

ADCP5-2 R1

BEST DEFENSE

ROUND 1: AL 4 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? (AL 4)

3 Midnight Arrows		Level 4 Artillery
Medium shadow humanoid (human)		XP 175
HP 46; Bloodied 23		Initiative +7
AC 18, Fortitude 15, Reflex 17, Will 16		Perception +6
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); +9 vs. AC		
Hit: 2d6 + 5 damage.		
r Glancing Shot (weapon) • At-Will		
Attack: Ranged 15 (one creature); +11 vs. AC		
Hit: 1d8 + 5 damage, and another creature within 3 squares of the target takes 5 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 +12, Athletics +8, Stealth +12		
Str 12 (+3)	Dex 21 (+7)	Wis 18 (+6)
Con 16 (+5)	Int 10 (+2)	Cha 10 (+2)
Alignment evil Languages Common, Netherese		
Equipment arrow x20, club, leather armor, longbow		

6 Ghost Talon Thugs		Level 4 Minion Brute
Medium shadow humanoid (shadar-kai)		XP 44
HP 1; a missed attack never damages a minion.		Initiative +6
AC 16, Fortitude 17, Reflex 16, Will 15		Perception +3
Speed 6		Low-light vision
STANDARD ACTIONS		
m Heavy Flail (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 5 damage, or 10 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 (+7)	Dex 18 (+4)	Wis 12 (+3)
Con 15 (+4)	Int 11 (+2)	Cha 16 (+5)
Alignment evil Languages Common, Netherese		
Equipment heavy flail, hide armor.		

3 Shadar-Kai Blacksouls		Level 4 Controller
Medium shadow humanoid (shadar-kai)		XP 175
HP 58; Bloodied 29		Initiative +5
AC 16, Fortitude 15, Reflex 18, Will 18		Perception +3
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); +9 vs. AC		
Hit: 1d8 + 5 fire and necrotic damage, and the target is shrouded in gloom (save ends).		
r Shadowbolt (necrotic) • At-Will		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 2d6 + 5 necrotic damage, and the target is shrouded in gloom (save ends).		
A Shadowburst (necrotic) • Recharge 6		
Attack: Area burst 1 within 10 (enemies in the burst); +7 vs. Reflex		
Hit: 1d8 + 5 necrotic damage, and the target is shrouded in gloom (save ends).		
Miss: Half damage.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The shadar-kai black soul teleports 3 squares and becomes insubstantial until the start of its next turn.		
Skills Arcana +14, Stealth +10		
Str 12 (+3)	Dex 16 (+5)	Wis 12 (+3)
Con 18 (+6)	Int 24 (+9)	Cha 20 (+7)
Alignment evil Languages Common, Netherese		
Equipment leather armor		

12 Vesperabs		Level 3 Lurker
Large shadow beast		XP 150
HP 41; Bloodied 20		Initiative +9
AC 17, Fortitude 17, Reflex 14, Will 14		Perception +9
Speed 4, fly 8		Blindsight 20
Dark Wings		
When mounted by a friendly rider of 6 th level or higher, the veserab grants its rider resist 5 poison and is immune to the effects of any veserab's noxious breath.		
Skills Stealth +10		
Str 20 (+6)	Dex 18 (+5)	Wis 17 (+4)
Con 17 (+4)	Int 2 (-3)	Cha 4 (-2)
Alignment unaligned Languages -		
Note: Simplified veserab (it is not going to attack).		

ENCOUNTER 4: ATTACK ON THE MAIN (ADVENTURE LEVEL 4)

Sergeant at Arms (T)	Level 5 Controller
Medium shadow humanoid	XP 200
HP 63; Bloodied 31	Initiative +5
AC 19, Fortitude 17, Reflex 17, Will 17	Perception +7
Speed 6; phasing	Darkvision
TRAITS	
○ 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 <i>Attack:</i> Melee 1 (one creature); +9 vs. Reflex <i>Hit:</i> 2d6 + 6 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 5 and is dazed.	
R Stare Down (psychic) • At-Will <i>Attack:</i> Ranged 10 (one creature); +9 vs. Will <i>Hit:</i> 2d6 + 6 psychic damage, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
C Fit of Rage (psychic) • Encounter <i>Trigger:</i> The sergeant at arms is bloodied. <i>Attack (free action):</i> Close burst 5 (enemies in the burst); +8 vs. Will <i>Hit:</i> 2d8 + 6 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 5 and is dazed.	
Skills Insight +11, Stealth +10	
Str 17 (+5)	Dex 17 (+5)
Con 15 (+6)	Int 12 (+3)
	Wis 18 (+6)
	Cha 18 (+6)
Alignment unaligned Languages Common	

Note: Based on Hiro Yun. 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.

Hunting Lightdrinker (H)	Level 5 Soldier
Medium shadow beast	XP 200
HP 63; Bloodied 31	Initiative +9
AC 21, Fortitude 16, Reflex 19, Will 17	Perception +5
Speed 7	Darkvision
Resist 10 radiant	
STANDARD ACTIONS	
m Bite • At-Will <i>Attack:</i> Melee 1 (one creature); +10 vs. AC <i>Hit:</i> 2d6 + 6 damage.	
M Dark Fangs • At-Will <i>Attack:</i> Melee 1 (one creature); +10 vs. AC <i>Hit:</i> 2d6 + 6 damage, and the target is marked until the end of the lightdrinker's next turn. <i>Effect:</i> 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	
Dark Harrier (teleportation) • At-Will <i>Trigger:</i> Any enemy adjacent to and marked by the lightdrinker moves to a square that is not adjacent to the lightdrinker. <i>Effect (immediate reaction):</i> The lightdrinker teleports up to 10 squares to a square adjacent to the triggering enemy and makes a bite attack against it.	
C Light Burst (radiant) • Encounter <i>Trigger:</i> The lightdrinker drops to 0 hit points. <i>Attack (No Action):</i> Close burst 1 (creatures in burst); +8 vs. Reflex <i>Hit:</i> 2d8 + 6 radiant damage, and the target is blinded until the end of its next turn.	
Skills Athletics +9, Stealth +12	
Str 15 (+4)	Dex 20 (+7)
Con 15 (+4)	Int 2 (-2)
	Wis 17 (+4)
	Cha 6 (+0)
Alignment unaligned Languages -	
Note: Updated to MM3 damage values.	

Netherese Striker (K)		Level 5 Brute
Medium shadow humanoid		XP 200
HP 82; Bloodied 41	Initiative +3	
AC 17, Fortitude 19, Reflex 14, Will 16	Perception +4	
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); +10 vs. AC		
Hit: 2d8 + 7 psychic damage.		
M Charging Rebuke (psychic, weapon) • At-Will		
Effect: The striker charges and makes the following in place of a melee basic attack.		
Attack: Melee 2 (one creature); +10 vs. AC		
Hit: 2d8 + 7 psychic damage, and the striker can push the target 1 square and knock it prone.		
C Furious Sweep (psychic, weapon) • At-Will		
Attack: Close blast 2 (creatures in blast); +8 vs. Reflex		
Hit: 2d6 + 6 psychic damage.		
Str 16 (+5)	Dex 12 (+3)	Wis 16 (+5)
Con 22 (+8)	Int 13 (+3)	Cha 13 (+3)
Alignment unaligned		Languages Common
Note: Based on phantom brigade armiger. Removed undead subtype and immunities. Updated hit points to brute appropriate. Changed insubstantial trait to be consistent.		

