese		
Note: Re-flavored gargoyle rock hurler, changed into kir-lanan.		

2 Horned Kir-Lanans (H)		Level 20 Brute
Medium shadow humanoid		XP 2,800
HP 235; Bloodied 117	Initiative +17	
AC 33, Fortitude 35, Reflex 32, Will 32	Perception +20	
Speed 6, fly 8	Darkvision	
Vulnerable 10 radiant		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d10 + 15 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.		
M Impaling Charge • At-Will		
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 3d12 + 15 damage, and the target is grabbed (escape DC 25) and takes ongoing 15 damage until the grab ends.		
R Enfeebling Strike (necrotic) • At-Will		
Attack: Ranged 10 (one creature); +23 vs. Fortitude		
Hit: 3d8 + 15 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).		
MOVE ACTIONS		
Skewering Drag • At-Will		
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		
Necrotic Healing (healing) • Encounter		
Trigger: The kir-lanan takes necrotic damage.		
Effect (Immediate Reaction): The kir-lanan heals 58 hit points.		
Skills Stealth +24		
Str 30 (+20)	Dex 24 (+17)	Wis 20 (+15)
Con 25 (+17)	Int 10 (+10)	Cha 15 (+12)
Alignment evil Languages Common, Netherese		
Note: Re-flavored hornstone gargoyle, changed into kir-lanan.		

ENCOUNTER 3: THROUGH THE ROOF (ADVENTURE LEVEL 20)

1 Iron Golem (B)		Level 22 Elite Brute
Large natural animate (construct)		XP 8,300
HP 418; Bloodied 209		Initiative +15
AC 31, Fortitude 31, Reflex 30, Will 29		Perception +11
Speed 6 (cannot shift)		Darkvision
Immune disease, poison		
Saving Throws +2; Action Points 1		
TRAITS		
O Noxious Fumes (poison) • Aura 2		
While the golem is bloodied, any creature that enters the aura or starts its turn there takes 10 poison damage.		
Energizing Flames		
The first time the golem takes fire damage each turn, it can shift up to 2 squares as a free action, even if it could not normally shift.		
Interfering Bolts		
When the golem takes lightning damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Iron Blade • At-Will		
Attack: Melee 2 (one creature); +27 vs. AC		
Hit: 3d10 + 14 damage.		
Effect: The golem marks the target (save ends).		
M Cleave • At-Will		
Effect: The golem uses <i>iron blade</i> twice, each time against a different target.		
C Breath Weapon (poison) • Recharge 5-6		
Attack: Close blast 3 (creatures in the blast); +25 vs. Fortitude		
Hit: 4d8 + 10 poison damage, and ongoing 15 poison damage (save ends).		
TRIGGERED ACTIONS		
M Dazing Fist • At-Will		
Trigger: A creature within 2 squares of the golem and marked by it moves.		
Attack (<i>Immediate Interrupt</i>): Melee 2 (the triggering creature); +25 vs. Fortitude		
Hit: The target is dazed (save ends).		
C Toxic Death (poison) • At-Will		
Trigger: The golem is first bloodied or drops to 0 hit points.		
Attack (<i>No Action</i>): Close burst 3 (creatures in the burst); +25 vs. Fortitude		
Hit: 2d8 + 12 poison damage, and ongoing 15 poison damage (save ends).		
Str 27 (+19)	Dex 15 (+13)	Wis 11 (+11)
Con 25 (+18)	Int 3 (+7)	Cha 3 (+7)
Alignment unaligned		Languages -

2 Speakers of Shar (A)		Level 22 Artillery
Medium shadow humanoid (shade)		XP 4,150
HP 164; Bloodied 82		Initiative +11
AC 36, Fortitude 33, Reflex 34, Will 35		Perception +17
Speed 6		Low-light vision
TRAITS		
Furious Flock		
The speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.		
STANDARD ACTIONS		
m Morningstar • At-Will		
Attack: Melee 1 (one creature); +27 vs. AC		
Hit: 2d10 + 18 damage.		
r Midwinter Wind (cold, necrotic) • At-Will		
Attack: Ranged 10 (one creature); +27 vs. Reflex		
Hit: 2d12 + 18 cold and necrotic damage, and the speaker can slide the target 1 square.		
A Swirling Ravens (zone) • Encounter		
Attack: Area burst 2 within 10 (enemies in the burst); +27 vs. Fortitude		
Hit: 3d10 + 11 damage.		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.		
Sustain <i>Minor</i> : The zone persists until the end of the speaker's next turn.		
TRIGGERED ACTIONS		
Unkind Flight (polymorph) • Encounter		
Requirement: The speaker must be bloodied.		
Trigger: The speaker is damaged by a melee attack.		
Effect (<i>Immediate Reaction</i>): The speaker assumes the form of a flock of swirling bats and flies up to 8 squares. While in this form, the speaker is insubstantial and can move through enemies' spaces. Each time the speaker enters an enemy's space during this movement, that enemy takes ongoing 15 damage (save ends). The form ends at the end of this movement.		
Str 12 (+12)	Dex 10 (+11)	Wis 24 (+18)
Con 18 (+15)	Int 21 (+16)	Cha 12 (+12)
Alignment evil		Languages Common, Netherese
Equipment robes, morningstar		

