

ADCP5-2 R2

BEST DEFENSE

ROUND 2: AL 16

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/dnd, and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2013 Wizards of the Coast LLC

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

ENCOUNTER 1: REIGN OF FIRE (ADVENTURE LEVEL 16)

2 Netherese Snipers (S)		Level 18 Artillery
Medium shadow humanoid (shadar-kai)		XP 2,000
HP 153; Bloodied 76		Initiative +15
AC 32, Fortitude 29, Reflex 31, Will 30		Perception +14
Speed 6		Low-light vision
TRAITS		
Soul Shot		
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.		
Vital Aim		
When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 2d8 + 15 damage, and the sniper can shift 1 square.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +25 vs. AC		
Hit: 3d10 + 12 damage.		
R Life Pierce (weapon) • Recharge if the power misses		
Attack: Ranged 20 (one creature); +25 vs. AC		
Hit: 4d10 + 12 damage, and the sniper gains 20 temporary hit points.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The shadar-kai storm caller teleports 3 squares and becomes insubstantial until the start of her next turn.		
TRIGGERED ACTIONS		
R Bloodied Feast • Encounter		
Trigger: An enemy bloodies the sniper.		
Effect (Immediate Reaction): <i>Life pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .		
Skills Acrobatics +22, Athletics +16, Stealth +17		
Str 15 (+11)	Dex 23 (+15)	Wis 20 (+14)
Con 18 (+13)	Int 11 (+9)	Cha 12 (+10)
Alignment evil Languages Common, Netherese		
Equipment: arrow x40, chainmail, longbow, longsword		
Note: Re-flavored deathless sniper, changed into shadar-kai.		

2 Fire Storm Furies (D)		Level 18 Soldier
Large elemental magical (air, fire)		XP 2,000
HP 171; Bloodied 85		Initiative +14
AC 33, Fortitude 29, Reflex 27, Will 31		Perception +13
Speed 0, fly 8 (hover)		
Immune disease, poison; Resist 30 fire		
TRAITS		
O Painful Flames • Aura 2		
Enemies cannot shift while in the aura.		
STANDARD ACTIONS		
m Burning Cinders (fire) • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 3d8 + 13 fire damage and the target is marked.		
M Flame Whip (fire) • Recharge 5-6		
Attack: Melee 5 (one creature); +21 vs. Fortitude		
Hit: 3d10 + 13 fire damage, and the fury pulls the target up to 4 squares.		
C Flame Burst (fire, teleportation) • At-Will		
Attack: Close burst 2 (enemies in the burst); +21 vs. Reflex		
Hit: 3d6 + 9 fire damage, and the fury teleports to any space within or adjacent to the burst's area of effect.		

TRIGGERED ACTIONS		
M Flaming Rebuke (fire) • At-Will		
Trigger: An enemy marked by the fury makes an attack that doesn't include it as a target.		
Attack (Immediate Interrupt): Melee 2 (the triggering enemy); +23 vs. AC.		
Hit: 3d6 + 9 damage, and the target takes a -2 penalty to attack rolls (save ends).		
Str 17 (+12)	Dex 21 (+14)	Wis 19 (+13)
Con 19 (+13)	Int 6 (+7)	Cha 16 (+12)
Alignment unaligned Languages Primordial		
Note: Windfiery fury and ice archon mixed and re-flavored into a fire creature.		

Flamethrower Trap (F)		Level 18 Blaster
Trap		XP 2,000
Perception		
♦ Automatic detection. The flamethrower trap looks like a large steel bellow on a turret that is part of the wall of the bunker behind it.		
Initiative +14		
Trigger		
It is active at the start of the encounter, but it delays until creatures enter the platform.		
Attack		
Standard Action		Close Blast 1 quadrant
Target: Creatures within quadrant.		
Attack: +21 vs. Reflex		
Hit: 3d6 + 9 fire damage and ongoing 10 fire damage (save ends).		
Miss: Half damage.		
Triggered Action		
Free Action		Close Burst 3
Trigger: The flamethrower is destroyed through another method as self-destruct.		
Target: Creatures within burst.		
Attack: +21 vs. Reflex		
Hit: 3d6 + 9 damage, the target is pushed 3 and takes ongoing 10 fire damage (save ends).		
Miss: Half damage		
Effect: The part of the wall that consists of the flamethrower is destroyed and the area of the burst becomes difficult terrain.		
Countermeasures		
♦ AC 33, Reflex/Fortitude 31, Will -; hit points 180; resist all 5. If destroyed through damage it explodes.		
♦ Adjacent characters on the platform can make a DC 32 Athletics or Thievery check as a <u>move action</u> to try and bend or clog the muzzle. With the first success the trap cease functioning for 1 round. With the second success the flamethrower is destroyed and explodes. A failed check results in immediate automatic hit by the flamethrower.		
♦ Adjacent characters inside the bunker who make a DC 23 Athletics or Thievery check as a <u>minor action</u> can direct the flamethrower to a specific quadrant the next time it fires. The flamethrower can only be directed 1/round.		
♦ Adjacent characters inside the bunker who make a DC 32 Thievery check as a <u>standard action</u> can disable the self-destruct function and shut down the flamethrower for the time being.		

