

ADCP5-2 R1

# BEST DEFENSE ROUND 1: AL 14 STATS

A DUNGEONS & DRAGONS® *LIVING  
FORGOTTEN REALMS* ADVENTURE

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

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# ENCOUNTER 1: THREE IF BY AIR? (ADVENTURE LEVEL 14)

3 Midnight Arrows		Level 14 Artillery
Medium shadow humanoid (human)		XP 1,000
HP 106; Bloodied 53		Initiative +12
AC 28, Fortitude 25, Reflex 27, Will 26		Perception +11
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 <b>Club</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d6 + 12 damage.		
r <b>Glancing Shot</b> (weapon) • <b>At-Will</b>		
Attack: Ranged 15 (one creature); +21 vs. AC		
Hit: 2d8 + 7 damage, and another creature within 3 squares of the target takes 10 damage.		
R <b>Double Shot</b> • <b>Recharge</b> 5-6		
Effect: The arrow uses <i>glancing shot</i> twice.		
TRIGGERED ACTIONS		
R <b>Vengeful Arrow</b> • <b>At-Will</b>		
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 +17, Athletics +13, Stealth +17		
Str 12 (+8)	Dex 21 (+12)	Wis 18 (+11)
Con 16 (+10)	Int 10 (+7)	Cha 10 (+7)
Alignment evil Languages Common, Netherese		
Equipment arrow x20, club, leather armor, longbow		

6 Ghost Talon Thugs		Level 14 Minion Brute
Medium shadow humanoid (shadar-kai)		XP 250
HP 1; a missed attack never damages a minion.		Initiative +11
AC 26, Fortitude 27, Reflex 26, Will 25		Perception +8
Speed 6		Low-light vision
STANDARD ACTIONS		
m <b>Heavy Flail</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 10 damage, or 15 on a critical hit. The thug becomes insubstantial until the start of its next turn.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • <b>Encounter</b>		
Effect: The thug teleports 3 squares and becomes insubstantial until the start of its next turn.		
TRIGGERED ACTIONS		
Blood Phase • <b>Encounter</b>		
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 (+12)	Dex 18 (+11)	Wis 12 (+8)
Con 15 (+9)	Int 11 (+7)	Cha 16 (+10)
Alignment evil Languages Common, Netherese		
Equipment heavy flail, hide armor.		

3 Shadar-Kai Blacksouls		Level 14 Controller
Medium shadow humanoid (shadar-kai)		XP 1,000
HP 138; Bloodied 69		Initiative +10
AC 26, Fortitude 25, Reflex 28, Will 28		Perception +8
Speed 7		Low-light vision
TRAITS		
Shrouded in Gloom		
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.		
STANDARD ACTIONS		
m <b>Corrupting Blackfire</b> (fire, necrotic) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d8 + 7 fire and necrotic damage, and the target is shrouded in gloom (save ends).		
r <b>Shadowbolt</b> (necrotic) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +17 vs. Reflex		
Hit: 3d6 + 12 necrotic damage, and the target is shrouded in gloom (save ends).		
R <b>Corrupt Soul</b> (charm, psychic) • <b>At-Will</b>		
Attack: Ranged 10 (one creature shrouded in gloom); +17 vs. Will		
Hit: The target is slide 3 squares and makes a melee basic attack against a target of the blacksouls choice. If the target misses, the target takes 20 psychic damage.		
A <b>Shadowburst</b> (necrotic) • <b>Recharge</b> 6		
Attack: Area burst 3 within 10 (enemies in the burst); +17 vs. Reflex		
Hit: 3d6 + 12 necrotic damage, and the target is shrouded in gloom (save ends).		
Miss: Half damage.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • <b>Encounter</b>		
Effect: The shadar-kai blacksouls teleports 3 squares and becomes insubstantial until the start of its next turn.		
Skills Arcana +19, Stealth +15		
Str 12 (+8)	Dex 16 (+10)	Wis 12 (+8)
Con 18 (+11)	Int 24 (+14)	Cha 20 (+12)
Alignment evil Languages Common, Netherese		
Equipment leather armor		

12 Vesperabs		Level 13 Lurker
Large shadow beast		XP 800
HP 101; Bloodied 50		Initiative +12
AC 27, Fortitude 27, Reflex 24, Will 24		Perception +14
Speed 4, fly 8		Blindsight 20
TRAITS		
Dark Wings		
When mounted by a friendly rider of 15 <sup>th</sup> level or higher, the veserab grants its rider resist 10 poison and is immune to the effects of any veserab's noxious breath.		
Skills Stealth +15		
Str 20 (+11)	Dex 18 (+10)	Wis 17 (+9)
Con 17 (+9)	Int 2 (+2)	Cha 4 (+3)
Alignment unaligned Languages -		
Note: Simplified veserab (it is not going to attack).		

## ENCOUNTER 4: ATTACKING THE MAIN (ADVENTURE LEVEL 14)

<b>Sergeant at Arms (T)</b>	<b>Level 15 Controller</b>
Medium shadow humanoid	XP 1200
<b>HP 143; Bloodied 71</b>	<b>Initiative +10</b>
<b>AC 29, Fortitude 27, Reflex 27, Will 27</b>	<b>Perception +12</b>
<b>Speed 6; phasing</b>	<b>Darkvision</b>
<b>TRAITS</b>	
O <b>Intimidating Aura</b> (psychic) • <b>Aura 10</b> Enemies in the aura take a -2 penalty to all defenses.	
<b>Insubstantial</b> 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.	
<b>Unrelenting</b> 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.	
<b>STANDARD ACTIONS</b>	
m <b>Mind-Wracking Touch</b> (necrotic, psychic) • <b>At-Will</b> <i>Attack:</i> Melee 1 (one creature); +19 vs. Reflex <i>Hit:</i> 3d6 + 13 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 10 and is dazed.	
R <b>Stare Down</b> (psychic) • <b>At-Will</b> <i>Attack:</i> Ranged 10 (one creature); +19 vs. Will <i>Hit:</i> 3d6 + 13 psychic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>TRIGGERED ACTIONS</b>	
C <b>Fit of Rage</b> (psychic) • <b>Encounter</b> <i>Trigger:</i> The sergeant at arms is bloodied. <i>Attack (free action):</i> Close burst 5 (enemies in the burst); +18 vs. Will <i>Hit:</i> 3d8 + 13 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 10 and is dazed.	
<b>Skills</b> Insight +16, Stealth +15	
<b>Str</b> 17 (+10)	<b>Dex</b> 17 (+10) <b>Wis</b> 18 (+11)
<b>Con</b> 15 (+11)	<b>Int</b> 12 (+8) <b>Cha</b> 18 (+11)
<b>Alignment</b> unaligned <b>Languages</b> Common	

Based on Hiro Yun from *Dungeon Magazine* 195. Removed undead subtype and immunities. Remove fly speed and added speed 6 and phasing. Change defenses to level appropriate and upgraded to MM3 damage expressions. Added unrelenting trait. Increased vulnerable to 10 at paragon.

<b>Starspawned Lightdrinker (S)</b>	<b>Level 15 Brute</b>
Large shadow beast	XP 1200
<b>HP 180; Bloodied 90</b>	<b>Initiative +10</b>
<b>AC 27, Fortitude 29, Reflex 25, Will 27</b>	<b>Perception +12</b>
<b>Speed 6</b>	<b>Darkvision</b>
<b>Resist 10 radiant</b>	
<b>TRAITS</b>	
<b>Grounding Opportunist</b> If the lightdrinker hits with an opportunity attack, the target also falls prone.	
<b>STANDARD ACTIONS</b>	
m <b>Bite</b> • <b>At-Will</b> <i>Attack:</i> Melee 2 (one creature); +20 vs. AC <i>Hit:</i> 4d6 + 15 damage.	
C <b>Inhale Light</b> • <b>Recharge 5-6</b> <i>Attack:</i> Close blast 5 (enemies in the blast); +18 vs. Fortitude <i>Hit:</i> 3d8 + 13 damage, and the lightdrinker pulls the target up to 4 squares. <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.	
<b>TRIGGERED ACTIONS</b>	
C <b>Light Burst</b> (radiant) • <b>Encounter</b> <i>Trigger:</i> The lightdrinker drops to 0 hit points. <i>Attack (No Action):</i> Close burst 1 (creatures in burst); +18 vs. Reflex <i>Hit:</i> 3d8 + 13 radiant damage, and the target is blinded until the end of its next turn.	
<b>Skills</b> Athletics +19, Stealth +15	
<b>Str</b> 24 (+14)	<b>Dex</b> 17 (+10) <b>Wis</b> 21 (+12)
<b>Con</b> 20 (+12)	<b>Int</b> 2 (+3) <b>Cha</b> 6 (+5)
<b>Alignment</b> unaligned <b>Languages</b> -	

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

<b>Netherese Knight (K)</b>	<b>Level 15 Soldier</b>	
Medium shadow humanoid	XP 1200	
<b>HP 104; Bloodied 52</b>	<b>Initiative +12</b>	
<b>AC 31, Fortitude 28, Reflex 25, Will 27</b>	<b>Perception +17</b>	
<b>Speed 6; phasing</b>	Darkvision	
<b>TRAITS</b>		
<b>Insubstantial</b>		
The knight takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the knight takes radiant damage, he loses the insubstantial trait until the end of its next turn.		
<b>Unrelenting</b>		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight, the knight gains a +2 power bonus to attack rolls until the ends of its next turn.		
<b>STANDARD ACTIONS</b>		
<b>m Keening Soulbound Backsword</b> (psychic, thunder, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d6 + 13 psychic and thunder damage.		
Effect: the target is marked until the end of the knight's next turn.		
<b>M Soul Strike</b> (psychic, weapon) • <b>Recharge 5 6</b>		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 4d8 + 17 psychic damage, and the knight gains 10 temporary hit points.		
<b>C Oath of Shar</b> (psychic) • <b>At-Will</b>		
Attack: Close burst 1 (enemies in burst); +18 vs. Fortitude		
Hit: 2d8 + 8 psychic damage.		
<b>TRIGGERED ACTIONS</b>		
<b>Call to Arms</b> • <b>At-Will</b>		
Trigger: An enemy marked by the knight and within 2 squares of it uses an attack power that doesn't include it as a target.		
Effect (Immediate Reaction): Close burst 5 (one ally in burst): The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.		
<b>Str 23 (+13)</b>	<b>Dex 17 (+10)</b>	<b>Wis 20 (+12)</b>
<b>Con 17 (+10)</b>	<b>Int 19 (+11)</b>	<b>Cha 20 (+12)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common		