2 Shadow Giants (S)	Level 22 Soldier
Large shadow humanoid (giant, undead)	XP 4,150
HP 217; Bloodied 108	Initiative +16
AC 35, Fortitude 35, Reflex 34, Will 35	Perception +17
Speed 7, fly 3 (hover)	Darkvision
Immune disease, poison; Resist 20 necrotic, insubstantial	
TRAITS	
O Shadow Malaise (fear) • Aura 5	
Enemies within the aura regain half the normal hit points from healing powers.	
Revealed by Radiance	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Necrotic Touch (necrotic) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +25 vs. Reflex	
<i>Hit:</i> 3d8 + 17 necrotic damage, and the target is marked (save ends).	
M Death Touch (necrotic) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +25 vs. Reflex	
<i>Hit:</i> 3d8 + 17 damage, and the target is marked and takes ongoing 15 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
Cast into Shadow • At-Will	
<i>Trigger:</i> An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
<i>Attack (Immediate Reaction):</i> Melee 2 (the triggering enemy); +25 vs. Reflex	
<i>Hit:</i> The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
Str 22 (+17)	Dex 21 (+16) Wis 16 (+14)
Con 23 (+15)	Int 10 (+11) Cha 23 (+17)
Alignment evil	Languages Common, Giant

6+ Devil-Bred Shadar-Kai	Level 22 Minion Soldiers
Medium natural humanoid (human)	XP 1,037
HP 1; a missed attack never damages a minion	Initiative +15
AC 38, Fortitude 36, Reflex 32, Will 34	Perception +11
Speed 6	Darkvision
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +27 vs. AC	
<i>Hit:</i> 16 damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
<i>Effect:</i> The stalker teleports 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
M Punishing Longsword (fire, weapon) • At-Will	
<i>Trigger:</i> An enemy adjacent to the shadar-kai makes an attack that doesn't include it as a target.	
<i>Attack (Opportunity Action):</i> Melee 1 (the triggering enemy); +27 vs. AC	
<i>Hit:</i> 16 fire damage.	
Str 20 (+16)	Dex 14 (+13) Wis 14 (+13)
Con 22 (+17)	Int 10 (+11) Cha 8 (+10)
Alignment evil	Languages Common, Netherese
Equipment longsword, chain mail	

ENCOUNTER 5: TAKING COMMAND (ADVENTURE LEVEL 20)

1 Netherese Mage Captain (M)		Level 20 Elite Controller
Medium natural humanoid (human)		XP 5,600
HP 370; Bloodied 185		Initiative +12
AC 34, Fortitude 30, Reflex 33, Will 32		Perception +13
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 effect 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 Short Sword (teleportation, weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 4d6+11 damage, and the mage teleports the target 3 squares.		
Miss: The mage can teleport the target 1 square.		
r Misleading Visions (illusion) • At-Will		
Attack: Ranged 10 (one creature); +23 vs. Will		
Hit: 2d10 + 15 damage, and the mage slides the target 4 squares.		
Miss: The mage can slide the target 1 square.		
MR Double Attack • At-Will		
Effect: The mage makes two basic attacks.		
A Visions of Terror (fear, illusion, psychic) • Recharge 5-6		
Attack: Area burst 2 within 10 (enemies in the burst); +23 vs. Will		
Hit: 3d10 + 17 psychic damage, and the target is immobilized (save ends).		
Miss: Half damage, and the target is slowed until the end of the mage's next turn.		
Str 12 (+11)	Dex 14 (+12)	Wis 16 (+13)
Con 17 (+13)	Int 24 (+17)	Cha 21 (+15)
Alignment evil		Languages Common, Netherese
Note: Modified rakshasa mage.		