ENCOUNTER 2: SHADOW'S DEN (ADVENTURE LEVEL 16)

2 Ironwing Kir-Lanans (I)	Level 16 Skirmisher
Medium shadow humanoid	XP 1,400
HP 156; Bloodied 78	Initiative +16
AC 30, Fortitude 28, Reflex 28, Will 28	Perception +12
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
R Enfeebling Strike (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Fortitude	
Hit: 3d8 + 11 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).	
M Crashing Glide • At-Will	
Attack: The kir-lanan shifts 6 squares and uses <i>claw</i> against two different targets at any point during the shift. When an attack hits, the kir-lanan slides the target 3 square and knocks it prone.	
MOVE ACTIONS	
Leaping Glide • At-Will	
Effect: The kir-lanan moves flies 4 squares without provoking opportunity attacks.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 39 hit points.	
Skills Athletics +17, Stealth +21	
Str 23 (+14)	Dex 22 (+14) Wis 18 (+12)
Con 20 (+13)	Int 10 (+8) Cha 15 (+10)
Alignment evil	Languages Common, Netherese
Note: Reflavored ironstone gargoyle, changed into kir-lanan.	
5+ Obsidian Kir-Lanans (O)	
Level 16 Minion Soldier	
Medium shadow humanoid	XP 350
HP 1; a missed attack never damages a minion	Initiative +12
AC 32, Fortitude 30, Reflex 27, Will 26	Perception +11
Speed 6, fly 8	Darkvision
TRAITS	
Cruel Claw	
Whenever an enemy leaves a square adjacent to the kir-lanan, that enemy takes 8 damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 14 damage.	
Skills Athletics +18, Stealth +17	
Str 20 (+13)	Dex 15 (+10) Wis 16 (+11)
Con 15 (+10)	Int 8 (+7) Cha 11 (+8)
Alignment evil	Languages Common, Netherese
Note: Reflavored obsidian gargoyle.	
2 Kir-Lanan Shadow Hurlers (S)	
Level 16 Artillery	
Medium shadow humanoid	XP 1,400
HP 117; Bloodied 58	Initiative +12
AC 30, Fortitude 26, Reflex 24, Will 24	Perception +16
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
TRAITS	
Shadow Defense	
The kir-lanan has resist 10 to all damage from attacks originating at least 5 squares away.	

STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d10 + 10 damage.		
R Hurling Shadow (necrotic) • At-Will		
Attack: Ranged 20 (one creature); +19 vs. Fortitude		
Hit: 3d8 + 11 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).		
A Bursting Shadow (necrotic) • At-Will		
Attack: Area burst 1 within 10 (creatures in the burst); +19 vs. Fortitude		
Hit: 3d6 + 8 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 29 hit points.		
Skills Stealth +19		
Str 22 (+14)	Dex 18 (+12)	Wis 17 (+11)
Con 15 (+10)	Int 10 (+8)	Cha 17 (+11)
Alignment evil	Languages Common, Netherese	
Note: Reflavored gargoyle rock hurler, changed into kir-lanan.		

2 Horned Kir-Lanans (H)	Level 16 Brute	
Medium shadow humanoid	XP 1,400	
HP 191; Bloodied 95	Initiative +13	
AC 28, Fortitude 30, Reflex 27, Will 27	Perception +18	
Speed 6, fly 8	Darkvision	
Vulnerable 10 radiant		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d10 + 13 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); +22 vs. AC		
Hit: 2d12 + 13 damage, and the target is grabbed (escape DC 22) and takes ongoing 10 damage until the grab ends.		
R Enfeebling Strike (necrotic) • At-Will		
Attack: Ranged 10 (one creature); +19 vs. Fortitude		
Hit: 3d8 + 11 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).		
MOVE ACTIONS		
Skewering Drag • At-Will		
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The kir-lanan takes necrotic damage.		
Effect (Immediate Reaction): The kir-lanan heals 47 hit points.		
Skills Stealth +20		
Str 26 (+16)	Dex 20 (+13)	Wis 20 (+13)
Con 21 (+13)	Int 10 (+8)	Cha 15 (+10)
Alignment evil	Languages Common, Netherese	
Note: Reflavored hornstone gargoyle, changed into kir-lanan.		