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

<b>Netherese Sailor (R)</b>	<b>Level 15 Minion Soldier</b>	
Medium shadow humanoid	XP 300	
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +9</b>	
<b>AC 31, Fortitude 29, Reflex 26, Will 26</b>	<b>Perception +7</b>	
<b>Speed 6; phasing</b>	Darkvision	
<b>TRAITS</b>		
<b>Unrelenting</b>		
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.		
<b>STANDARD ACTIONS</b>		
<b>m Soulbound Short Sword</b> (psychic, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 11 psychic damage.		
<b>r Spectral Crossbow</b> (psychic, weapon) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +20 vs. AC		
Hit: 11 psychic damage.		
<b>TRIGGERED ACTIONS</b>		
<b>Shielding Martyr</b> • <b>At-Will</b>		
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.		
<b>Insubstantial Defense</b> • <b>At-Will</b>		
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.		
<b>Str 19 (+11)</b>	<b>Dex 12 (+8)</b>	<b>Wis 12 (+8)</b>
<b>Con 16 (+10)</b>	<b>Int 14 (+9)</b>	<b>Cha 11 (+7)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common		

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

## ENCOUNTER 4C: GREEN GLOBES (ADVENTURE LEVEL 14)

Shield Room Supervisor (S)	Level 14 Skirmisher (Elite)
Medium shadow humanoid	XP 2,000
<b>HP 276; Bloodied 138</b>	<b>Initiative +16</b>
<b>AC 28, Fortitude 26, Reflex 27, Will 23</b>	<b>Perception +14</b>
Speed 6; phasing	Darkvision
TRAITS	
<b>O Slow Healing • Aura 2</b> Any enemy that spend a healing surge while in the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
<b>m Sucker Punch • At-Will</b> Attack: Melee 1 (one creature); +19 vs. AC Hit: 3d6 + 12 damage.	
<b>M Grab and Move • At-Will</b> Attack: Melee 1 (one creature); +19 vs. AC Hit: 3d6 + 12 damage, and the supervisor can shift half his speed, pulling the target with him. The target remains adjacent to the supervisor during the movement.	
<b>M Punch and Grab • At-Will</b> Effect: The supervisor uses <i>sucker punch</i> then <i>grab and move</i> against the same target,	
<b>C Command of Doom (psychic, thunder) • Encounter</b> Attack: Close blast 5 (creatures in blast); +17 vs. Will Hit: 2d8 + 7 thunder damage, and the target is doomed. Until the target is no longer doomed, it takes 10 psychic damage whenever it misses every target with an attack power. Doomed ends at the end of the encounter.	
MOVE ACTIONS	
<b>Ghostly Travel (illusion) • Recharge</b> when first bloodied Effect: the supervisor becomes invisible and moves up to his speed. He remains invisible until the end of his next turn.	
<b>Skills:</b> Acrobatics +19, Perception +14	
<b>Str 22 (+13)</b>	<b>Dex 24 (+14)</b>
<b>Con 18 (+11)</b>	<b>Int 5 (+4)</b>
	<b>Wis 15 (+9)</b>
	<b>Cha 16 (+10)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	

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

Shield Operator (O)	Level 14 Minion Brute
Medium humanoid	XP 500
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +11</b>
<b>AC 26, Fortitude 27, Reflex 24, Will 26</b>	<b>Perception +8</b>
Speed 6	Low-light vision
TRAITS	
<b>Operating Together</b> 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	
<b>m Pipe (weapon) • At-Will</b> Attack: Melee 1 (one creature); +19 vs. AC Hit: 13 damage, or 20 on a critical hit.	
TRIGGERED ACTIONS	
<b>Don't Touch That • At-Will</b> Trigger: An enemy pulls a lever the shield operator is adjacent too. Effect ( <i>Immediate Interrupt</i> ): The enemy must make a save. If the save is failed, the action is spent and the lever is not pulled.	
<b>Str 22 (+13)</b>	<b>Dex 18 (+11)</b>
<b>Con 15 (+9)</b>	<b>Int 10 (+7)</b>
	<b>Wis 12 (+8)</b>
	<b>Cha 20 (+12)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment</b> pipe	

**Note:** Based on ebony initiate. Added *don't touch that* power.

## ENCOUNTER 5: DEFENDING THE MAIN (ADVENTURE LEVEL 14)

Netherese Raid Leader (L)		Level 15 Elite Controller
Medium shadow humanoid (shadar-kai)		XP 2400
HP 306; Bloodied 153		Initiative +8
AC 31, Fortitude 32, Reflex 26, Will 28		Perception +16
Speed 6		Low-light vision
Saving Throws +2; Action Points 1		
TRAITS		
O <b>Shar's Boon</b> • Aura 10		
Allies who start their turns in the aura gain a +2 bonus to attack rolls.		
STANDARD ACTIONS		
m <b>Bone-Slicing Spiked Chain</b> (fear, weapon) • At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 3d6 + 13 damage, and the target is weakened until the end of the raid leader's next turn.		
M <b>Wrap Around Attack</b> (weapon) • At-Will		
Effect: The raid leader makes two <i>bone-slicing spiked chain</i> attacks and can shift before or after both attacks. If both attacks hit the same target, the target is slowed (save ends).		
R <b>Savage Shadows</b> (charm, psychic) • At-Will		
Attack: Ranged 10 (one creature); +19 vs. Will		
Hit: 3d6 + 13 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 <b>Unholy Shadows</b> (necrotic) • Recharge when bloodied		
Attack: Close blast 5 (each creature); +19 vs. Will		
Hit: 3d8 + 13 necrotic damage, and the target makes a melee basic attack against one of its adjacent allies as a free action.		
Miss: Half damage.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The raid leader teleports up to 3 squares and becomes "insubstantial until the start of its next turn."		
Skills Dungeoneering +14, Intimidate +16, Nature +16, Religion +16		
Str 28 (+16)	Dex 12 (+8)	Wis 15 (+9)
Con 25 (+14)	Int 18 (+11)	Cha 23 (+13)
Alignment evil Languages Common, Netherese		
Equipment robes, spiked chain		
Note: Based on Oastarix.		

Master Enigma of Shar (E)		Level 15 Controller
Medium natural humanoid		XP 1200
HP 147; Bloodied 73		Initiative +12
AC 29, Fortitude 26, Reflex 27, Will 28		Perception +15
Speed 6		Darkvision
STANDARD ACTIONS		
m <b>Dagger</b> (weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d6 + 13 damage.		
m <b>Rend Flesh</b> • At-Will		
Requirement: The enigma must be affected by horrific visage.		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 4d8 + 17 damage.		
R <b>Memory Ripper</b> (psychic) • At-Will		
Attack: Ranged 5 (one creature); +19 vs. Will		
Hit: 3d6 + 13 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).		
R <b>Shock Bolt</b> (lightning) • At-Will		
Attack: Ranged 10 (one creature); +19 vs. Reflex		
Hit: 3d6 + 13 lightning damage and the target is dazed (save ends).		

TRIGGERED ACTIONS		
C <b>Horrific Visage</b> (healing, psychic) • Encounter		
Trigger: The enigma is first bloodied.		
Attack (No Action): Close burst 2 (enemies in the burst); +19 vs. Will		
Hit: 3d8 + 13 psychic damage, and the enigma pushes the target 3 squares.		
Effect: Until the end of the encounter, the enigma cannot use any power except <i>rend flesh</i> .		
Skills Arcana +17		
Str 12 (+8)	Dex 15 (+9)	Wis 15 (+9)
Con 12 (+8)	Int 20 (+12)	Cha 16 (+10)
Alignment evil Languages Common, Netherese		
Equipment dagger		
Note: Reflavored master enigma of vecna.		

Netherese Master Slayer (S)		Level 15 Soldier
Medium shadow humanoid		XP 1200
HP 148; Bloodied 74		Initiative +18
AC 31, Fortitude 30, Reflex 26, Will 26		Perception +3
Resist 5 radiant		Darkvision
Speed 6		
TRAITS		
O <b>Deranging Aura</b> (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.		
<b>Shadow Charge</b>		
When the slayer charges, it deals an extra 2d6 damage and is insubstantial until the end of the charge.		
STANDARD ACTIONS		
m <b>Claw</b> • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d6 + 13 damage and the target is marked until the end of the slayer's next turn.		
r <b>Beam of Shadows</b> (radiant) • At-Will		
Attack: Ranged 10 (one creature); +18 vs. Reflex		
Hit: 3d6 + 13 radiant damage and the target slides 1 square.		
M <b>Slaying Frenzy</b> • Recharge 5-6		
Effect: The slayer makes two <i>claw</i> attacks. If either attack hits a target marked by the slayer, or if both attacks hit the same target, that target is also dazed until the end of the slayer's next turn.		
C <b>Stomp of Shadows</b> (radiant) • Encounter		
Attack: Close burst 5 (each creature in burst); +20 vs. Will		
Hit: 3d8 + 13 damage plus 1d6 radiant, and the target is pushed 1 square and knocked prone.		
Miss: Half damage.		
TRIGGERED ACTIONS		
M <b>Focused Killer</b> • At-Will		
Trigger: An adjacent enemy marked by the slayer shifts.		
Effect (Opportunity Action): The slayer makes a <i>claw</i> attack against that enemy.		
R <b>Parting Gift</b> • At-Will		
Trigger: The slayer is reduced to 0 hit points.		
Effect (Free Action): Ranged 10; one of the slayer's allies makes a basic attack.		
Str 26 (+15)	Dex 23 (+13)	Wis 3 (+3)
Con 20 (+12)	Int 6 (+5)	Cha 20 (+12)
Alignment evil Languages Common, Netherese		
Note: Reflavored shardsoul avatar.		