Netherese Sailor (R)		Level 5 Minion Soldier
Medium shadow humanoid		XP 50
HP 1; a missed attack never damages a minion.	Initiative +5	
AC 21, Fortitude 19, Reflex 17, Will 16	Perception +3	
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); +10 vs. AC		
Hit: 6 psychic damage.		
r Spectral Crossbow (psychic, weapon) • At-Will		
Attack: Ranged 10 (one creature); +10 vs. AC		
Hit: 6 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 (+6)	Dex 12 (+3)	Wis 12 (+3)
Con 16 (+5)	Int 14 (+4)	Cha 11 (+2)
Alignment unaligned		Languages Common
Note: Based on phantom brigade squire. Removed undead subtype and immunities. Updated MM3 damage. Added insubstantial defense from ghost worg packmate.		

ENCOUNTER 4C: GREEN GLOBES (ADVENTURE LEVEL 4)

Shield Room Supervisor (S)	Level 4 Skirmisher (Elite)
Medium shadow humanoid	XP 350
HP 114; Bloodied 57	Initiative +9
AC 18, Fortitude 16, Reflex 17, Will 13	Perception +9
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 <i>Attack:</i> Melee 1 (one creature); +9 vs. AC <i>Hit:</i> 2d6 + 5 damage.	
M Grab and Move • At-Will <i>Attack:</i> Melee 1 (one creature); +9 vs. AC <i>Hit:</i> 2d6 + 5 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 <i>Effect:</i> The supervisor uses <i>sucker punch</i> then <i>grab and move</i> against the same target.	
C Command of Doom (psychic, thunder) • Encounter <i>Attack:</i> Close blast 5 (creatures in blast); +7 vs. Will <i>Hit:</i> 1d8 + 5 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 <i>Effect:</i> the supervisor becomes invisible and moves up to his speed. He remains invisible until the end of his next turn.	
Skills: Acrobatics +12, Perception +9 Str 19 (+6) Dex 21 (+7) Wis 14 (+4) Con 17 (+5) Int 4 (-1) Cha 15 (+4)	
Alignment unaligned Languages Common	
Note: Based on bregga, hound of ill omen. Removed undead subtype, insubstantial and immunities.	

Shield Operator (O)	Level 4 Minion Brute
Medium shadow humanoid	XP 87
HP 1; a missed attack never damages a minion.	Initiative +6
AC 16, Fortitude 17, Reflex 15, Will 16	Perception +3
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 <i>Attack:</i> Melee 1 (one creature); +9 vs. AC <i>Hit:</i> 7 damage, or 10 on a critical hit.	
TRIGGERED ACTIONS	
Don't Touch That • At-Will <i>Trigger:</i> An enemy pulls a lever the shield operator is adjacent too. <i>Effect (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 (+8)	Dex 18 (+6)
Con 15 (+4)	Int 10 (+2)
	Wis 12 (+3)
	Cha 20 (+7)
Alignment unaligned Languages Common	
Equipment pipe	
Note: Based on ebony initiate. Added <i>don't touch that</i> power	

ENCOUNTER 5: DEFENDING THE MAIN (ADVENTURE LEVEL 4)

Netherese Raid Leader (L)	Level 5 Elite Controller
Medium shadow humanoid (shadar-kai)	XP 400
HP 146; Bloodied 73	Initiative +3
AC 21, Fortitude 22, Reflex 16, Will 18	Perception +11
Saving Throws +2	Low-light vision
Speed 6	
Action Points 1; Saving Throws +2	
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); +10 vs. AC	
Hit: 2d6 + 6 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 basic 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); +9 vs. Will	
Hit: 2d6 + 6 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); +9 vs. Will	
Hit: 2d8 + 6 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 +9, Intimidate +11, Nature +11, Religion +11	
Str 28 (+11)	Dex 12 (+3) Wis 15 (+4)
Con 25 (+9)	Int 18 (+6) Cha 23 (+8)
Alignment evil Languages Common	
Equipment robes, spiked chain	

Note: Based on Oastarix. Reflavored to shadar-kai. Updated hit points to level appropriate. Replaced going charge with wrap around attack.

Enigma of Shar (E)	Level 5 Controller
Medium natural humanoid	XP 200
HP 60; Bloodied 30	Initiative +5
AC 19, Fortitude 16, Reflex 17, Will 18	Perception +9
Speed 6	Darkvision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage.	
m Rend Flesh • At-Will	
Requirement: The enigma must be affected by horrific visage.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 3d6 + 9 damage.	
R Memory Ripper (psychic) • At-Will	
Attack: Ranged 5 (one creature); +9 vs. Will	
Hit: 2d6 + 6 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); +8 vs. Reflex		
Hit: 2d6 + 6 lightning damage and the target is slowed to the end of the enigma's next turn.		
TRIGGERED ACTIONS		
C Horrific Visage (healing, psychic) • Encounter		
Trigger: The enigma is first bloodied.		
Attack (No Action): Close burst 2 (enemies in the burst); +9 vs. Will		
Hit: 2d8 + 6 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 +12		
Str 12 (+3)	Dex 15 (+4)	Wis 15 (+4)
Con 12 (+3)	Int 20 (+7)	Cha 16 (+5)
Alignment unaligned Languages Common		
Equipment dagger		
Note: Re-flavored enigma of Vecna. Added darkvision.		

Netherese Slayer (S)	Level 5 Soldier	
Medium shadow humanoid	XP 200	
HP 66; Bloodied 33	Initiative +11	
AC 20, Fortitude 18, Reflex 17, Will 15	Perception +3	
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 1d6 damage and is insubstantial until the end of the charge.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 6 damage and the target is marked until the end of the slayer's next turn.		
M Slaying Frenzy • Recharge 5-6		
Effect: The slayer makes two claw attacks. If either attack hits a target marked by the slayer, or if both attacks hit the same target, that target is also dazed until the end of the slayer's next turn.		
TRIGGERED ACTIONS		
M Focused Killer • At-Will		
Trigger: An adjacent enemy marked by the slayer shifts.		
Effect: The slayer makes a claw attack against that enemy.		
R Parting Gift • At-Will		
Trigger: The slayer is reduced to 0 hit points.		
Effect: Ranged 10; one of the slayer's allies can make a basic attack.		
Str 21 (+7)	Dex 18 (+6)	Wis 3 (-2)
Con 17 (+5)	Int 6 (+0)	Cha 15 (+4)
Alignment evil Languages Common		
Note: Re-flavored shardsoul slayer. Removed immunities and jump speed.		