ENCOUNTER 3: THROUGH THE ROOF (ADVENTURE LEVEL 16)

1 Warped Mage of Sakkors (B)	Level 17 Elite Brute
Large aberrant humanoid	XP 3,200
HP 406; Bloodied 203	Initiative +11
AC 29, Fortitude 29, Reflex 28, Will 27	Perception +11
Speed 6, Climb 4	Blindsight 10
Resist 10 psychic	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Shadow Tentacle • At-Will	
Attack: Melee 3 (one creature); +20 vs. Reflex	
Hit: 4d10 + 9 damage, and the target is grabbed (escape DC 23).	
Whenever a creature attempts to escape the grab and fails, that creature takes 10 damage.	
C Tentacle Lash • At-Will	
Attack: Close blast 3 (enemies in the blast); +20 vs. Reflex	
Hit: 3d10 + 7 damage, and the target falls prone.	
C Psychic Burst (psychic) • At-Will	
Attack: Close burst 2 (enemies in the burst); +20 vs. Will	
Hit: 2d10 + 7 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
C Arcane Release (cold, fire, lightning, thunder) • Encounter	
Trigger: The mage is stunned or drops to 0 hit points.	
Attack (No Action): Close burst 2 (creatures in the burst); +20 vs. Fortitude	
Hit: 2d10 + 13 cold, fire, lightning and thunder damage.	
Miss: Half damage.	
Skills Arcana +18, Dungeoneering +16	
Str 20 (+13)	Dex 16 (+11)
Con 23 (+14)	Wis 16 (+11)
	Cha 3 (+4)
Alignment evil Languages Common, Netherese	

2 Netherese Snipers (A)	Level 17 Artillery
Medium shadow humanoid (shadar-kai)	XP 1,600
HP 126; Bloodied 63	Initiative +14
AC 31, Fortitude 28, Reflex 30, Will 29	Perception +13
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d8 + 14 damage, and the sniper can shift one square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +24 vs. AC	
Hit: 2d10 + 16 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +24 vs. AC	
Hit: 3d10 + 16 damage, and the sniper gains 15 temporary hit points.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The sniper teleports 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
R Bloodied Feast • Encounter	

<i>Trigger:</i> An enemy bloodies the sniper.		
<i>Effect (Immediate Reaction):</i> Life pierce recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.		
Skills Acrobatics +21, Athletics +15, Stealth +16		
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		

2 Netherese Blademasters (S)	Level 17 Soldier	
Medium shadow humanoid (shadar-kai)	XP 1,600	
HP 161; Bloodied 80	Initiative +13	
AC 33, Fortitude 31, Reflex 28, Will 29	Perception +12	
Speed 5	Low-light vision	
STANDARD ACTIONS		
m Bastard Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 2d10 + 14 damage.		
Effect: The target is marked until the end of the blademaster's next turn.		
C Shadow Spiral • Recharge 5-6		
Attack: Close burst 2 (enemies in the burst); +20 vs. Fortitude		
Hit: 2d10 + 14 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).		
Effect: The blademaster can slide each target 1 square.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The blademaster teleports 3 squares and becomes insubstantial until the start of her next turn.		
TRIGGERED ACTIONS		
C Life Mark (necrotic) • At-Will		
Trigger: An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.		
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 5 necrotic damage and the blademaster gains 10 temporary hit points.		
Life Transfer • At-Will		
Trigger: The blademaster gains temporary hit points.		
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.		
Skills Athletics +19, Intimidate +13		
Str 22 (+14)	Dex 16 (+11)	Wis 19 (+12)
Con 17 (+11)	Int 11 (+8)	Cha 11 (+8)
Alignment evil		Languages Common, Netherese
Equipment: scale armor, broadsword		