## ENCOUNTER 6: CLEANING OUT THE POOP (ADVENTURE LEVEL 14)

Netherese Sky Commander (C)	Level 15 Skirmisher
Medium shadow humanoid	XP 1200
<b>HP 150; Bloodied 75</b>	<b>Initiative +14</b>
<b>AC 29, Fortitude 27, Reflex 26, Will 28</b>	<b>Perception +12</b>
Immune fear	Darkvision
<b>Speed 6; fly 9 (hover)</b>	
TRAITS	
<b>Unrelenting</b>	
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.	
<b>Bewildering Chains</b>	
Any creature hit by the commander cannot make opportunity attacks against it until the start of the commander's next turn.	
STANDARD ACTIONS	
<b>m Spiked Chain (weapon) • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +20 vs. AC	
<i>Hit:</i> 3d6 + 13 damage, or 4d8 + 17 when the commander is bloodied.	
<b>M Lashing Chaos Chains • At-Will</b>	
<i>Effect:</i> The commander flies its speed and uses <i>spiked chain</i> against 3 different targets at any point during the move. Whenever the commander hits one of these targets, it deals 1d8 extra damage with any subsequent attacks made before the end of its turn. This extra damage is cumulative.	
<b>C Gaze of Shadows • Recharge 5-6</b>	
<i>Attack:</i> Close burst 5 (one creature in burst); +18 vs. Will	
<i>Hit:</i> The target loses a healing surge and the commander gains 10 temporary hit points.	
MINOR ACTIONS	
<b>C Mantle of Shadows • At-Will</b>	
<i>Requirement:</i> The commander must be bloodied.	
<i>Trigger:</i> The commander is hit by an enemy that is adjacent to it.	
<i>Attack (Immediate Reaction):</i> Close burst 1 (enemies in burst); +18 vs. Fortitude	
<i>Hit:</i> 5 force damage and the commander pushes the target 4 squares.	
<b>Skills</b> Intimidate +20	
<b>Str</b> 25 (+14)	<b>Dex</b> 21 (+12)
<b>Con</b> 22 (+13)	<b>Int</b> 17 (+10)
	<b>Wis</b> 20 (+12)
	<b>Cha</b> 27 (+15)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment</b> pendant of Shar, leather armor, short sword x2	
<b>Note:</b> Based on Zovvut. Reflavored as a medium shadow humanoid. Replaced variable resistance with unrelenting trait.	

Netherese Striker (S)	Level 15 Brute
Medium shadow humanoid	XP 1,200
<b>HP 182; Bloodied 91</b>	<b>Initiative +8</b>
<b>AC 27, Fortitude 29, Reflex 24, Will 26</b>	<b>Perception +9</b>
<b>Speed 6; phasing</b>	Darkvision
TRAITS	
<b>Insubstantial</b>	
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.	
<b>Unrelenting</b>	
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	
<b>m Soulbound Spiked Chain (psychic, weapon) • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +20 vs. AC	
<i>Hit:</i> 4d6 + 15 psychic damage.	
<b>M Charging Rebuke (psychic, weapon) • At-Will</b>	
<i>Effect:</i> The striker charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Melee 2 (one creature); +21 vs. AC	
<i>Hit:</i> 4d6 + 15 psychic damage, and the striker can push the target up to 1 square and knock it prone.	
<b>M Furious Sweep (psychic, weapon) • At-Will</b>	
<i>Attack:</i> Close blast 2 (creatures in the blast); +18 vs. Reflex	
<i>Hit:</i> 3d8 + 9 psychic damage.	
<b>Skills</b> Endurance +19	
<b>Str</b> 19 (+11)	<b>Dex</b> 14 (+9)
<b>Con</b> 25 (+14)	<b>Int</b> 15 (+9)
	<b>Wis</b> 18 (+11)
	<b>Cha</b> 15 (+9)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Note:</b> Based on phantom brigade armiger. Removed undead subtype and immunities. Updated hit points to brute appropriate. Changed insubstantial trait to be consistent.	

Oblivion Wraith (E)	Level 15 Brute
Large shadow humanoid	XP 1,200
<b>HP 126; Bloodied 66</b>	<b>Initiative +13</b>
<b>AC 27, Fortitude 26, Reflex 28, Will 25</b>	<b>Perception +7</b>
<b>Speed 6</b>	Darkvision
<b>TRAITS</b>	
O <b>Nihil</b> (necrotic) • <b>Aura 2</b>	
Any enemy that starts its turn in the aura takes 10 necrotic damage and cannot spend healing surges until the start of its next turn.	
<b>Insubstantial</b>	
The wraith takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the wraith takes radiant damage, he loses the insubstantial trait until the end of its next turn.	
<b>Regeneration</b>	
The wraith regains 10 hit points whenever it starts its turn and has at least 1 hit point. Whenever the wraith takes radiant damage, its regeneration doesn't function until the end of its next turn.	
<b>Spawn Wraith</b>	
When the wraith kills a humanoid, that humanoid becomes a wraith at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied squares, and its rolls a new initiative check. The new wraiths acts under the Dungeon Master's control.	
<b>STANDARD ACTIONS</b>	
m <b>Nihil Strike</b> (necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 4d6 + 15 necrotic damage, and the wraith is invisible to the target until the end of the wraith's next turn.	
M <b>Obliviate</b> (necrotic) • <b>Recharge 5-6</b>	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 4d8 + 17 necrotic damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to saving throws (save ends both).	
<b>MOVE ACTIONS</b>	
<b>Shadow Glide</b> • <b>At-Will</b>	
Effect: The wraith shifts up to 6 squares.	
<b>TRIGGERED ACTIONS</b>	
C <b>Death Blast</b> (necrotic) • <b>Encounter</b>	
Trigger: The wraith drops to 0 hit points.	
Attack (No Action): Close blast 3 (enemies in burst); +16 vs. Fortitude	
Hit: The target loses two healing surges.	
Miss: The target loses one healing surge.	
<b>Skills</b> Stealth +18	
<b>Str</b> 20 (+13)	<b>Dex</b> 23 (+13) <b>Wis</b> 10 (+7)
<b>Con</b> 16 (+10)	<b>Int</b> 10 (+7) <b>Cha</b> 18 (+11)
<b>Alignment</b> unaligned	<b>Languages</b> -

Netherese Sailor (R)	Level 15 Minion Soldier
Medium shadow humanoid	XP 300
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +9</b>
<b>AC 31, Fortitude 29, Reflex 26, Will 26</b>	<b>Perception +7</b>
<b>Speed 6; phasing</b>	Darkvision
<b>TRAITS</b>	
<b>Unrelenting</b>	
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.	
<b>STANDARD ACTIONS</b>	
m <b>Soulbound Short Sword</b> (psychic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 psychic damage.	
r <b>Spectral Crossbow</b> (psychic, weapon) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +20 vs. AC	
Hit: 11 psychic damage.	
<b>TRIGGERED ACTIONS</b>	
<b>Shielding Martyr</b> • <b>At-Will</b>	
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.	
<b>Insubstantial Defense</b> • <b>At-Will</b>	
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.	
<b>Str</b> 19 (+11)	<b>Dex</b> 12 (+8) <b>Wis</b> 12 (+8)
<b>Con</b> 16 (+10)	<b>Int</b> 14 (+9) <b>Cha</b> 11 (+7)
<b>Alignment</b> unaligned	<b>Languages</b> Common
<b>Note:</b> 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 14)

Shadow Strangler (T)		Level 15 Artillery
Medium shadow humanoid		XP 1,200
<b>HP 92; Bloodied 46</b>		<b>Initiative +13</b>
<b>AC 29, Fortitude 24, Reflex 27, Will 28</b>		<b>Perception +10</b>
<b>Speed 8</b>		Darkvision
Resist insubstantial; <b>Vulnerable 10</b> radiant		
TRAITS		
<b>Born of Shadows</b>		
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
<b>Insubstantial</b>		
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		
<b>m Shadowy Touch (necrotic) • At-Will</b>		
Attack: Melee 1 (one creature); +18 vs. Reflex		
Hit: 3d6 +13 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.		
<b>R Blinding Shadows (necrotic) • At-Will</b>		
Attack: Ranged 10 (one creature); +18 vs. Reflex		
Hit: The 3d6 + 13 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.		
<b>R Strangling Darkness (necrotic) • Recharge 5-6</b>		
Attack: Ranged 10 (one creature); +18 vs. Fortitude		
Hit: The target is restrained and takes ongoing 15 necrotic damage (save ends both)		
<b>R Devouring Dark (necrotic) • Encounter</b>		
Attack: Area burst 2 within 10 (enemies in burst); +18 vs. Reflex		
Hit: 3d8 + 12 necrotic damage, and the target is blinded until the end of the strangler's next turn.		
Miss: half damage		
<b>Skills:</b> Arcana +14, Stealth +18		
<b>Str</b> 14 (+9)	<b>Dex</b> 22 (+13)	<b>Wis</b> 16 (+10)
<b>Con</b> 19 (+11)	<b>Int</b> 14 (+9)	<b>Cha</b> 22 (+13)
<b>Alignment</b> evil		<b>Languages</b> Common