2 Netherese Captain's Guard (G)		Level 20 Soldier
Medium natural humanoid (human)		XP 2,800
HP 186; Bloodied 93		Initiative +17
AC 36, Fortitude 34, Reflex 32, Will 31		Perception +19
Speed 6		Low-light vision
TRAITS		
Threatening Reach		
The guard can make opportunity attacks against enemies within 2 squares of it.		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 4d10 + 6 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn.		
M Mighty Clout (weapon) • Recharge 5-6		
Attack: Melee 2 (one creature); +23 vs. Fortitude		
Hit: 4d10 + 18 damage, and the guard slides the target 1 square and knocks it prone.		
TRIGGERED ACTIONS		
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 (+17)	Dex 21 (+15)	Wis 19 (+14)
Con 18 (+14)	Int 13 (+11)	Cha 15 (+12)
Alignment unaligned		Languages Common, Netherese
Note: Re-flavored goliath king's guard.		

3 Netherese Deathless Sniper (S)		Level 20 Artillery
Medium shadow humanoid		XP 2,800
HP 159; Bloodied 79		Initiative +16
AC 34, Fortitude 31, Reflex 33, Will 32		Perception +15
Speed 6		Low-light vision
TRAITS		
Soul Shot		
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.		
Vital Aim		
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d6 + 16 damage, and the sniper can shift 1 square.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 3d10 + 14 damage.		
R Life Pierce (weapon) • Recharge if the power misses		
Effect: The sniper gains 20 temporary hit points.		
Attack: Ranged 20 (one creature); +21 vs. Reflex		
Hit: 3d10 + 13 damage		
TRIGGERED ACTIONS		
R Bloodied Feast • Encounter		
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 +21, Athletics +17		
Str 15 (+12)	Dex 23 (+16)	Wis 20 (+15)
Con 18 (+14)	Int 11 (+10)	Cha 12 (+11)
Alignment evil		Languages Common, Netherese
Note: Modified deathless sniper.		

ENCOUNTER 6: COUNTER ATTACK (ADVENTURE LEVEL 20)

2 Dire Bulettes (M)		Level 20 Elite Skirmisher	
Huge natural beast		XP 5,600	
HP 382; Bloodied 191		Initiative +18	
AC 35, Fortitude 33, Reflex 31, Will 30		Perception +15	
Speed 8, burrow 8		Darkvision, Tremorsense 20	
Saving Throws +2; Action Points 1			
TRAITS			
Ground Eruption			
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.			
STANDARD ACTIONS			
m Bite (weapon) • At-Will			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 3d12 + 10 damage, or 5d12 + 10 against a prone target.			
M Leaping Bite • At-Will			
Effect: The bulette jumps up to 7 squares and then uses <i>bite</i> . This movement does not provoke opportunity attack.			
C Rising Burst • At-Will			
Requirement: The bulette must be underground.			
Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.			
Attack: Close burst 3 (creatures in the burst); +25 vs. AC			
Hit: 3d12 + 7 damage.			
Miss: Half damage.			
MOVE ACTIONS			
M Earth Furrow • At-Will			
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); +23 vs. Fortitude			
Hit: The target falls prone.			
Skills Athletics +23, Endurance +21			
Str 26 (+18)	Dex 22 (+16)	Wis 20 (+15)	
Con 23 (+16)	Int 5 (+7)	Cha 10 (+10)	
Alignment unaligned Languages -			

10 Devil-Bred Shadar-Kai		Level 22 Minion Soldiers	
Medium natural humanoid (human)		XP 1,037	
HP 1; a missed attack never damages a minion		Initiative +15	
AC 38, Fortitude 36, Reflex 32, Will 34		Perception +11	
Speed 6		Darkvision	
STANDARD ACTIONS			
m Longsword (weapon) • At-Will			
Attack: Melee 1 (one creature); +27 vs. AC			
Hit: 16 damage.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter			
Effect: The stalker teleports 3 squares and becomes insubstantial until the start of her next turn.			
TRIGGERED ACTIONS			
M Punishing Longsword (fire, weapon) • At-Will			
Trigger: An enemy adjacent to the shadar-kai makes an attack that doesn't include it as a target.			
Attack (Opportunity Action): Melee 1 (the triggering enemy); +27 vs. AC			
Hit: 16 fire damage.			
Str 20 (+16)	Dex 14 (+13)	Wis 14 (+13)	

Con 22 (+17)	Int 10 (+11)	Cha 8 (+10)
Alignment evil		Languages Common, Netherese
Equipment longsword, chain mail		