ENCOUNTER 6: CLEANING OUT THE POOP (ADVENTURE LEVEL 4)

Netherese Sky Captain (C)	Level 5 Skirmisher
Medium shadow humanoid	XP 200
HP 62; Bloodied 31	Initiative +8
AC 18, Fortitude 17, Reflex 18, Will 15	Perception +8
Resist 5 cold	Low-light vision
Speed 6	
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.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the captain shifts 1 square.	
M Swiftshadow Strike • At-Will (requires combat advantage)	
Effect: The captain makes two <i>short sword</i> attacks against one target.	
C Manifest Whirlwind • Encounter	
Attack: Close burst 2 (creatures in blast); +8 vs. Reflex	
Hit: 2d8 + 6 damage and the target is pushed 1 square and knocked prone.	
MINOR ACTIONS	
Sky Jaunt • Recharge 5-6	
Effect: Until the end of its turn, the captain gains a fly speed equal to his speed and can hover.	
Skills Acrobatics +11, Endurance +6, Nature +5, Stealth +11	
Str 17 (+5)	Dex 18 (+6)
Con 14 (+4)	Int 13 (+3)
	Cha 11 (+2)
Alignment unaligned	Languages Common
Equipment pendant of Shar, leather armor, short sword x2	
Note: Based on Genasi Skyspy. Re-flavored as a shadow humanoid. Upgraded to MM3 damage expressions. Added darkvision. Replaced feather-footed trait with unrelenting trait.	

Netherese Striker (K)	Level 5 Brute
Medium shadow humanoid	XP 200
HP 82; Bloodied 41	Initiative +3
AC 17, Fortitude 19, Reflex 14, Will 16	Perception +4
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); +10 vs. AC	
Hit: 2d8 + 7 psychic damage.	
M Charging Rebuke (psychic, weapon) • At-Will	
Effect: The striker charges and makes the following in place of a melee basic attack.	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 2d8 + 7 psychic damage, and the striker can push the target 1 square and knock it prone.	
C Furious Sweep (psychic, weapon) • At-Will	
Attack: Close blast 2 (creatures in blast); +8 vs. Reflex	
Hit: 2d6 + 6 psychic damage.	
Str 16 (+5)	Dex 12 (+3)
Con 22 (+8)	Int 13 (+3)
	Wis 16 (+5)
	Cha 13 (+3)
Alignment unaligned	Languages Common
Note: Based on phantom brigade armiger. Removed undead subtype and immunities. Updated hit points to brute appropriate. Changed insubstantial trait to be consistent.	

Engulfing Shadow (E)	Level 5 Lurker
Large shadow beast	XP 200
HP 50; Bloodied 25	Initiative +9
AC 19, Fortitude 17, Reflex 18, Will 16	Perception +10
Speed 6	Darkvision
TRAITS	
Shadow Form	
The engulfing shadow in shadow blend mode resembles a natural shadow. A creature can recognize the engulfing shadow by succeeding on a DC 22 Perception check.	
STANDARD ACTIONS	
m Shadow Tendril • At-Will	
<i>Attack:</i> Melee 2 (one creature); +10 vs. AC	
<i>Hit:</i> 2d6 + 6 damage.	
M Grasping Shadows • At-Will	
<i>Attack:</i> Melee 2 (one creature); +10 vs. AC	
<i>Hit:</i> 1d8 + 6 damage.	
<i>Effect:</i> The engulfing shadow makes one more attack against the same target. If both attacks hit, the engulfing shadow grabs the target (escape DC 15).	
C Shadow Wave • At-Will	
<i>Attack:</i> Close blast 2 (creatures in the blast); +8 vs. Fortitude	
<i>Hit:</i> The target falls prone.	
<i>Effect:</i> The engulfing shadow blends into the shadows (shadow blend mode). While the engulfing shadows is in shadow blend mode, its speed is 0, it gains a +5 bonus to all defenses, and it does not have line of effect to any creature other than a creature it has grabbed. The engulfing shadow slides the creature it has grabbed into its space. The grabbed creature has line of sight and effect only to the engulfing shadow. The engulfing shadow does not gain its bonus to defenses against the grabbed creature. If the grabbed creature escapes, it appears in a space adjacent to the engulfing shadow. The engulfing shadow can exit shadow blend mode as a minor action.	
Skills Stealth +9	
Str 19 (+5)	Dex 16 (+4)
Con 14 (+3)	Int 6 (-1)
	Wis 17 (+4)
	Cha 9 (+0)
Alignment unaligned	Languages -

Note: Based on geonid. Re-flavored as a shadow monster. Updated to MM3 damage values. Added darkvision and increased speed to 6. Removed immunities. Made the the shadow form trait a Hard DC perception check.

Netherese Sailor (R)	Level 5 Minion Soldier
Medium shadow humanoid	XP 50
HP 1; a missed attack never damages a minion.	Initiative +5
AC 21, Fortitude 19, Reflex 17, Will 16	Perception +3
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	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 6 psychic damage.	
r Spectral Crossbow (psychic, weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +10 vs. AC	
<i>Hit:</i> 6 psychic damage.	
TRIGGERED ACTIONS	
Shielding Martyr • At-Will	
<i>Trigger:</i> An enemy hits an ally adjacent to the sailor with a melee attack.	
<i>Effect (Immediate Interrupt):</i> The sailor becomes the target of the attack.	
Insubstantial Defense • At-Will	
<i>Trigger:</i> An enemy hits the sailor with an attack that does not deal force or radiant damage.	
<i>Effect (Free Action):</i> The sailor makes a saving throw. If the save is successful, the attack passes harmlessly thorough the sailor.	
Str 19 (+6)	Dex 12 (+3)
Con 16 (+5)	Int 14 (+4)
	Wis 12 (+3)
	Cha 11 (+2)
Alignment unaligned	Languages Common

Note: Based on phantom brigade squire. Removed undead subtype and immunities. Updated MM3 damage. Added insubstantial defense from ghost worg packmate.

ENCOUNTER 9: WHAT THE HECK IS A FO'C'SLE? (ADVENTURE LEVEL 4)

Shadow Strangler (T)	Level 5 Artillery	
Medium shadow humanoid	XP 200	
HP 29; Bloodied 14	Initiative +6	
AC 19, Fortitude 14, Reflex 17, Will 18	Perception +4	
Speed 8	Darkvision	
Vulnerable 5 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		
<i>Attack:</i> Melee 1 (one creature); +8 vs. Reflex		
<i>Hit:</i> 2d6 + 6 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		
<i>Attack:</i> Ranged 10 (one creature); +8 vs. Reflex		
<i>Hit:</i> The 2d6 + 6 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		
<i>Attack:</i> Ranged 10 (one creature); +8 vs. Fortitude		
<i>Hit:</i> The target is restrained and takes ongoing 5 necrotic damage (save ends both).		
R Devouring Dark (necrotic) • Encounter		
<i>Attack:</i> Area burst 2 within 10 (enemies in burst); +8 vs. Reflex		
<i>Hit:</i> 2d8 + 6 necrotic damage, and the target is blinded until the end of the strangler's next turn.		
<i>Miss:</i> half damage		
Skills Arcana +8, Stealth +11		
Str 12 (+3)	Dex 18 (+6)	Wis 14 (+4)
Con 17 (+5)	Int 12 (+3)	Cha 18 (+6)
Alignment evil	Languages Common	