Master Chief (M)		Level 15 Elite Soldier (Leader)
Medium shadow humanoid		XP 2,400
<b>HP 316; Bloodied 158</b>		<b>Initiative +10</b>
<b>AC 33, Fortitude 29, Reflex 28, Will 30</b>		<b>Perception +12</b>
<b>Speed 5</b>		Low-light vision
<b>Saving Throws +2; Action Points 1</b>		
TRAITS		
<b>O Deathshadow Fervor • Aura 5</b>		
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).		
<b>Steely-Eyed</b>		
The master chief can score a critical hit with all ranged attacks on a 18-20.		
<b>Unrelenting</b>		
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		
<b>m Dagger (weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d6 + 8 damage.		
Effect: Master Chief marks the target until the end of his next turn.		
<b>r Shock Bolt (lightning, weapon) • At-Will</b>		
Attack: Range 10 (one creature); +20 vs. AC		
Hit: 3d6 + 13 lightning damage, and the target is dazed (save ends).		
<b>R Rapid Fire • Recharge</b> when first bloodied		
Effect: Master chief makes a <i>shock bolt</i> attack against up to three enemies within range.		
<b>C Voice of Command • Recharge 5-6</b>		
Attack: Close burst 3 (one bloodied enemy in burst); +18 vs. Will		
Hit: Target is stunned until the end of the master chief's next turn.		
MOVE ACTIONS		
<b>Shadow Jaunt (teleportation) • Encounter</b>		
Effect: Master chief teleports up to 3 squares and becomes insubstantial until the start of his next turn.		
TRIGGERED ACTIONS		
<b>R Memory Rage (weapon) • At-Will</b>		
Trigger: An enemy marked by master chief makes an attack that does not include master chief.		
Attack ( <i>Immediate Interrupt</i> ): Range 10 (target creature); +18 vs. Will		
Hit: 3d6 + 13 lightning damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).		
<b>Skills</b> Athletics +15, Acrobatics +14, Intimidate +17		
<b>Str</b> 17 (+10)	<b>Dex</b> 14 (+8)	<b>Wis</b> 20 (+12)
<b>Con</b> 16 (+10)	<b>Int</b> 17 (+9)	<b>Cha</b> 20 (+12)
<b>Alignment</b> unaligned		<b>Languages</b> Common and Netherese
<b>Equipment:</b> scale armor, dagger, hand crossbow		

<b>Netherese Petty Officer (P)</b>	<b>Level 15 Soldier</b>
Medium shadow humanoid	XP 1,200
HP 142; <b>Bloodied</b> 71	<b>Initiative</b> +10
AC 31, <b>Fortitude</b> 28, <b>Reflex</b> 23, <b>Will</b> 25	<b>Perception</b> +12
<b>Speed</b> 5; phasing	<b>Darkvision</b>
<b>TRAITS</b>	
<b>Insubstantial</b>	
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.	
<b>Unrelenting</b>	
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.	
<b>STANDARD ACTIONS</b>	
<b>m Soulbound Tulwar</b> (psychic, radiant, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +20 vs. AC	
<i>Hit:</i> 3d6 + 11 psychic and radiant damage, and the target is marked. If the target makes an attack that does not include the veteran on its next turn, it takes 10 damage and the petty officer can shift 1 square as a free action.	
<b>r Crossbow</b> (weapon) • <b>At-Will</b>	
<i>Attack:</i> Ranged 10 (one creature); +20 vs. AC	
<i>Hit:</i> 3d6 + 13 damage.	
<b>Skills:</b> Athletics +20	
<b>Str</b> 27 (+15)	<b>Dex</b> 16 (+10) <b>Wis</b> 20 (+12)
<b>Con</b> 16 (+10)	<b>Int</b> 18 (+11) <b>Cha</b> 15 (+9)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment:</b> crossbow, crossbow bolt x10, heavy shield, scale armor, tulwar.	

<b>Netherese Striker (S)</b>	<b>Level 15 Brute</b>
Medium shadow humanoid	XP 1,200
HP 182; <b>Bloodied</b> 91	<b>Initiative</b> +8
AC 27, <b>Fortitude</b> 29, <b>Reflex</b> 24, <b>Will</b> 26	<b>Perception</b> +9
<b>Speed</b> 6; phasing	<b>Darkvision</b>
<b>TRAITS</b>	
<b>Insubstantial</b>	
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.	
<b>Unrelenting</b>	
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.	
<b>STANDARD ACTIONS</b>	
<b>m Soulbound Spiked Chain</b> (psychic, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +20 vs. AC	
<i>Hit:</i> 4d6 + 15 psychic damage.	
<b>M Charging Rebuke</b> (psychic, weapon) • <b>At-Will</b>	
<i>Effect:</i> The striker charges and makes the following attack in place of a melee basic attack.	
<i>Attack:</i> Melee 2 (one creature); +21 vs. AC	
<i>Hit:</i> 4d6 + 15 psychic damage, and the striker can push the target up to 1 square and knock it prone.	
<b>M Furious Sweep</b> (psychic, weapon) • <b>At-Will</b>	
<i>Attack:</i> Close blast 2 (creatures in the blast); +18 vs. Reflex	
<i>Hit:</i> 3d8 + 9 psychic damage.	
<b>Skills:</b> Endurance +19	
<b>Str</b> 19 (+11)	<b>Dex</b> 14 (+9) <b>Wis</b> 18 (+11)
<b>Con</b> 25 (+14)	<b>Int</b> 15 (+9) <b>Cha</b> 15 (+9)

<b>Alignment</b> unaligned	<b>Languages</b> Common, Netherese
<b>Ammo Loader (A)</b>	<b>Level 15 Brute</b>
Large natural animate (blind, construct)	XP 1,200
HP 175; <b>Bloodied</b> 87	<b>Initiative</b> +9
AC 25, <b>Fortitude</b> 26, <b>Reflex</b> 22, <b>Will</b> 23	<b>Perception</b> +10
<b>Speed</b> 6	<b>Blindsight</b> 10
<b>Immune</b> charm, disease, fear, poison; <b>Resist</b> 10 all	
<b>STANDARD ACTIONS</b>	
<b>m Elongated Grasp</b> • <b>At-Will</b>	
<i>Attack:</i> Melee 3 (one creature); +20 vs. AC	
<i>Hit:</i> 4d6 + 15 damage, and if the ammo loader is grabbing fewer than two targets, it can grab the target (escape DC 22). Until the grab ends, the target takes ongoing 5 damage.	
<b>MOVE ACTIONS</b>	
<b>M Retract</b> • <b>At-Will</b>	
<i>Attack:</i> Melee 3 (creatures grabbed by the ammo loader); +18 vs. Fortitude	
<i>Hit:</i> The ammo loader pulls the target to a space adjacent to the ammo loader.	
<b>TRIGGERED ACTIONS</b>	
<b>Magic Growth</b> • <b>Encounter</b>	
<i>Trigger:</i> An arcane attack hits the ammo loader.	
<i>Effect (Immediate Reaction):</i> 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.	
<b>Skills:</b> Athletics +18	
<b>Str</b> 22 (+13)	<b>Dex</b> 15 (+9) <b>Wis</b> 16 (+10)
<b>Con</b> 19 (+11)	<b>Int</b> 11 (+7) <b>Cha</b> 12 (+8)
<b>Alignment</b> unaligned	<b>Languages</b> Common, Netherese,

## ENCOUNTER II: WE HAVE HOW LONG TO STOP THAT THING? (AL 14)

<b>Arturas Shadowghast</b>	<b>Level 16 Elite Brute (Leader)</b>
Medium shadow humanoid	XP 2,800
<b>HP 370; Bloodied 185</b>	<b>Initiative +11</b>
<b>AC 28, Fortitude 28, Reflex 27, Will 29</b>	<b>Perception +9</b>
<b>Speed 5</b>	
<b>Saving Throws +2; Action Points 1</b>	
<b>TRAITS</b>	
O <b>Bloodthirsty Shadow</b> (cold, necrotic) • <b>Aura 1</b>	
When a bloodied enemy is hit by an attack, that enemy takes 5 extra cold and necrotic damage from the attack.	
<b>STANDARD ACTIONS</b>	
m <b>Dread Flail</b> (cold, necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: The 3d6 + 16 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 <b>Whirling Flail</b> • <b>At-Will</b>	
Effect: Arturas used <i>dread flail</i> twice.	
M <b>Shadow Contamination</b> • <b>Recharge 5-6</b>	
Attack: Melee 1; +19 vs. Will	
Hit: 4d8 + 19 cold and necrotic damage, ongoing 10 cold and necrotic damage (save ends), and Arturas pushed the target up to 3 squares. While the target is taking the ongoing damage, any of its allies adjacent to it at the start of its turn take 10 cold and necrotic damage.	
Miss: Half damage.	
<b>MINOR ACTIONS</b>	
Ruby Shroud • <b>Recharge</b> when first bloodied	
Effect: Arturas gains partial concealment until the end of his next turn.	
Skills Arcana +13, History +13, Religion +13	
<b>Str 21 (+13)</b>	<b>Dex 16 (+11) Wis 13 (+9)</b>
<b>Con 15 (+10)</b>	<b>Int 11 (+8) Cha 23 (+14)</b>
<b>Alignment evil Languages Common, Netherese</b>	
<b>Equipment scale armor, flail, symbol of Shar</b>	

<b>Netherese Fireman</b>	<b>Level 16 Soldier Minion</b>
Medium shadow humanoid	XP 35
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +11</b>
<b>AC 31, Fortitude 29, Reflex 27, Will 26</b>	<b>Perception +9</b>
<b>Speed 6; phasing</b>	<b>Darkvision</b>
<b>Immune</b> disease, poison	
<b>TRAITS</b>	
<b>Comrades in Arms</b>	
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 end of its next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Soulbound Short Sword</b> (psychic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 16 psychic damage.	
M <b>Crushing Charge</b> (weapon) • <b>At-Will</b>	
Requirement: The fireman charges and makes this attack at the end of the charge.	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 16 psychic damage and the target is knocked prone.	
M <b>Dogpile</b> • <b>At Will</b>	
Attack: Melee 1 (one prone creature); +19 vs. AC	
Hit: 8 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.		
<b>Skills Athletics +19</b>		
<b>Str 23 (+14)</b>	<b>Dex 13 (+9)</b>	<b>Wis 13 (+9)</b>
<b>Con 20 (+12)</b>	<b>Int 15 (+11)</b>	<b>Cha 12 (+8)</b>
<b>Alignment evil</b>		<b>Languages Common, Netherese,</b>
<b>Equipment short sword, leather armor</b>		
<b>Note:</b> Phantom Brigade Squire reflavored as a Netherse Fireman.		