1 Netherese Grand Vizier		Level 20 Controller (Leader)	
Medium shadow humanoid (shadar-kai)		XP 2,800	
HP 188; Bloodied 94		Initiative +13	
AC 34, Fortitude 32, Reflex 32, Will 34		Perception +15	
Speed 8, teleport 6		Low-light vision	
Resist 15 necrotic			
Action Point 1*			
STANDARD ACTIONS			
m Scepter (weapon) • At-Will			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 2d10 + 14 damage, and the vizier slides the target 1 square and knocks the target prone.			
R Shadow Bolt (necrotic) • At-Will			
Attack: Ranged 5 (one creature); +23 vs. Reflex			
Hit: 3d10 + 12 necrotic damage, and the target is weakened (save ends).			
Word of Command (charm) • At-Will			
Effect: Choose one creature within 5 squares of the vizier. The vizier slides that creature 3 squares, and the creature makes a melee basic attack with a +4 bonus on attack and damage rolls as a free action against a creature of the vizier's choice.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter			
Effect: The vizier teleports 3 squares and becomes insubstantial until the start of her next turn.			
MINOR ACTIONS			
Shadowtaint Enchantment • At-Will			
Effect: One ally within 5 squares of the vizier deals 10 extra necrotic damage with melee attacks until the end of the ally's next turn.			
MOVE ACTIONS			
Tainted Advice • Recharge 5-6			
Trigger: An ally within 10 squares of the vizier misses with an attack roll or fails a skill check.			
Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or the skill check, gaining a +4 bonus to the reroll.			
Skills Bluff +19, Diplomacy +19, Insight +18			
Str 17 (+13)	Dex 16 (+13)	Wis 20 (+15)	
Con 20 (+15)	Int 26 (+18)	Cha 22 (+16)	
Alignment evil		Languages Common, Netherese	
Note: Re-flavored vizier devil.			

* Not a typo.

ENCOUNTER 7B: SAKKORS (ADVENTURE LEVEL 20)

2 Netherese Serpent Guardian		Level 20 Skirmisher
Medium natural animate (construct, homunculus)		XP 2,800
HP 189; Bloodied 94		Initiative +16
AC 34, Fortitude 33, Reflex 32, Will 30		Perception +17
Speed 7		
Immune disease, poison		
TRAITS		
Combat Advantage		
The serpent deals 4d6 additional damage on attacks against any target it has combat advantage against.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 4d6 + 14 damage, and ongoing 15 poison damage (save ends).		
R Poison the Mind (psychic) • At-Will		
Attack: Ranged 10 (one creature); +23 vs. Will		
Hit: 4d6 + 14 psychic damage and target is blinded and slowed (save ends both).		
MOVE ACTIONS		
Elusive Shift • At-Will		
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.		
Skills Stealth +19		
Str 17 (+13)	Dex 18 (+14)	Wis 15 (+12)
Con 21 (+15)	Int 5 (+7)	Cha 12 (+11)
Alignment unaligned		Languages -
Note: Modified cobalt serpent.		

3 Netherese Runic Statue		Level 20 Brute
Medium natural animate (construct)		XP 2,800
HP 128; Bloodied 69		Initiative +12
AC 22, Fortitude 24, Reflex 20, Will 22		Perception +14
Speed 5		
Immune disease, petrification; Resist 10 poison		
TRAITS		
Runes of Strength		
At the start of the encounter, the statue has one rune of strength. It deals 2d12 extra damage per rune of strength it has.		
STANDARD ACTIONS		
m Stone Fist • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d12 + 12 damage, and if the target is adjacent to one of the statue's allies, it is also knocked prone.		
TRIGGERED ACTIONS		
Runic Gift • Encounter		
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.		
Str 22 (+16)	Dex 14 (+12)	Wis 18 (+14)
Con 18 (+14)	Int 3 (+5)	Cha 6 (+8)
Alignment unaligned		Languages -

4 Netherese Dawnkiller		Level 20 Lurker
Medium shadow humanoid		XP 2,800
HP 142; Bloodied 71		Initiative +21
AC 34, Fortitude 32, Reflex 34, Will 31		Perception +19
Speed 7		Low-light vision
TRAITS		
Shadows of Shar (necrotic)		
The dawnkiller deals 6d6 extra necrotic damage on melee attacks against any creature that cannot see it.		
STANDARD ACTIONS		
m Kukri (weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 4d6 + 15 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.		
M Shade Strike (necrotic) • At-Will		
Attack: Melee 1 (one enemy shrouded in gloom); +15 vs. AC		
Hit: 4d6 + 13 necrotic damage, and the target is blinded (save ends).		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.		
Skills Acrobatics +22, Stealth +22		
Str 20 (+15)	Dex 24 (+17)	Wis 18 (+14)
Con 16 (+13)	Int 14 (+12)	Cha 11 (+10)
Alignment unaligned		Languages Common, Netherese
Equipment kukri x2, leather armor		
Note: Based on shadar-kai dawnkiller.		