Master Chief (M)	Level 5 Elite Soldier (Leader)	
Medium shadow humanoid	XP 400	
HP 124; Bloodied 62	Initiative +5	
AC 23, Fortitude 19, Reflex 18, Will 20	Perception +5	
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 19-20.		
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		
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC		
<i>Hit:</i> 2d4 + 4 damage		
<i>Effect:</i> Master Chief marks the target until the end of his next turn.		
r Shock Bolt (lightning, weapon) • At-Will		
<i>Attack:</i> Range 10 (one creature); +10 vs. AC		
<i>Hit:</i> 2d6 + 6 lightning damage, and the target is dazed (save ends).		
R Rapid Fire • Recharge when first bloodied		
<i>Effect:</i> Master chief makes a shock bolt attack against up to three enemies within range.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
<i>Effect:</i> Master chief teleports up to 3 squares and becomes insubstantial until the start of his next turn.		
TRIGGERED ACTIONS		
R Memory Rage (weapon) • At-Will		
<i>Trigger:</i> An enemy marked by master chief makes an attack that does not include master chief.		
<i>Attack (Immediate Interrupt):</i> Range 10 (triggering creature); +8 vs. Will		
<i>Hit:</i> 2d6 + 6 lightning damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends)		
Skills Athletics +9, Acrobatics +9, Intimidate +10		
Str 15 (+4)	Dex 12 (+3)	Wis 17 (+5)
Con 14 (+4)	Int 15 (+4)	Cha 17 (+5)
Alignment unaligned	Languages Common and Netherese	
Equipment: scale armor, dagger, hand crossbow		
Note: Re-flavored Sammiel.		

Netherese Petty Officer (P)		Level 5 Soldier
Medium shadow humanoid		XP 200
HP 62; Bloodied 31		Initiative +4
AC 21, Fortitude 19, Reflex 18, Will 16		Perception +5
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); +10 vs. AC		
Hit: 2d6 + 6 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 5 damage and the petty officer can shift 1 square as a free action.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 10 (one creature); +10 vs. AC		
Hit: 2d6 + 6 damage.		
Skills: Athletics +14		
Str 24 (+9)	Dex 14 (+4)	Wis 17 (+5)
Con 14 (+4)	Int 16 (+5)	Cha 13 (+3)
Alignment unaligned Languages Common, Netherese		
Equipment: crossbow, crossbow bolt x10, heavy shield, scale armor, tulwar.		

Note: Reflavored Phantom Brigade Banneret.

Netherese Striker		Level 5 Brute
Medium shadow humanoid		XP 200
HP 82; Bloodied 41		Initiative +3
AC 17, Fortitude 19, Reflex 14, Will 16		Perception +4
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); +10 vs. AC		
Hit: 2d8 + 7 psychic damage.		
M Charging Rebuke (psychic, weapon) • At-Will		
Effect: The striker charges and makes the following in place of a melee basic attack.		
Attack: Melee 2 (one creature); +10 vs. AC		
Hit: 2d8 + 7 psychic damage, and the striker can push the target 1 square and knock it prone.		
C Furious Sweep (psychic, weapon) • At-Will		
Attack: Close blast 2 (creatures in blast); +8 vs. Reflex		
Hit: 2d6 + 6 psychic damage.		
Str 16 (+5)	Dex 12 (+3)	Wis 16 (+5)
Con 22 (+8)	Int 13 (+3)	Cha 13 (+3)
Alignment unaligned Languages Common		

ADCP5-2 Best Defense - Round 1: AL 4 Stats

Note: Reflavored Phantom Brigade Armiger.

Ammo Loader (A)		Level 5 Brute
Large natural animate (blind, construct)		XP 200
HP 75; Bloodied 37		Initiative +3
AC 17, Fortitude 18, Reflex 14, Will 15		Perception +13
Speed 6		
Immune charm, disease, fear, poison; Resist 5 all		
STANDARD ACTIONS		
m Elongated Grasp • At-Will		
Attack: Melee 3 (one creature); +10 vs. AC		
Hit: 2d8 + 7 damage, and if the ammo loader is grabbing fewer than two targets, it can grab the target (escape DC 15). 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); +8 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 +11		
Str 19 (+6)	Dex 13 (+3)	Wis 14 (+4)
Con 16 (+5)	Int 9 (+1)	Cha 10 (+2)
Alignment unaligned Languages Common and Netherese,		

Note: Reflavored Caldron Magen.

ENCOUNTER 11: WE HAVE HOW LONG TO STOP THAT THING? (AL 4)

Arturas Shadowghast	Level 6 Elite Brute (Leader)
Medium Shadow Humanoid	XP 500
HP 168; Bloodied 84	Initiative +5
AC 18, Fortitude 18, Reflex 17, Will 19	Perception +4
Speed 5	
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); +11 vs. AC	
Hit: The 2d8 + 8 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 (one creature); +9 vs. Will	
Hit: 3d8 + 12 cold and necrotic damage, ongoing 5 cold and necrotic damage (save ends). In addition Arturas pushes 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 +8, History +8, Religion +8	
Str 17 (+6)	Dex 15 (+5) Wis 12 (+4)
Con 14 (+5)	Int 10 (+3) Cha 19 (+7)
Alignment evil Languages Common, Netherese	
Equipment: scale armor, flail, symbol of Shar	

Netherese Fireman	Level 6 Minion
Medium shadow humanoid	XP 63
HP 1; a missed attack never damages a minion	Initiative +6
AC 22, Fortitude 20, Reflex 18, Will 17	Perception +4
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); +11 vs. AC	
Hit: 6 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); +12 vs. AC	
Hit: 6 psychic damage and the target is knocked prone.	
M Dogpile • At Will	
Attack: Melee 1 (one prone creature); +11 vs. AC	
Hit: 3 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 +12		
Str 19 (+7)	Dex 12 (+4)	Wis 12 (+4)
Con 16 (+6)	Int 14 (+5)	Cha 11 (+3)
Alignment evil		Languages Common, Netherese,
Equipment: short sword, leather armor		
Note: Phantom Brigade Squire reflavored as a Netherse Fireman.		