<b>Shadar-Kai Weaponmaster</b>	<b>Level 16 Skirmisher</b>
Medium shadow humanoid	XP 1,400
<b>HP 148; Bloodied 74</b>	<b>Initiative +16</b>
<b>AC 30, Fortitude 28, Reflex 29, Will 28</b>	<b>Perception +11</b>
<b>Speed 6</b>	<b>Low-light vision</b>
<b>TRAITS</b>	
<b>Weapon Master</b>	
The shadar-kai weapon master is considered to be proficient with all weapons.	
<b>STANDARD ACTIONS</b>	
m <b>Shadar-Kai Short Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage (crit 2d6 + 35)	
r <b>Hurl Weapon</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 5/10 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage; the weaponmaster can use any melee weapon for this attack.	
M <b>Disarming Strike</b> (weapon) • <b>Recharge 5-6</b>	
Attack: Melee 1 (one creature) +19 vs. Reflex	
Hit: 4d8 + 16 damage (crit 2d6 + 48) 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).	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: The shadar-kai weaponmaster teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>My Weapon Now</b> • <b>At-Will</b>	
Trigger: when the shadar-kai weaponmaster successfully catches a weapon a target drops.	
Effect (free): The shadar-kai weaponmaster makes a basic attack with the weapon his target just dropped.	
<b>Skills: Acrobatics +19</b>	
<b>Str 20 (+13)</b>	<b>Dex 23 (+14) Wis 17 (+11)</b>
<b>Con 13 (+9)</b>	<b>Int 11 (+8) Cha 11 (+8)</b>
<b>Alignment unaligned Languages Common, Netherese</b>	
<b>Equipment shadar-kai short sword, leather armor</b>	

## ENCOUNTER 12: ENEMY YACHTS (ADVENTURE LEVEL 14)

<b>2 Deathless Blademasters (S)</b>	<b>Level 16 Soldier</b>
Medium shadow humanoid (shadar-kai)	XP 1,400
<b>HP 143; Bloodied 71</b>	<b>Initiative +13</b>
<b>AC 32, Fortitude 30, Reflex 27, Will 28</b>	<b>Perception +12</b>
<b>Speed 5</b>	Low-light vision
<b>STANDARD ACTIONS</b>	
<b>m Bastard Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 3d8 + 11 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
<b>C Shadow Spiral • Recharge 5 6</b>	
<i>Attack:</i> Close burst 2 (enemies in the burst); +19 vs. Fortitude	
<i>Hit:</i> 3d8 + 11 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
<b>TRIGGERED ACTIONS</b>	
<b>R Life Mark (necrotic) • At-Will</b>	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
<b>Life Transfer • At-Will</b>	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
<b>Skills</b> Athletics +19, Intimidate +13	
<b>Str</b> 22 (+14)	<b>Dex</b> 16 (+11) <b>Wis</b> 19 (+12)
<b>Con</b> 17 (+11)	<b>Int</b> 11 (+8) <b>Cha</b> 11 (+8)
<b>Alignment</b> evil <b>Languages</b> Common, Netherese	
<b>Equipment</b> scale armor, broadsword	

<b>1 Deathless Berserker (B)</b>	<b>Level 16 Brute</b>
Medium shadow humanoid (shadar-kai)	XP 1,400
<b>HP 160; Bloodied 80</b>	<b>Initiative +12</b>
<b>AC 28, Fortitude 30, Reflex 28, Will 27</b>	<b>Perception +11</b>
<b>Speed 6</b>	Low-light vision
<b>TRAITS</b>	
<b>Vital Rage</b>	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
<b>STANDARD ACTIONS</b>	
<b>m War Pick (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 4d6 + 17 damage.	
<b>C Life Cut (weapon) • Recharge</b> if the power misses every target	
<i>Attack:</i> Close burst 1 (enemies in the burst); +21 vs. AC	
<i>Hit:</i> 4d6 + 17 damage.	
<i>Effect:</i> If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
<b>TRIGGERED ACTIONS</b>	
<b>C Bloodied Feast • Encounter</b>	
<i>Trigger:</i> An enemy bloodies the berserker.	
<i>Effect (Immediate Reaction):</i> The berserker shifts up to its speed +2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.	
<b>Skills</b> Athletics +19, Intimidate +13	
<b>Str</b> 22 (+14)	<b>Dex</b> 19 (+12) <b>Wis</b> 16 (+11)
<b>Con</b> 20 (+13)	<b>Int</b> 10 (+8) <b>Cha</b> 11 (+8)
<b>Alignment</b> evil <b>Languages</b> Common, Netherese	
<b>Equipment</b> hide armor, 2 war picks	

2 Deathless Snipers (A)		Level 16 Artillery
Medium shadow humanoid (shadar-kai)		XP 1,400
HP 135; Bloodied 67		Initiative +14
AC 30, Fortitude 27, Reflex 29, Will 28		Perception +13
Speed 6		Low-light vision
TRAITS		
<b>Soul Shot</b>		
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.		
<b>Vital Aim</b>		
When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m <b>Short Sword</b> (weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d8 + 12 damage, and the sniper can shift one square.		
r <b>Longbow</b> (weapon) • At-Will		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 2d12 + 12 damage.		
R <b>Life Pierce</b> (weapon) • Recharge if the power misses		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 4d8 + 14 damage, and the sniper gains 15 temporary hit points.		
TRIGGERED ACTIONS		
R <b>Bloodied Feast</b> • Encounter		
Trigger: An enemy bloodies the sniper.		
Effect (Immediate Reaction): <i>Life pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .		
Skills Acrobatics +19, Athletics +15		
Str 15 (+10)	Dex 23 (+14)	Wis 20 (+13)
Con 18 (+12)	Int 11 (+8)	Cha 12 (+9)
Alignment evil		Languages Common, Netherese
Equipment arrow x40, chainmail, longbow, longsword		

1 Deathless Mage (C)		Level 16 Controller (Leader)
Medium shadow humanoid (shadar-kai)		XP 1,400
HP 126; Bloodied 63		Initiative +10
AC 30, Fortitude 28, Reflex 27, Will 30		Perception +8
Speed 6		Low-light vision
TRAITS		
<b>O Sapping Shadows</b> • Aura 3		
When a slowed enemy ends its turn in the aura, it takes 10 damage and the mage gains 10 temporary hit points.		
STANDARD ACTIONS		
m <b>Sickle</b> (fear, weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d8 + 11 damage, and the mage pushes the target up to 2 squares.		
C <b>Shadestorm</b> • At-Will		
Attack: Close blast 3 (enemies in the blast); +19 vs. Reflex		
Hit: 3d6 + 8 damage, and the target is slowed until the end of the mage's next turn.		
R <b>Life Siphon</b> • Recharge if the power misses		
Attack: Ranged 3 (one creature); +19 vs. Will		
Hit: 3d8 + 11 damage, and ongoing 10 damage (save ends). Until the target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.		
MOVE ACTIONS		
<b>Shadow Jaunt</b> (teleportation) • Encounter		
Effect: The controller teleports 3 squares and becomes insubstantial until the start of her next turn.		
MINOR ACTIONS		
<b>Life Transfer</b> • At-Will		
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.		
Skills Arcana +17, Intimidate +20		
Str 11 (+8)	Dex 14 (+10)	Wis 11 (+8)
Con 20 (+13)	Int 18 (+12)	Cha 24 (+15)
Alignment evil		Languages Common, Netherese
Equipment: chainmail, sickle		

## ENCOUNTER 13: AHEAD OF THE TROOPS (ADVENTURE LEVEL 14)

2 Ironwing Kir-Lanans (I)		Level 14 Skirmisher
Medium shadow humanoid		XP 1,000
HP 140; Bloodied 70		Initiative +15
AC 28, Fortitude 26, Reflex 26, Will 23		Perception +11
Speed 6, fly 8		Darkvision
Vulnerable 10 radiant		
STANDARD ACTIONS		
m <b>Claw • At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d6 + 12 damage.		
R <b>Enfeebling Strike (necrotic) • At-Will</b>		
Attack: Ranged 10 (one creature); +17 vs. Fortitude		
Hit: 3d6 + 12 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).		
M <b>Crashing Glide • At-Will</b>		
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 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 35 hit points.		
Skills Athletics +16, Stealth +20		
Str 23 (+13)	Dex 22 (+13)	Wis 18 (+11)
Con 20 (+12)	Int 10 (+7)	Cha 15 (+9)
Alignment evil		Languages Common, Netherese
Note: Re-flavored ironstone gargoyle, changed into kir-lanan.		

99 Recruits on clumsy veserabs (R)		Level 14 Minion Soldier
Medium shadow humanoid		XP -
HP 1; a missed attack never damages a minion		Initiative +9
AC 27, Fortitude 27, Reflex 26, Will 25		Perception +13
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 <b>Strength in Numbers • At-Will</b>		
Effect: The recruit does not flee, yet.		
Str 16 (+10)	Dex 14 (+9)	Wis 12 (+8)
Con 16 (+10)	Int 12 (+8)	Cha 10 (+7)
Alignment neutral scared		Languages Common, Netherese

2 Kir-Lanan Shadow Hurlers (S)		Level 14 Artillery
Medium shadow humanoid		XP 1,000
HP 105; Bloodied 52		Initiative +11
AC 28, Fortitude 24, Reflex 22, Will 22		Perception +15
Speed 6, fly 8		Darkvision
Vulnerable 10 radiant		
TRAITS		
Shadow Defense		
The kir-lanan has resist 10 to all damage from attacks originating at least 5 squares away.		
STANDARD ACTIONS		
m <b>Claw • At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d10 + 8 damage.		
r <b>Hurled Shadow (necrotic) • At-Will</b>		
Attack: Ranged 20 (one creature); +17 vs. Fortitude		
Hit: 3d6 + 12 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).		
A <b>Bursting Shadow (necrotic) • At-Will</b>		
Attack: Area burst 1 within 10 (creatures in the burst); +17 vs. Fortitude		
Hit: 2d8 + 7 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 26 hit points.		
Skills Stealth +18		
Str 22 (+13)	Dex 18 (+11)	Wis 17 (+10)
Con 15 (+9)	Int 10 (+7)	Cha 17 (+10)
Alignment evil		Languages Common, Netherese
Note: Re-flavored gargoyle rock hurler, changed into kir-lanan.		