EVENT 1, 2 AND 3 (ADVENTURE LEVEL 20)

EVENT 1: BLOWN AWAY

5 Turrets	Level 20 Minion Blaster
Trap	XP 700
Perception	
♦ Automatic detection	
Initiative automatically first of the round.	
Trigger	
The start of the encounter as long as the Offense Trait has not dropped to 0.	
Attack	
Standard Action	Ranged
Target: One enemy within range.	
Attack: Range 20; +25 vs. AC	
Hit: 15 force damage.	
Countermeasures	
♦ An adjacent character can destroy one turret with a DC 25 Arcana, Athletics, Nature, Religion or Thievery check as a standard action.	
♦ An adjacent character can destroy one turret with a DC 34 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 35; Fortitude 33; Hit Points 1; a missed attack never damages a minion.	

EVENT 2: OUT OF HIDING

Shade Sorrow Mage	Level 22 Artillery
Medium shadow humanoid	XP 4,150
HP 152; Bloodied 76	Initiative +16
AC 36, Fortitude 33, Reflex 34, Will 36	Perception +17
Speed 6	Low-light vision
Immune fear; Resist 15 necrotic	
TRAITS	
O Sorrow • Aura 1	
Any enemy in the aura that misses the sorrow mage with an attack is dazed until the end of the enemy's next turn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 2d10 + 12 damage, and the sorrow mage can push the target up to 2 squares.	
r Force Bolt (force, implement) • At-Will	
Special: The attack does not trigger an attack of opportunity.	
Attack: Ranged 20 (one creature); +29 vs. AC	
Hit: 3d10 + 13 force damage, and the target is slowed (save ends). This attack deals 3d6 extra damage against a slowed target.	
A Tears from the Night (fear, implement, radiant) • Encounter	
Attack: Area burst 1 within 10 (enemies in the burst); +25 vs. Will	
Hit: 4d10 + 10 radiant damage, and the target cannot attack (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
One with Shadow • Encounter	
Effect: The shade becomes invisible until the end of its next turn or when it first attacks whichever comes first.	
Skills Arcana +22, Stealth +23	
Str 12 (+12)	Dex 21 (+16) Wis 22 (+17)

Con 14 (+13)	Int 18 (+15)	Cha 24 (+18)
Alignment evil	Languages Common, Netherese	
Equipment robes, staff		
Note: Reflavored fallen angel of sorrow, changed into a shade.		

EVENT 3: ASSASSINS

Bonegauge Assassin	Level 22 Lurker
Medium elemental humanoid (demon)	XP 4,150
HP 162; Bloodied 81	Initiative +24
AC 36, Fortitude 33, Reflex 36, Will 33	Perception +23
Speed 8; phasing	Darkvision
TRAITS	
O Gloom Shroud • Aura 2	
Squares within the aura are heavily obscured. The bonegauge assassin ignores this aura.	
Assassin's Advantage	
The bonegauge assassin deals 3d6 extra damage to any creature that cannot see it.	
STANDARD ACTIONS	
m Bone Claw • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d10 + 7 damage.	
R Bone Dart • At-Will	
Attack: Ranged 5 (one creature); +27 vs. AC	
Hit: 4d10 + 7 damage.	
C Vital-Strike Flurry • At-Will	
Attack: Close burst 1 (enemies in the burst); +25 vs. Reflex	
Hit: 3d10 + 8 damage, and the target is slowed (save ends).	
R Bonegauge Dart (necrotic) • At-Will	
Attack: Ranged 5 (one creature); +27 vs. AC	
Hit: 4d10 + 7 necrotic damage, and the target is blinded and weakened (save ends both).	
MOVE ACTIONS	
Gloom Maelstrom (teleportation, zone) • Recharge 6	
Effect: The squares within the assassin's gloom shroud aura becomes a zone, and the aura is deactivated. The zone is heavily obscured. The assassin then teleports 6 squares. The zone persists until the assassin activates its gloom shroud aura (a minor action).	
TRIGGERED ACTIONS	
Variable Resistance • 2/encounter	
Trigger: The assassin takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The assassin gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Acrobatics +25, Athletics +21, Stealth +25, Thievery +25	
Str 21 (+16)	Dex 28 (+20) Wis 25 (+18)
Con 24 (+18)	Int 18 (+15) Cha 10 (+11)
Alignment chaotic evil	Languages Abyssal