Shadar-Kai Weaponmaster	Level 6 Skirmisher
Medium shadow humanoid	XP 250
HP 68; Bloodied 34	Initiative +9
AC 20, Fortitude 18, Reflex 19, Will 18	Perception +6
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); +11 vs. AC	
Hit: 2d6 + 7 damage (crit 1d6 + 23).	
r Hurl Weapon (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage; the weaponmaster can use any melee weapon for this attack.	
M Disarming Strike (weapon) • Recharge 5-6	
Attack: Melee 1 (one creature) +9 vs. Reflex	
Hit: 3d6 + 10 damage (crit 1d6 + 28) 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 (<i>Free Action</i>): The shadar-kai weaponmaster makes a basic attack with the weapon his target just dropped.	
Skills: Acrobatics +12	
Str 16 (+6)	Dex 19 (+7) Wis 16 (+6)
Con 12 (+4)	Int 10 (+3) Cha 10 (+3)
Alignment unaligned Languages Common, Netherese	
Equipment: shadar-kai short sword, leather armor, 4 daggers	

ENCOUNTER 12: ENEMY YACHTS (ADVENTURE LEVEL 4)

2 Raven Roost Sharpshooter (A)	Level 6 Artillery
Medium natural humanoid (human)	XP 250
HP 55; Bloodied 27	Initiative +7
AC 20, Fortitude 17, Reflex 19, Will 17	Perception +10
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6 + 7 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +13 vs. AC	
Hit: 2d8 + 5 damage.	
MOVE ACTIONS	
Careful Aim • At-Will	
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.	
MINOR ACTIONS	
Archer's Decoy • Recharge when first bloodied	
Effect: The sharpshooter gains a +2 bonus to AC and Reflex until the start of its next turn.	
Skills Stealth +12	
Str 14 (+5)	Dex 19 (+7) Wis 15 (+5)
Con 13 (+4)	Int 10 (+3) Cha 10 (+3)
Alignment evil Languages Common, Netherese	
Equipment studded leather, crossbow, crossbow bolt, short sword	

2 Raven Roost Highwaymen (S)	Level 6 Soldier
Medium natural humanoid, human	XP 250
HP 69; Bloodied 34	Initiative +9
AC 22, Fortitude 17, Reflex 20, Will 17	Perception +10
Speed 6	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d4 + 7 damage.	
Effect: The target is marked until the end of the highwayman's next turn.	
R Bolt to the Gut (weapon) • Encounter	
Attack: Ranged 5 (one creature); +11 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 3d4 + 6 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 highwayman 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 highwayman 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	

1 Raven Roost Outlaw Veteran (B)	Level 6 Brute
Medium natural humanoid (human)	XP 250
HP 86; Bloodied 43	Initiative +4

AC 18, Fortitude 20, Reflex 18, Will 16	Perception +3
Speed 6	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 6 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 6 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 (weapon) • Recharge if either attack misses	
Effect: The veteran uses mighty blow twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +12, Stealth +9	
Str 19 (+7)	Dex 13 (+4) Wis 10 (+3)
Con 16 (+6)	Int 7 (+1) Cha 10 (+3)
Alignment evil Languages Common, Netherese	
Equipment studded leather, bastard sword	

1 Raven Roost Grenadier (C)	Level 6 Controller
Medium natural humanoid (human)	XP 250
HP 69; Bloodied 34	Initiative +7
AC 20, Fortitude 17, Reflex 19, Will 17	Perception +5
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
A Fire Bomb (fire) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +9 vs. Fortitude	
Hit: 1d8 + 6 fire damage, and the target falls prone.	
Miss: Half damage.	
A Smoke Bomb • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +9 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 Oil Slick • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +9 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	

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

Horned Kir-Lanans (H)	Level 4 Brute
Medium shadow humanoid	XP 175
HP 67; Bloodied 33	Initiative +5
AC 16, Fortitude 18, Reflex 15, Will 15	Perception +10
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	

STANDARD ACTIONS

m Claw • At-Will
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC
<i>Hit:</i> 2d6 + 7 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.

M Impaling Charge • At-Will
<i>Effect:</i> The kir-lanan charges and makes the following attack in place of a melee basic attack.
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC
<i>Hit:</i> 2d8 + 7 damage, and the target is grabbed (escape DC 14) and takes ongoing 5 damage until the grab ends.

R Enfeebling Strike (necrotic) • At-Will
<i>Attack:</i> Ranged 10 (one creature); +7 vs. Fortitude
<i>Hit:</i> 2d6 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).

MOVE ACTIONS

Skewering Drag • At-Will
<i>Effect:</i> 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. If the kir-lanan attempts to drag a creature off the ship the creature is allowed a save to fall prone at the railing.

TRIGGERED ACTIONS

Necrotic Healing (healing) • Encounter
<i>Trigger:</i> The kir-lanan takes necrotic damage.
<i>Effect (Immediate Reaction):</i> The kir-lanan heals 16 hit points.

Skills Stealth +12
Str 22 (+8) Dex 16 (+5) Wis 16 (+5)
Con 17 (+5) Int 10 (+2) Cha 11 (+2)
Alignment evil Languages Common, Netherese
Note: Re-flavored hornstone gargoyle, changed into kir-lanan.

99 Recruits on clumsy veserabs (R)	Level 4 Minion Soldier
Medium shadow humanoid	XP -
HP 1; a missed attack never damages a minion	Initiative +4
AC 17, Fortitude 17, Reflex 16, Will 15	Perception +8
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
<i>Effect:</i> The recruit does not flee, yet
Str 16 (+5) Dex 14 (+4) Wis 12 (+3)
Con 16 (+5) Int 12 (+3) Cha 10 (+2)
Alignment neutral scared Languages Common, Netherese

Kir-Lanan Shadow Hurlers (S)	Level 4 Artillery
Medium shadow humanoid	XP 125
HP 45; Bloodied 22	Initiative +6
AC 18, Fortitude 14, Reflex 12, Will 12	Perception +10
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	

TRAITS

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

STANDARD ACTIONS

m Claw • At-Will
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC
<i>Hit:</i> 1d8 + 5 damage.

r Hurling Shadow (necrotic) • At-Will
<i>Attack:</i> Ranged 20 (one creature); +9 vs. Fortitude
<i>Hit:</i> 2d6 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).

A Bursting Shadow (necrotic) • At-Will
<i>Attack:</i> Area burst 1 within 10 (creatures in the burst); +7 vs. Fortitude
<i>Hit:</i> 1d8 + 5 necrotic damage, and the target is slowed (save ends).
<i>Miss:</i> Half damage.

TRIGGERED ACTIONS

Necrotic Healing (healing) • Encounter
<i>Trigger:</i> The kir-lanan takes necrotic damage.
<i>Effect (Immediate Reaction):</i> The kir-lanan heals 11 hit points.

Skills Stealth +13
Str 22 (+8) Dex 18 (+6) Wis 17 (+5)
Con 15 (+4) Int 10 (+2) Cha 17 (+5)
Alignment evil Languages Common, Netherese
Note: Re-flavored gargoyle rock hurler, changed into kir-lanan.

2 Netherese Artillery	Level 6 Artillery
Large natural animate (construct)	XP 250
HP 57; Bloodied 28	Initiative +8
AC 18, Fortitude 17, Reflex 18, Will 15	Perception +5
Speed 0	low-light vision
Immune charm, disease, fear, poison, sleep; Resist 5 all	

STANDARD ACTIONS

r Arcane Bolt (force) • At-Will
<i>Attack:</i> Ranged 20/40 (one creature); +11 vs. Reflex. This attack does not provoke opportunity attacks.
<i>Hit:</i> 2d6 + 7 force damage.