2 Netherese Artillery		Level 16 Artillery
Large natural animate (construct)		XP 1,400
HP 117; Bloodied 58		Initiative +13
AC 28, Fortitude 27, Reflex 28, Will 25		Perception +10
Speed 0		low-light vision
Immune charm, disease, fear, poison, sleep; Resist 10 all		
STANDARD ACTIONS		
r <b>Arcane Bolt (force) • At-Will</b>		
Attack: Ranged 20/40 (one creature); +21 vs. Reflex. This attack does not provoke opportunity attacks.		
Hit: 3d8 + 11 force damage.		
A <b>Lightning Burst (lightning) • At-Will</b>		
Attack: Area burst 2 within 15 (creatures in burst); +21 vs. Reflex		
Hit: 3d6 + 8 lightning damage.		
Str 19 (+11)	Dex 20 (+12)	Wis 14 (+9)
Con 15 (+9)	Int 3 (+3)	Cha 6 (+5)
Alignment unaligned		Languages none
Equipment none		

## ENCOUNTER 14: SWARMS OF DARKNESS (ADVENTURE LEVEL 14)

2 Sword Wraiths	Level 15 Lurker
Medium shadow humanoid (undead)	XP 1,200
<b>HP</b> 114; <b>Bloodied</b> 57	<b>Initiative</b> +18
<b>AC</b> 28, <b>Fortitude</b> 27, <b>Reflex</b> 28, <b>Will</b> 29	<b>Perception</b> +13
<b>Speed</b> 0, fly 8 (hover)	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 20 necrotic; <b>Vulnerable</b> 10 radiant	
<b>STANDARD ACTIONS</b>	
<b>Combat Advantage</b> (necrotic)	
The sword wraith deals 3d6 extra necrotic damage against any creature granting combat advantage to it.	
<b>Insubstantial</b>	
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.	
<b>Spawn Wraith</b>	
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.	
<b>STANDARD ACTIONS</b>	
m <b>Shadow Sword</b> (necrotic) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +18 vs. Reflex	
<i>Hit:</i> 3d6 + 13 necrotic damage, and the wraith is invisible to the target until the end of the wraith's next turn.	
<b>MOVE ACTIONS</b>	
<b>Shadow Glide</b> • <b>Encounter</b>	
<i>Effect:</i> The wraith shifts up to 6 squares.	
<b>TRIGGERED ACTIONS</b>	
M <b>Death Strike</b> (necrotic) • <b>Encounter</b>	
<i>Trigger:</i> The wraith drops to 0 hit points.	
<i>Effect (No Action):</i> The wraith shifts 4 squares and makes a melee basic attack, dealing 3d6 extra necrotic damage on a hit.	
<b>Skills</b> Stealth +19	
<b>Str</b> 14 (+9)	<b>Dex</b> 24 (+14) <b>Wis</b> 12 (+8)
<b>Con</b> 18 (+11)	<b>Int</b> 11 (+7) <b>Cha</b> 24 (+14)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Netherese	

6 Shattered Wraiths	Level 15 Minion Lurkers
Medium shadow humanoid (undead)	XP 300
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +17
<b>AC</b> 30, <b>Fortitude</b> 24, <b>Reflex</b> 28, <b>Will</b> 27	<b>Perception</b> +9
<b>Speed</b> 0, fly 8 (hover); phasing	Darkvision
<b>STANDARD ACTIONS</b>	
m <b>Shatter Touch</b> (necrotic) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +20 vs. AC	
<i>Hit:</i> 7 necrotic damage, and the target gains vulnerable necrotic 5.	
<b>MOVE ACTIONS</b>	
<b>Shadow Glide</b> • <b>Encounter</b>	
<i>Effect:</i> The wraith shifts up to 6 squares.	
<b>Str</b> 4 (+4)	<b>Dex</b> 23 (+13) <b>Wis</b> 15 (+9)
<b>Con</b> 15 (+9)	<b>Int</b> 6 (+5) <b>Cha</b> 20 (+12)
<b>Alignment</b> chaotic evil <b>Languages</b> -	

2 Oblivion Wraiths	Level 15 Brute
Large shadow humanoid (undead)	XP 1,200
<b>HP</b> 176; <b>Bloodied</b> 88	<b>Initiative</b> +13
<b>AC</b> 27, <b>Fortitude</b> 26, <b>Reflex</b> 28, <b>Will</b> 25	<b>Perception</b> +7
<b>Speed</b> 0, fly 6 (hover), phasing	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic; <b>Vulnerable</b> 10 radiant	
<b>TRAITS</b>	
O <b>Nihil</b> (necrotic) • <b>Aura</b> 2	
Any enemy that starts its turn in the aura takes 10 necrotic damage.	
<b>Insubstantial</b>	
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.	
<b>Spawn Wraith</b>	
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.	
<b>STANDARD ACTIONS</b>	
m <b>Nihil Strike</b> (necrotic) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +18 vs. Reflex	
<i>Hit:</i> 3d12 + 9 necrotic damage.	
M <b>Obliviate</b> (necrotic) • <b>Recharge</b> 5-6	
<i>Attack:</i> Melee 1 (one creature); +18 vs. Reflex	
<i>Hit:</i> 3d12 + 5 necrotic damage, and the target takes ongoing 10 necrotic damage and a -2 penalty to saving throws (save ends both).	
<b>TRIGGERED ACTIONS</b>	
C <b>Death Blast</b> (necrotic) • <b>Encounter</b>	
<i>Trigger:</i> The wraith drops to 0 hit points.	
<i>Attack (Free Action):</i> Close blast 3 (enemies in the blast); +18 vs. Fortitude	
<i>Hit:</i> The target loses two healing surges.	
<i>Miss:</i> The target loses one healing surge	
<b>Skills</b> Stealth +18	
<b>Str</b> 20 (+12)	<b>Dex</b> 23 (+13) <b>Wis</b> 10 (+7)
<b>Con</b> 16 (+10)	<b>Int</b> 10 (+7) <b>Cha</b> 18 (+11)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Netherese	

<b>1 Black Cloud</b>	<b>Level 15 Artillery</b>
Medium natural magical beast (undead)	XP 1,200
<b>HP</b> 111; <b>Bloodied</b> 55	<b>Initiative</b> +12
<b>AC</b> 26, <b>Fortitude</b> 25, <b>Reflex</b> 26, <b>Will</b> 27	<b>Perception</b> +10
<b>Speed</b> 6, fly 6 (hover)	<b>Darkvision</b>
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic, 5 lightning, 5 thunder, half damage from melee and ranged attacks; <b>Vulnerable</b> 10 radiant, 10 against close and area attacks.	
<b>TRAITS</b>	
<b>Squeezing Swarm</b>	
By altering its shape the black cloud can squeeze through small openings as though it were a tiny creature.	
<b>STANDARD ACTIONS</b>	
<b>m Corrupting Touch</b> (necrotic) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +18 vs. Fortitude	
<i>Hit:</i> 3d6 + 13 necrotic damage.	
<b>R Black Lightning</b> (lightning, necrotic) • <b>At-Will</b>	
<i>Attack:</i> Ranged 10 (one creature); +22 vs. AC	
<i>Hit:</i> 3d6 + 13 lightning and necrotic damage, or 6d6 + 13 lightning and necrotic damage if the target is bloodied.	
<b>A Crushing Thunder</b> (necrotic, thunder) • <b>At-Will</b>	
<i>Attack:</i> Area burst 1 within 10 (creatures in the burst); +20 vs. Reflex	
<i>Hit:</i> 2d8 + 8 necrotic and thunder damage.	
<b>MINOR ACTIONS</b>	
<b>R Horrific Visage</b> (fear) • <b>Recharge</b> 4-6	
<i>Attack:</i> Ranged 10 (one creature); +20 vs. Will	
<i>Hit:</i> The target cannot attack the black cloud until the end of its next turn and is immobilized (save ends).	
<b>Skills</b> Arcana +21, History +21, Religion +21	
<b>Str</b> 14 (+9)	<b>Dex</b> 16 (+10) <b>Wis</b> 14 (+9)
<b>Con</b> 20 (+12)	<b>Int</b> 26 (+15) <b>Cha</b> 15 (+9)
<b>Alignment</b> unaligned	<b>Languages</b> none
<b>Equipment</b> none	

## ENCOUNTER 15: SHADY HARRIERS (ADVENTURE LEVEL 14)

2 Brutal Darkbleeders (W)	Level 15 Brute
Large shadow magical beast	XP 800
<b>HP 178; Bloodied 89</b>	<b>Initiative +12</b>
<b>AC 28, Fortitude 29, Reflex 27, Will 26</b>	<b>Perception +10</b>
<b>Speed 6, Fly 6 (hover)</b>	Darkvision
<b>Resist 10 necrotic and 10 psychic</b>	
TRAITS	
O <b>Chill of Night • Aura 1</b>	
Any enemy in the aura at the start of its turn takes 5 necrotic damage.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Reach 2 (one creature); +18 vs. AC	
Hit: 3d6 + 9 damage.	
M <b>Darkbleeder Fury • At-Will</b>	
Effect: The darkbleeder makes two claw attacks, or three claw attacks at -2 to each attack roll.	
C <b>Lashing Tentacles (necrotic) • Recharge 4-6</b>	
Attack: Close burst 2 (enemies in burst); +16 vs. Reflex	
Hit: 2d8 + 8 necrotic damage (4d8 + 8 necrotic damage against a target the darkbleeder has grabbed), and the target is pulled 2 squares and grabbed (escape DC 22). A darkbleeder can grab up to three targets.	
<b>Str 23 (+13)</b>	<b>Dex 19(+11)</b>
<b>Con 17 (+10)</b>	<b>Int 5 (+4)</b>
	<b>Wis 5 (+4)</b>
	<b>Cha 17 (+10)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> -	