5+ Shadar-kai Stalkers		Level 17 Minion Lurkers
Medium natural humanoid (human)		XP 400
HP 1; a missed attack never damages a minion		Initiative +17
AC 31, Fortitude 27, Reflex 30, Will 30		Perception +9
Speed 6		Low-light vision
TRAITS		
Stalker Ambush		
When the stalker hits a creature that cannot see it or the stalker is insubstantial the stalker's attack deals 5 extra damage.		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 14 damage.		
R Hand Crossbow (poison, weapon) • At-Will		
Attack: Ranged 10 (one creature); +22 vs. AC		
Hit: 7 damage, and ongoing 7 poison damage (save ends).		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The stalker teleports 3 squares and becomes insubstantial until the start of her next turn.		
Str 16 (+11)	Dex 20 (+13)	Wis 13 (+9)
Con 14 (+10)	Int 16 (+11)	Cha 11 (+8)
Alignment unaligned		Languages Common, Netherese
Equipment longsword, hand crossbow, 20 bolts		

ENCOUNTER 5: TAKING COMMAND (ADVENTURE LEVEL 16)

1 Netherese Mage Captain (M)		Level 16 Elite Controller
Medium natural humanoid (human)		XP 2,800
HP 306; Bloodied 153		Initiative +10
AC 30, Fortitude 26, Reflex 29, Will 28		Perception +11
Speed 6		Low-light vision
Saving Throws +2; Action Points 1		
TRAITS		
Displacement		
The mage's image flickers, making his location hard to pinpoint. This effect lasts until the mage hits a target with an attack. While under this effect, when an attack against the mage hits, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal.		
STANDARD ACTIONS		
m Short Sword (teleportation, weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d6 + 10 damage, and the mage teleports the target 3 squares.		
Miss: The mage can teleport the target 1 square.		
r Misleading Visions (illusion) • At-Will		
Attack: Ranged 10 (one creature); +19 vs. Will		
Hit: 2d10 + 11 damage, and the mage slides the target 4 squares.		
Miss: The mage can slide the target 1 square.		
MR Double Attack • At-Will		
Effect: The mage makes two basic attacks.		
A Visions of Terror (fear, illusion, psychic) • Recharge 5-6		
Attack: Area burst 2 within 10 (enemies in the burst); +19 vs. Will		
Hit: 3d10 + 13 psychic damage, and the target is immobilized (save ends).		
Miss: Half damage, and the target is slowed until the end of the mage's next turn.		
Str 12 (+9)	Dex 14 (+10)	Wis 16 (+11)
Con 17 (+11)	Int 24 (+15)	Cha 21 (+13)
Alignment evil		Languages Common, Netherese
Note: Modified rakshasa mage.		

2 Netherese Captain's Guard (G)		Level 16 Soldier
Medium natural humanoid (human)		XP 1,400
HP 154; Bloodied 77		Initiative +15
AC 32, Fortitude 30, Reflex 28, Will 27		Perception +17
Speed 6		Low-light vision
TRAITS		
Threatening Reach		
The guard can make opportunity attacks against enemies within 2 squares of it.		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 4d10 + 2 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn.		
M Mighty Clout (weapon) • Recharge 5-6		
Attack: Melee 2 (one creature); +19 vs. Fortitude		
Hit: 4d10 + 14 damage, and the guard slides the target 1 square and knocks it prone.		
TRIGGERED ACTIONS		
Heroic Effort • Encounter		
Trigger: The guard misses with an attack or fails a saving throw.		
Effect (No Action): The guard gains a +4 bonus to the triggering roll.		
Str 25 (+15)	Dex 21 (+13)	Wis 19 (+12)
Con 18 (+12)	Int 13 (+9)	Cha 15 (+10)
Alignment unaligned		Languages Common, netherese
Note: Re-flavored goliath king's guard.		

3 Netherese Deathless Sniper		Level 16 Artillery
Medium shadow humanoid		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		
Soul Shot		
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.		
Vital Aim		
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d6 + 12 damage, and the sniper can shift 1 square.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +23 vs. AC		
Hit: 3d10 + 11 damage.		
R Life Pierce (weapon) • Recharge if the power misses		
Effect: The sniper gains 15 temporary hit points.		
Attack: Ranged 20 (one creature); +23 vs. Reflex		
Hit: 3d10 + 15 damage.		
TRIGGERED ACTIONS		
R Bloodied Feast • Encounter		
Trigger: An enemy bloodies the sniper.		
Effect (Immediate Reaction): Life pierce recharges and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.		
Skills Acrobatics +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
Note: Modified deathless sniper.		