A Lightning Burst (lightning) • At-Will
<i>Attack:</i> Area burst 1 within 15 (creatures in burst); +11 vs. Reflex
<i>Hit:</i> 1d8 + 6 lightning damage..

Str 19 (+7) Dex 20 (+8) Wis 14 (+5)
Con 15 (+5) Int 3 (-1) Cha 6 (+1)
Alignment unaligned Languages none
Equipment none

ENCOUNTER 14: SWARMS OF DARKNESS (ADVENTURE LEVEL 4)

3 Wraiths	Level 5 Lurker
Medium shadow humanoid	XP 200
HP 53; Bloodied 26	Initiative +10
AC 19, Fortitude 17, Reflex 18, Will 15	Perception +2
Speed 0, fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
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 Touch (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. Reflex	
<i>Hit:</i> 2d6 + 6 necrotic damage, or 4d6 + 14 necrotic damage if the wraith was invisible to the target when it attacked.	
TRIGGERED ACTIONS	
Shadow Glide (teleportation) • At-Will	
<i>Trigger:</i> An attack that does not deal force or radiant damage hits the wraith.	
<i>Effect (Free Action):</i> The wraith becomes invisible until it hits or misses with an attack or until the end of the encounter. The wraith teleports up to 6 squares and cannot attack until the end of its next turn.	
Skills Stealth +11	
Str 4 (-1)	Dex 18 (+6)
Con 17 (+5)	Int 6 (+0)
	Wis 10 (+2)
	Cha 15 (+4)
Alignment chaotic evil Languages Common, Netherese	

1 Mad Wraiths	Level 5 Controller
Medium shadow humanoid	XP 200
HP 65; Bloodied 32	Initiative +7
AC 19, Fortitude 15, Reflex 18, Will 17	Perception -2
Speed 0, fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
O Mad Whispers (psychic) • Aura 2	
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 1 square.	
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 Touch of Madness (psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. Will	
<i>Hit:</i> 2d6 + 6 psychic damage, and the target takes a -2 penalty to all defenses (save ends).	
M Touch of Chaos (charm, psychic) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one creature); +8 vs. Will	
<i>Hit:</i> 2d6 + 6 psychic damage, and the wraith slides the target up to 2 squares. The target must then use a free action to make a basic attack against its nearest ally.	
<i>Miss:</i> Half damage.	
Skills Stealth +13	
Str 6 (+0)	Dex 20 (+7)
Con 17 (+5)	Int 11 (+2)
	Wis 3 (-2)
	Cha 19 (+6)
Alignment chaotic evil Languages Common, Netherese	

6 Wraith Figments	Level 5 Minion Skirmisher
Medium shadow humanoid	XP 50
HP 1; a missed attack never damages a minion	Initiative +7
AC 17, Fortitude 15, Reflex 19, Will 16	Perception +2
Speed 0, fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m Shadow Caress (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. Reflex	
<i>Hit:</i> 6 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
Skills Stealth +9	
Str 3 (-2)	Dex 17 (+5)
Con 13 (+3)	Int 4 (-1)
	Wis 10 (+2)
	Cha 15 (+4)
Alignment chaotic evil Languages Common, Netherese	

2 Vortex Wraiths		Level 5 Soldiers
Medium shadow humanoid		XP 200
HP 65; Bloodied 32		Initiative +9
AC 21, Fortitude 17, Reflex 19, Will 16		Perception +5
Speed 0, fly 6 (hover), phasing		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Vortex • Aura 2		
Any enemy that ends its turn in the aura is pulled 1 square by the wraith.		
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 Spiral Strike (force) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +8 vs. Fortitude		
<i>Hit:</i> 1d8 + 6 force damage, and the target is slowed until the end of the wraith's next turn.		
M Spectral Helix (force) • Encounter		
<i>Attack:</i> Melee 2 (one creature); +8 vs. Reflex		
<i>Hit:</i> 1d10 + 6 force damage, and the target takes ongoing 10 force damage and is immobilized (save ends both).		
<i>Miss:</i> Half damage.		
<i>Effect:</i> The vortex wraith can shift 1 square to a square adjacent to the target.		
Skills Stealth +12		
Str 15 (+4)	Dex 20 (+7)	Wis 6 (+0)
Con 17 (+5)	Int 8 (+1)	Cha 17 (+5)
Alignment chaotic evil Languages Common, Netherese		

ENCOUNTER 15: SHADY HARRIERS (ADVENTURE LEVEL 4)

1 Shadowskull (S)		Level 5 Artillery
Tiny natural animate (undead)		XP 200
HP 51; Bloodied 25		Initiative +5
AC 20, Fortitude 18, Reflex 18, Will 18		Perception +7
Speed 0. Fly 8 (hover)		Darkvision
Immune disease, poison; Resist 5 necrotic		
TRAITS		
Regeneration		
The shadowskull regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the shadowskull takes radiant damage, its regeneration does not function on its next turn.		
STANDARD ACTIONS		
m Bite to the Bone • At-Will		
Attack: Reach 0 (one creature); +10 vs. AC		
Hit: 3d4 damage, and ongoing 5 damage.		
r Ghost Ray (necrotic) • At-Will		
Attack: Ranged 10 (one creature); +9 vs. Will		
Hit: 1d10 + 9 necrotic damage, and the target treats the shadowskull as insubstantial until the end of its next turn		
R Grave Strands (necrotic) • Recharge 6		
Attack: Ranged 10; +9 vs. Fortitude		
Hit: 2d8 + 8 necrotic damage, and the target is restrained until the end of the shadowskull's next turn. Enemies adjacent to the target take 5 necrotic damage and are slowed until the end of the shadowskull's next turn.		
MINOR ACTIONS		
Column of Darkness • Encounter		
Effect: The shadowskull's square is filled with darkness 4 squares high until the end of its next turn.		
Skills Stealth +10		
Str 2 (-2)	Dex 16 (+5)	Wis 10 (+2)
Con 14 (+4)	Int 10 (+2)	Cha 18 (+6)
Alignment evil		Languages Common, Netherese

2 Shadowhunter Bat (W)		Level 5 Lurker
Medium shadow beast		XP 200
HP 51; Bloodied 25		Initiative +10
AC 20, Fortitude 18, Reflex 18, Will 18		Perception +9
Speed 2 (clumsy), fly 8 (hover)		Darkvision
STANDARD ACTIONS		
m Tail Slash • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 6 damage. In dim light or darkness the shadowhunter bat gains a +2 bonus to the attack roll and deals 8 extra damage,		
R Flyby Attack • At-Will		
Effect: The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.		
Str 13 (+3)	Dex 18 (+6)	Wis 13 (+3)
Con 14 (+4)	Int 2 (-2)	Cha 11 (+3)
Alignment unaligned		Languages -