1 Manticore Death Hurler (D)	Level 15 Artillery
Large shadow humanoid	XP 800
<b>HP 120; Bloodied 60</b>	<b>Initiative +13</b>
<b>AC 29, Fortitude 27, Reflex 29, Will 25</b>	<b>Perception +16</b>
<b>Speed 6, fly 8 (hover)</b>	Darkvision
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 +11 damage.	
r <b>Tail Spike • At-Will</b>	
Attack: Ranged 10 (one creature); +22 vs. AC	
Hit: 3d6 +11 damage.	
A <b>Spike Volley (necrotic) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +22 vs. AC	
Hit: 2d8 +8 necrotic damage and the target takes a -2 penalty to attack rolls (save ends).	
<b>Str 21 (+12)</b>	<b>Dex 22 (+13)</b>
<b>Con 16 (+10)</b>	<b>Int 4 (+4)</b>
	<b>Wis 17 (+10)</b>
	<b>Cha 12 (+8)</b>
<b>Alignment</b> unaligned <b>Languages</b> -	

1 Shadow Raven Swarm (D)	Level 15 Elite Skirmisher
Large shadow magical beast(swarm)	XP 1.600
<b>HP 270; Bloodied 135</b>	<b>Initiative +15</b>
<b>AC 30, Fortitude 28, Reflex 28, Will 28</b>	<b>Perception +11</b>
<b>Speed 2, fly 7 (hover)</b>	Darkvision
<b>Immune</b> fear; <b>Resist</b> half damage from melee and ranged attacks;	
<b>Vulnerable</b> 10 damage from close and area attacks.	
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
O <b>Swarm Attack • Aura 1</b>	
Any enemy that ends its turn in the aura takes 10 damage	
<b>Carrion Vigor</b>	
When the swarm starts its turn in the space of a bloodied creature, the swarm can take move actions as minor actions until the end of that turn.	
<b>Swarm</b>	
The swarm can occupy the same space as another creature and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
C <b>Shadow Beaks • At-Will</b>	
Attack: Close burst 1(enemies in the burst); +20 vs. AC	
Hit: 2d8 + 8 damage. If the target is bloodied it is dazed until the end of the next turn.	
MOVE ACTIONS	
C <b>Blinding Murder • At-Will</b>	
Attack: (enemies in the area of the swarm); +18 vs. Fortitude	
Hit: The target grants combat advantage and takes a -2 to attack rolls until the end of its next turn.	
MINOR ACTIONS	
M <b>Pull Down • At-Will</b> 1/round	
Attack: Melee 1 (one creature); +18 vs. Fortitude	
Hit: 2d8 + 8 damage and the target is knocked prone.	
<b>Str 18 (+10)</b>	<b>Dex 21 (+11)</b>
<b>Con 17 (+9)</b>	<b>Int 5 (+3)</b>
	<b>Wis 15 (+8)</b>
	<b>Cha 13 (+7)</b>
<b>Alignment</b> unaligned <b>Languages</b> -	

## ENCOUNTER 16: SHADOW DRAGON (ADVENTURE LEVEL 14)

Adventure Level 16 to 20 only.

## ENCOUNTER VII: REPEL BOARDERS (ADVENTURE LEVEL 14)

Deathless Blademaster (H)		Level 14 Soldier
Medium shadow humanoid (shadar-kai)		XP 1000
HP 127; Bloodied 63		Initiative +12
AC 30, Fortitude 28, Reflex 25, Will 26		Perception +11
Speed 5		Low-light vision
STANDARD ACTIONS		
m <b>Bastard Sword (weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d6 + 12 damage.		
Effect: The target is marked until the end of the blademaster's next turn.		
C <b>Shadow Spiral • Recharge 5 6</b>		
Attack: Close burst 2 (enemies in the burst); +17 vs. Fortitude		
Hit: 3d6 + 12 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).		
Effect: The blademaster can slide each target 1 square.		
TRIGGERED ACTIONS		
C <b>Life Mark (necrotic) • At-Will</b>		
Trigger: An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.		
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.		
Life Transfer • At-Will		
Trigger: The blademaster gains temporary hit points.		
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.		
Skills Athletics +18, Intimidate +12		
Str 22 (+13)	Dex 16 (+10)	Wis 19 (+11)
Con 17 (+10)	Int 11 (+7)	Cha 11 (+7)
Alignment evil		Languages Common, Netherese
Equipment scale armor, broadsword		

Deathless Berserker (V)		Level 14 Brute
Medium shadow humanoid (shadar-kai)		XP 1000
HP 140; Bloodied 70		Initiative +11
AC 26, Fortitude 28, Reflex 26, Will 25		Perception +10
Speed 6		Low-light vision
TRAITS		
Vital Rage		
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m <b>War Pick (weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d8 + 15 damage.		
C <b>Life Cut (weapon) • Recharge if the power misses every target</b>		
Attack: Close burst 1 (enemies in the burst); +19 vs. AC		
Hit: 3d8 + 15 damage.		
Effect: If the berserker hits two or more targets, the berserker gains 20 temporary hit points.		
TRIGGERED ACTIONS		
C <b>Bloodied Feast • Encounter</b>		
Trigger: An enemy bloodies the berserker.		
Effect (Immediate Reaction): The berserker shifts up to its speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.		
Skills Athletics +18, Intimidate +12		

Str 22 (+13)	Dex 19 (+11)	Wis 16 (+10)
Con 20 (+12)	Int 10 (+7)	Cha 11 (+7)
Alignment evil		Languages Common, Netherese
Equipment hide armor, 2 war picks		

Deathless Sniper (S)		Level 14 Artillery
Medium shadow humanoid (shadar-kai)		XP 1000
HP 123; Bloodied 61		Initiative +13
AC 28, Fortitude 25, Reflex 27, Will 26		Perception +12
Speed 6		Low-light vision
TRAITS		
Soul Shot		
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.		
Vital Aim		
When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m <b>Short Sword (weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d6 + 13 damage, and the sniper can shift one square.		
r <b>Longbow (weapon) • At-Will</b>		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 2d10 + 13 damage.		
R <b>Life Pierce (weapon) • Recharge if the power misses</b>		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 3d10 + 13 damage, and the sniper gains 15 temporary hit points.		
TRIGGERED ACTIONS		
R <b>Bloodied Feast • Encounter</b>		
Trigger: An enemy bloodies the sniper.		
Effect (Immediate Reaction): <i>Life pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .		
Skills Acrobatics +18, Athletics +14		
Str 15 (+9)	Dex 23 (+13)	Wis 20 (+12)
Con 18 (+11)	Int 11 (+7)	Cha 12 (+8)
Alignment evil		Languages Common, Netherese
Equipment arrow x40, chainmail, longbow, longsword		

## ENCOUNTER 18: NETHERESE REINFORCEMENTS (ADVENTURE LEVEL 14)

2 Ironwing Kir-Lanans (I) Level 14 Skirmisher	
Medium shadow humanoid	XP 1,000
<b>HP 140; Bloodied 70</b>	<b>Initiative +15</b>
<b>AC 28, Fortitude 26, Reflex 26, Will 23</b>	<b>Perception +11</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
<b>Vulnerable 10 radiant</b>	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
<b>R Enfeebling Strike (necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +17 vs. Fortitude	
Hit: 3d6 + 12 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).	
<b>M Crashing Glide • At-Will</b>	
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.	
<b>MOVE ACTIONS</b>	
<b>Leaping Glide • At-Will</b>	
Effect: The kir-lanan flies 4 squares without provoking opportunity attacks.	
<b>TRIGGERED ACTIONS</b>	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 35 hit points.	
<b>Skills</b> Athletics +16, Stealth +20	
<b>Str 23 (+13)</b>	<b>Dex 22 (+13) Wis 18 (+11)</b>
<b>Con 20 (+12)</b>	<b>Int 10 (+7) Cha 15 (+9)</b>
<b>Alignment</b> evil <b>Languages</b> Common, Netherese	
<b>Note:</b> Reflavored ironstone gargoyle, changed into kir-lanan.	

99 Recruits on clumsy veserabs (R) Level 14 Minion Soldier	
Medium shadow humanoid	XP -
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +9</b>
<b>AC 27, Fortitude 27, Reflex 26, Will 25</b>	<b>Perception +13</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>By The Skin Of Their Teeth</b>	
Whenever an enemy kills a recruit they gain a +2 power bonus to their next skill check to scare away the recruits.	
<b>STANDARD ACTIONS</b>	
<b>m Strength in Numbers • At-Will</b>	
Effect: The recruit does not flee, yet.	
<b>Str 16 (+10)</b>	<b>Dex 14 (+9) Wis 12 (+8)</b>
<b>Con 16 (+10)</b>	<b>Int 12 (+8) Cha 10 (+7)</b>
<b>Alignment</b> neutral scared <b>Languages</b> Common, Netherese	

2 Kir-Lanan Shadow Hurlers (S) Level 14 Artillery	
Medium shadow humanoid	XP 1,000
<b>HP 105; Bloodied 52</b>	<b>Initiative +11</b>
<b>AC 28, Fortitude 24, Reflex 22, Will 22</b>	<b>Perception +15</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
<b>Vulnerable 10 radiant</b>	
<b>TRAITS</b>	
<b>Shadow Defense</b>	
The kir-lanan has resist 10 to all damage from attacks originating at least 5 squares away.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d10 + 8 damage.	
<b>r Hurling Shadow (necrotic) • At-Will</b>	
Attack: Ranged 20 (one creature); +17 vs. Fortitude	
Hit: 3d6 + 12 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).	
<b>A Bursting Shadow (necrotic) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +17 vs. Fortitude	
Hit: 2d8 + 7 necrotic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends).	
Miss: Half damage.	
<b>TRIGGERED ACTIONS</b>	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 26 hit points.	
<b>Skills</b> Stealth +18	
<b>Str 22 (+13)</b>	<b>Dex 18 (+11) Wis 17 (+10)</b>
<b>Con 15 (+9)</b>	<b>Int 10 (+7) Cha 17 (+10)</b>
<b>Alignment</b> evil <b>Languages</b> Common, Netherese	
<b>Note:</b> Reflavored gargoyle rock hurler, changed into kir-lanan.	

## ENCOUNTER 20: TAKING THE FIGHT TO THE ENEMY (AL 14)

<b>Captain XXX</b>	<b>Level 14 Elite Soldier (Leader)</b>	
Medium shadow humanoid (shadar-kai)	XP 2,000	
<b>HP 276; Bloodied 142</b>	<b>Initiative +11</b>	
<b>AC 30, Fortitude 28, Reflex 27, Will 29</b>	<b>Perception +12</b>	
<b>Speed 5</b>	Low-Light vision	
<b>Saving throws +2; Action Points 1</b>		
<b>TRAITS</b>		
O <b>Deathshadow Fervor • Aura 5</b>		
Whenever an ally in the aura scores a critical hit against an enemy, that enemy takes 10 extra damage and is also dazed (save ends).		
<b>STANDARD ACTIONS</b>		
m <b>Halberd (weapon) • At-Will</b>		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 2d10 + 11 damage.		
Effect: Captain marks the target until the end of his next turn.		
M <b>Double Attack • At-Will</b>		
Effect: Captain uses <i>halberd</i> twice.		
C <b>Sundering Sweep (weapon) • Recharge 5-6</b>		
Attack: Close burst 2 (enemies in the burst); +19 vs. AC		
Hit: 3d10 + 8 damage, the target is knocked prone and takes a -2 penalty to AC (save ends).		
<b>MOVE ACTIONS</b>		
<b>Shadow Jaunt (teleportation) • Encounter</b>		
Effect: The captain teleports 3 squares and becomes insubstantial until the start of its next turn.		
<b>TRIGGERED ACTIONS</b>		
<b>Deathtrap • At-Will</b>		
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.		
<b>Skills</b> Diplomacy +16, Intimidate +16		
<b>Str 20 (+12)</b>	<b>Dex 16 (+10)</b>	<b>Wis 21 (+12)</b>
<b>Con 18 (+10)</b>	<b>Int 15 (+9)</b>	<b>Cha 18 (+11)</b>
<b>Alignment</b> evil		
<b>Languages</b> Common, Netherese		
<b>Equipment</b> chainmail, halberd		
Source: Samminel renamed to captain.		

Add the following for Brirgund:

<b>TRAITS</b>
O <b>Vicious Aura • Aura 1</b>
An enemy that starts its turn within the aura and moves takes 10 damage.

Add the following for Sondhas:

<b>STANDARD ACTIONS</b>
C <b>Come and Get It (weapon) • Recharge 5-6</b>
Attack: Close burst 3 (enemies in the burst); +17 vs. Will
Hit: 2d8 + 7 damage, the target is pulled 2 squares adjacent to Sondhas and dazed (save ends).
Effect: The target is marked.

Add the following for Thendos:

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

<b>Phantom Brigade Squire</b>	<b>Level 14 Minion Soldier</b>	
Medium shadow humanoid (human)	XP 250	
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +10</b>	
<b>AC 30, Fortitude 28, Reflex 26, Will 25</b>	<b>Perception +8</b>	
<b>Speed 6</b>		
<b>TRAITS</b>		
<b>Unrelenting Brigade</b>		
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.		
<b>STANDARD ACTIONS</b>		
m <b>Short Sword (weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 12 damage.		
r <b>Crossbow (weapon) • At-Will</b>		
Attack: Ranged 10 (one creature); +19 vs. AC		
Hit: 12 damage.		
<b>TRIGGERED ACTIONS</b>		
<b>Shielding Martyr • At-Will</b>		
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.		
<b>Str 19 (+11)</b>	<b>Dex 12 (+8)</b>	<b>Wis 12 (+8)</b>
<b>Con 16 (+10)</b>	<b>Int 14 (+9)</b>	<b>Cha 11 (+7)</b>
<b>Alignment</b> evil		
<b>Languages</b> Common, Netherese		
<b>Equipment</b> short sword, crossbow, hide armor.		
Source: Phantom Brigade squire, removed the undead trait and psychic damage.		

<b>Raven Roost Outlaw Veteran</b>	<b>Level 14 Brute</b>	
Medium natural humanoid (human)	XP 1,000	
<b>HP 170; Bloodied 85</b>	<b>Initiative +10</b>	
<b>AC 26, Fortitude 28, Reflex 26, Will 24</b>	<b>Perception +9</b>	
<b>Speed 6</b>		
<b>STANDARD ACTIONS</b>		
m <b>Bastard Sword (weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d10 + 9 damage.		
M <b>Mighty Blow (weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d10 + 9 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.		
M <b>Swath of Death • Recharge</b> if either attack misses		
Effect: The veteran uses <i>mighty blow</i> twice.		
<b>MINOR ACTIONS</b>		
M <b>Forceful Shove • At-Will</b>		
Attack: Melee 1 (one creature); +17 vs. Fortitude		
Hit: The veteran pushes the target 2 square.		
<b>Skills</b> Athletics +18, Stealth +15		
<b>Str 23 (+13)</b>	<b>Dex 17 (+10)</b>	<b>Wis 14 (+9)</b>
<b>Con 20 (+12)</b>	<b>Int 7 (+5)</b>	<b>Cha 10 (+7)</b>
<b>Alignment</b> evil		
<b>Languages</b> Common, Netherese		
<b>Equipment</b> studded leather, bastard sword		

## ENCOUNTER 21: BESIEGED (ADVENTURE LEVEL 14)

<b>3 Netherese Blademasters (S)</b>	<b>Level 15 Soldier</b>
Medium shadow humanoid (shadar-kai)	XP 1,200
<b>HP 145; Bloodied 72</b>	<b>Initiative +12</b>
<b>AC 31, Fortitude 29, Reflex 26, Will 27</b>	<b>Perception +11</b>
<b>Speed 5</b>	Low-light vision
<b>STANDARD ACTIONS</b>	
m <b>Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d10 + 12 damage.	
Effect: The target is marked until the end of the blademaster's next turn.	
C <b>Shadow Spiral • Recharge 5-6</b>	
Attack: Close burst 2 (enemies in the burst); +18 vs. Fortitude	
Hit: 2d10 + 12 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
Effect: The blademaster can slide each target 1 square.	
<b>MOVE ACTIONS</b>	
Shadow Jaunt (teleportation) • Encounter	
Effect: The blademaster teleports 3 squares and becomes insubstantial until the start of her next turn.	
<b>TRIGGERED ACTIONS</b>	
C <b>Life Mark (necrotic) • At-Will</b>	
Trigger: An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 5 necrotic damage and the blademaster gains 10 temporary hit points.	
Life Transfer • At-Will	
Trigger: The blademaster gains temporary hit points.	
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +18, Intimidate +12	
Str 22 (+13)	Dex 16 (+10) Wis 19 (+11)
Con 17 (+10)	Int 11 (+7) Cha 11 (+7)
Alignment evil Languages Common, Netherese	
Equipment: scale armor, broadsword	

<b>1 Deathless Mage (C)</b>	<b>Level 15 Controller (Leader)</b>
Medium shadow humanoid (shadar-kai)	XP 1,200
<b>HP 118; Bloodied 59</b>	<b>Initiative +9</b>
<b>AC 29, Fortitude 27, Reflex 26, Will 29</b>	<b>Perception +7</b>
<b>Speed 6</b>	Low-light vision
<b>TRAITS</b>	
O <b>Sapping Shadows • Aura 3</b>	
When a slowed enemy ends its turn in the aura, it takes 5 damage and the mage gains 5 temporary hit points.	
<b>STANDARD ACTIONS</b>	
m <b>Sickle (fear, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage, and the mage pushes the target up to 2 squares.	
C <b>Shadestorm • At-Will</b>	
Attack: Close blast 3 (enemies in the blast); +18 vs. Reflex	
Hit: 2d8 + 8 damage, and the target is slowed until the end of the mage's next turn.	
R <b>Life Siphon • Recharge</b> if the power misses	
Attack: Ranged 3 (one creature); +18 vs. Will	
Hit: 3d6 + 13 damage, and ongoing 10 damage (save ends). Until the	

target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.
<b>MOVE ACTIONS</b>
Shadow Jaunt (teleportation) • Encounter
Effect: The controller teleports 3 squares and becomes insubstantial until the start of her next turn.
<b>MINOR ACTIONS</b>
Life Transfer • At-Will
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.
Skills Arcana +16, Intimidate +19
Str 11 (+7) Dex 14 (+9) Wis 11 (+7)
Con 20 (+12) Int 18 (+11) Cha 24 (+14)
Alignment evil Languages Common, Netherese
Equipment: chainmail, sickle

<b>Silt Elemental</b>	<b>Level 15 Skirmisher</b>
Large shadow beast	XP 1,200
<b>HP 119; Bloodied 59</b>	<b>Initiative +13</b>
<b>AC 29, Fortitude 28, Reflex 27, Will 25</b>	<b>Perception +9</b>
<b>Speed 8</b>	Tremorsense 5
<b>TRAITS</b>	
Incoherent Form	
A silt elemental takes half damage from melee and ranged attacks. Whenever a silt elemental takes force damage, it takes full damage from the attack, even if it is from a melee or ranged attack.	
Silt Stride	
A silt elemental can walk on silt as though it were solid ground.	
<b>STANDARD ACTIONS</b>	
m <b>Silt Fist • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage, plus an additional 2d6 damage if the target is slowed or immobilized.	
M <b>Pound to the Ground • Encounter</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 4d8 + 15 damage and the target is knocked prone and immobilized.	
Miss: Half damage and the target is knocked prone.	
C <b>Silt Swipe • Recharge 6</b>	
Attack: Close blast 3 (enemies in blast); +20 vs. AC	
Hit: 2d8 + 12 damage, and the target is immobilized until the end of the silt elemental's next turn.	
<b>MOVE ACTIONS</b>	
Silt Shift • At-Will	
Effect: The silt elemental shifts 3 squares, and can shift through enemies' spaces. The first time during this shift that the silt elemental enters an enemy's space, that enemy takes 5 damage and is slowed until the end of the silt elemental's next turn.	
Str 16 (+10)	Dex 18 (+11) Wis 15 (+9)
Con 20 (+12)	Int 4 (+4) Cha 6 (+4)
Alignment unaligned Languages Primordial	