1 Shadow Drakeling Swarm (D)		Level 5 Elite Soldier
Medium shadow magical beast (reptile, swarm)		XP 400
HP 90; Bloodied 45		Initiative +5
AC 20, Fortitude 18, Reflex 18, Will 18		Perception +3
Speed 2, fly 7 (hover)		Darkvision
Immune fear; Resist half damage from melee and ranged attacks;		
Vulnerable 5 damage from close and area attacks.		
Saving Throws +2; Action Points 1		
TRAITS		
O Swarm Attack • Aura 1		
The shadow drakeling swarm makes a basic attack as a free action against any enemy that starts their turn in the aura. Any square in the aura becomes dimly lit.		
STANDARD ACTIONS		
m Teeth of Shade • At-Will		
Attack: Melee 1 (one or two creatures); +10 vs. AC		
Hit: 2d6 + 6 damage, or 2d6+10 damage against a prone target.		
MINOR ACTIONS		
M Pull Out of the Light • Recharge 5-6		
Attack: Melee 1 (one creature); +8 vs. Fortitude		
Hit: 1d6 + 6 damage and the target is knocked prone.		
Str 15 (+4)	Dex 18 (+6)	Wis 12 (+3)
Con 14 (+4)	Int 2 (-2)	Cha 10 (+2)
Alignment unaligned		Languages -

ENCOUNTER 16: SHADOW DRAGON (ADVENTURE LEVEL 4)

Adventure Level 16 to 20 only.

ENCOUNTER VII: REPEL BOARDERS (ADVENTURE LEVEL 4)

Raven Roost Sharpshooter (S)	Level 4 Artillery	
Medium natural humanoid (human)	XP 175	
HP 43; Bloodied 21	Initiative +6	
AC 18, Fortitude 15, Reflex 17, Will 15	Perception +9	
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 1d6 + 6 damage.		
r Crossbow (weapon) • At-Will		
<i>Attack:</i> Ranged 15/30 (one creature); +11 vs. AC		
<i>Hit:</i> 2d8 + 3 damage.		
MOVE ACTIONS		
Careful Aim • At-Will		
<i>Effect:</i> 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.		
MINOR ACTIONS		
Archer's Decoy • Recharge when first bloodied		
<i>Effect:</i> The sharpshooter gains a +2 bonus to AC and Reflex until the start of its next turn.		
Skills Stealth +11		
Str 14 (+4)	Dex 19 (+6)	Wis 15 (+4)
Con 13 (+3)	Int 10 (+2)	Cha 10 (+2)
Alignment evil		
Languages Common, Netherese		
Equipment studded leather, crossbow, crossbow bolt, short sword		

Raven Roost Highwayman (H)	Level 4 Soldier	
Medium natural humanoid, human	XP 175	
HP 53; Bloodied 26	Initiative +8	
AC 20, Fortitude 15, Reflex 18, Will 15	Perception +9	
Speed 6		
STANDARD ACTIONS		
m Rapier (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 2d4 + 5 damage.		
<i>Effect:</i> The target is marked until the end of the highwayman's next turn.		
R Bolt to the Gut (weapon) • Encounter		
<i>Attack:</i> Ranged 5 (one creature); +9 vs. AC. This attack doesn't provoke opportunity attacks.		
<i>Hit:</i> 3d4 + 4 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).		
<i>Miss:</i> The target is immobilized until the end of its next turn.		
TRIGGERED ACTIONS		
Stand, You Coward • At-Will		
<i>Trigger:</i> An enemy within 5 squares of the highwayman and marked by it uses an attack power that doesn't include it as a target.		
<i>Effect (Immediate Reaction):</i> Bolt to the gut recharges, and the highwayman uses it against the triggering enemy.		
Skills Bluff +10, Intimidate +10, Stealth +11		
Str 16 (+5)	Dex 18 (+6)	Wis 15 (+4)
Con 13 (+3)	Int 12 (+3)	Cha 16 (+5)
Alignment evil		
Languages Common, Netherese		
Equipment studded leather, crossbow bolt x10, hand crossbow, rapier		

Raven Roost Outlaw Veteran (V)	Level 4 Brute	
Medium natural humanoid (human)	XP 175	
HP 66; Bloodied 33	Initiative +3	
AC 16, Fortitude 18, Reflex 16, Will 14	Perception +2	
Speed 6		
STANDARD ACTIONS		
m Bastard Sword (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 2d10 + 4 damage.		
M Mighty Blow (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 2d10 + 4 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 (weapon) • Recharge if either attack misses		
<i>Effect:</i> The veteran uses mighty blow twice.		
MINOR ACTIONS		
M Forceful Shove • At-Will		
<i>Attack:</i> Melee 1 (one creature); +7 vs. Fortitude		
<i>Hit:</i> The veteran pushes the target 1 square.		
Skills Athletics +11, Stealth +8		
Str 19 (+6)	Dex 13 (+3)	Wis 10 (+2)
Con 16 (+5)	Int 7 (+0)	Cha 10 (+2)
Alignment evil		
Languages Common, Netherese		
Equipment studded leather, bastard sword		

ENCOUNTER 18: NETHERESE REINFORCEMENTS (ADVENTURE LEVEL 4)

2 Horned Kir-Lanans (H)	Level 4 Brute
Medium shadow humanoid	XP 175
HP 67; Bloodied 33	Initiative +5
AC 16, Fortitude 18, Reflex 15, Will 15	Perception +10
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 7 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); +10 vs. AC	
Hit: 2d8 + 7 damage, and the target is grabbed (escape DC 14) and takes ongoing 5 damage until the grab ends.	
R Enfeebling Strike (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Fortitude	
Hit: 2d6 + 5 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. If the kir-lanan attempts to drag a creature off the ship the creature is allowed a save to fall prone at the railing.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 16 hit points.	
Skills Stealth +12	
Str 22 (+8)	Dex 16 (+5) Wis 16 (+5)
Con 17 (+5)	Int 10 (+2) Cha 11 (+2)
Alignment evil Languages Common, Netherese	
Note: Reflavored hornstone gargoyle, changed into kir-lanan.	

99 Recruits on clumsy veserabs (R)	Level 4 Minion Soldier
Medium shadow humanoid	XP -
HP 1; a missed attack never damages a minion	Initiative +4
AC 17, Fortitude 17, Reflex 16, Will 15	Perception +8
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 (+5)	Dex 14 (+4) Wis 12 (+3)
Con 16 (+5)	Int 12 (+3) Cha 10 (+2)
Alignment neutral scared Languages Common, Netherese	

2 Kir-Lanan Shadow Hurlers (S)	Level 4 Artillery
Medium shadow humanoid	XP 125
HP 45; Bloodied 22	Initiative +6
AC 18, Fortitude 14, Reflex 12, Will 12	Perception +10
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
TRAITS	
Shadow Defense	
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 5 damage.	
r Hurled Shadow (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +9 vs. Fortitude	
Hit: 2d6 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
A Bursting Shadow (necrotic) • At-Will	
Attack: Area burst 1 within 10 (creatures in the burst); +7 vs. Fortitude	
Hit: 1d8 + 5 necrotic damage, and the target is slowed (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 11 hit points.	
Skills Stealth +13	
Str 22 (+8)	Dex 18 (+6) Wis 17 (+5)
Con 15 (+4)	Int 10 (+2) Cha 17 (+5)
Alignment evil Languages Common, Netherese	
Note: Reflavored gargoyle rock hurler, changed into kir-lanan.	

ENCOUNTER 20: TAKING THE FIGHT TO THE ENEMY (AL 4)

Captain XXX		Level 4 Elite Soldier (Leader)
Medium shadow humanoid (shadar-kai)		XP 350
HP 108; Bloodied 54		Initiative +5
AC 20, Fortitude 18, Reflex 17, Will 19		Perception +5
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).		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 2d6 + 5 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); +9 vs. AC		
Hit: 2d8 + 5 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 +11, Intimidate +11		
Str 16 (+5)	Dex 12 (+3)	Wis 17 (+5)
Con 14 (+4)	Int 15 (+4)	Cha 18 (+6)
Alignment evil Languages Common, Netherese		
Equipment chainmail, halberd		

Source: Samminel renamed to captain.

Add the following for Brirgund:

TRAITS	
O Vicious Aura • Aura 1	
An enemy that starts its turn within the aura and moves takes 5 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); +7 vs. Will	
Hit: 1d8 + 5 damage, the target is pulled 2 squares adjacent to Sondhas and slowed (save ends).	

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.	

Phantom Brigade Squire		Level 4 Minion Soldier
Medium shadow humanoid (human)		XP 44
HP 1; a missed attack never damages a minion.		Initiative +5
AC 20, Fortitude 18, Reflex 16, Will 15		Perception +3
Speed 6		Darkvision
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); +9 vs. AC		
Hit: 5 damage.		
r Crossbow (weapon) • At-Will		
Attack: Ranged 10 (one creature); +11 vs. AC		
Hit: 5 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 (+6)	Dex 12 (+3)	Wis 12 (+3)
Con 16 (+5)	Int 14 (+4)	Cha 11 (+2)
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 4 Brute
Medium natural humanoid (human)		XP 175
HP 66; Bloodied 33		Initiative +3
AC 16, Fortitude 18, Reflex 16, Will 14		Perception +2
Speed 6		
STANDARD ACTIONS		
m Bastard Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d8 + 6 damage.		
M Mighty Blow (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d8 + 6 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); +7 vs. Fortitude		
Hit: The veteran pushes the target 1 square.		
Skills Athletics +11, Stealth +8		
Str 19 (+8)	Dex 13 (+3)	Wis 10 (+2)
Con 16 (+5)	Int 7 (+0)	Cha 10 (+2)
Alignment evil Languages Common, Netherese		
Equipment studded leather, bastard sword		

ENCOUNTER 21: BESIEGED! (ADVENTURE LEVEL 4)

1 Raven Roost Grenadier (C)	Level 4 Controller
Medium natural humanoid (human)	XP 175
HP 53; Bloodied 36	Initiative +6
AC 18, Fortitude 15, Reflex 17, Will 15	Perception +4
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 damage.	
A Fire Bomb (fire) • At-Will	
<i>Attack:</i> Area burst 1 within 5 (creatures in the burst); +7 vs. Fortitude	
<i>Hit:</i> 1d8 + 5 fire damage, and the target falls prone.	
<i>Miss:</i> Half damage.	
A Smoke Bomb • Encounter	
<i>Attack:</i> Area burst 1 within 5 (creatures in the burst); +7 vs. Fortitude	
<i>Hit:</i> The target is dazed and takes ongoing 5 damage (save ends both).	
<i>Effect:</i> Squares in the burst are lightly obscured until the end of the encounter.	
A Oil Slick • Encounter	
<i>Attack:</i> Area burst 1 within 5 (creatures in the burst); +7 vs. Reflex	
<i>Hit:</i> The target falls prone.	
<i>Effect:</i> Each target gains vulnerable 5 fire until the end of the encounter.	
MINOR ACTIONS	
Grenadier's Rush • Encounter	
<i>Effect:</i> The grenadier moves up to its speed.	
Skills Athletics +9, Stealth +11	
Str 14 (+4)	Dex 18 (+6)
Con 13 (+3)	Int 12 (+3)
	Wis 15 (+4)
	Cha 10 (+2)
Alignment evil	Languages Common, Netherese
Equipment 8 fire bombs, flask of oil, smoke bomb, leather armor, short sword	

Note: Renamed raven roost grenadier.

3 Raven Roost Highwaymen (S)	Level 4 Soldier
Medium natural humanoid (human)	XP 175
HP 53; Bloodied 26	Initiative +8
AC 20, Fortitude 15, Reflex 18, Will 15	Perception +9
Speed 6	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 damage.	
<i>Effect:</i> The target is marked until the end of the soldier's next turn.	
R Bolt to the Gut (weapon) • Encounter	
<i>Attack:</i> Ranged 5 (one creature); +9 vs. AC. This attack doesn't provoke opportunity attacks.	
<i>Hit:</i> 2d8 + 2 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
<i>Miss:</i> The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
Stand, You Coward • At-Will	
<i>Trigger:</i> An enemy within 5 squares of the soldier and marked by it uses an attack power that doesn't include it as a target.	
<i>Effect (Immediate Reaction):</i> Bolt to the gut recharges, and the soldier uses it against the triggering enemy.	
Skills Bluff +10, Intimidate +10, Stealth +11	
Str 16 (+5)	Dex 18 (+6)
Con 13 (+3)	Int 12 (+3)
	Wis 15 (+4)
	Cha 16 (+5)
Alignment evil	Languages Common, Netherese
Equipment studded leather, crossbow bolt x10, hand crossbow, rapier	

1 Dust Devil (E)	Level 4 Skirmisher
Medium elemental magical beast (air, earth)	XP 175
HP 55; Bloodied 27	Initiative +8
AC 19, Fortitude 15, Reflex 17, Will 15; -2 to all defenses while slowed or immobilized	Perception +1
Speed 8	
Immune disease, poison	
STANDARD ACTIONS	
m Grasping Winds • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Reflex	
<i>Hit:</i> 2d6 + 5 damage, and the dust devil slides the target 2 squares.	
C Stinging Sands • Encounter	
<i>Attack:</i> Close burst 3 (creatures in burst); +7 vs. Fortitude	
<i>Hit:</i> 3d6 + 4 damage, and the target is blinded until the end of the dust devil's next turn.	
MOVE ACTIONS	
M Grasping Winds • At-Will	
<i>Effect:</i> The dust devil shifts 5 squares and attacks each enemy adjacent to it (one attack per creature).	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Fortitude	
<i>Hit:</i> The target falls prone.	
Skills Stealth +11	
Str 8 (+1)	Dex 18 (+6)
Con 15 (+4)	Int 5 (-1)
	Wis 8 (+1)
	Cha 15 (+4)
Alignment unaligned	Languages Primordial