ENCOUNTER 6: COUNTER ATTACK (ADVENTURE LEVEL 16)

2 Dire Bulettes (M)		Level 16 Elite Skirmisher	
Huge natural beast		XP 2,800	
HP 318; Bloodied 159		Initiative +16	
AC 31, Fortitude 29, Reflex 27, Will 26		Perception +13	
Speed 8, burrow 8		Darkvision, Tremorsense 20	
Saving Throws +2; Action Points 1			
TRAITS			
Ground Eruption			
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.			
STANDARD ACTIONS			
m Bite (weapon) • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 3d10 + 8 damage, or 5d10 + 8 against a prone target.			
M Leaping Bite • At-Will			
Effect: The bulette jumps up to 7 squares and then uses <i>bite</i> . This movement does not provoke opportunity attack.			
C Rising Burst • At-Will			
Requirement: The bulette must be underground.			
Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.			
Attack: Close burst 3 (creatures in the burst); +21 vs. AC			
Hit: 2d12 + 8 damage.			
Miss: Half damage.			
MOVE ACTIONS			
M Earth Furrow • At-Will			
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.			
Attack: Melee 1 (creature in space); +19 vs. Fortitude			
Hit: The target falls prone.			
Skills Athletics +21, Endurance +19			
Str 26 (+16)	Dex 22 (+14)	Wis 20 (+13)	
Con 23 (+14)	Int 5 (+5)	Cha 10 (+8)	
Alignment unaligned		Languages -	

10 Shadar-kai Stalkers		Level 17 Minion Lurkers	
Medium natural humanoid (human)		XP 400	
HP 1; a missed attack never damages a minion		Initiative +17	
AC 31, Fortitude 27, Reflex 30, Will 30		Perception +9	
Speed 6		Low-light vision	
TRAITS			
Stalker Ambush			
When the stalker hits a creature that cannot see it or the stalker is insubstantial the stalker's attack deals 5 extra damage.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will			
Attack: Melee 1 (one creature); +22 vs. AC			
Hit: 14 damage.			
R Hand Crossbow (poison, weapon) • At-Will			
Attack: Ranged 10 (one creature); +22 vs. AC			
Hit: 7 damage, and ongoing 7 poison damage (save ends).			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter			
Effect: The stalker teleports 3 squares and becomes insubstantial until the start of her next turn.			
Str 16 (+11)	Dex 20 (+13)	Wis 13 (+9)	

Con 14 (+10)	Int 16 (+11)	Cha 11 (+8)
Alignment unaligned		Languages Common, Netherese
Equipment longsword, hand crossbow, 20 bolts		

1 Netherese Grand Vizier		Level 16 Controller (Leader)	
Medium shadow humanoid (shadar-kai)		XP 1,400	
HP 156; Bloodied 78		Initiative +11	
AC 30, Fortitude 28, Reflex 28, Will 30		Perception +13	
Speed 6, teleport 4		Low-light vision	
Resist 15 necrotic			
STANDARD ACTIONS			
m Scepter (weapon) • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 2d10 + 10 damage, and the vizier slides the target 1 square and knocks the target prone.			
R Shadow Bolt (necrotic) • At-Will			
Attack: Ranged 5 (one creature); +19 vs. Reflex			
Hit: 3d10 + 8 necrotic damage, and the target grants combat advantage until the end of the vizier's next turn.			
Word of Command (charm) • At-Will			
Effect: Choose one creature within 5 squares of the vizier. The vizier slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the vizier's choice.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter			
Effect: The vizier teleports 3 squares and becomes insubstantial until the start of her next turn.			
MINOR ACTIONS			
Shadowtaint Enchantment • At-Will			
Effect: One ally within 5 squares of the vizier deals 5 extra necrotic damage with melee attacks until the end of the ally's next turn.			
MOVE ACTIONS			
Tainted Advice • Recharge 5-6			
Trigger: An ally within 10 squares of the vizier misses with an attack roll or fails a skill check.			
Effect (<i>Immediate Interrupt</i>): The triggering ally can reroll the attack roll or the skill check, gaining a +4 bonus to the reroll.			
Skills Bluff +17, Diplomacy +17, Insight +16			
Str 17 (+11)	Dex 16 (+11)	Wis 20 (+13)	
Con 20 (+13)	Int 26 (+16)	Cha 22 (+14)	
Alignment evil		Languages Common, Netherese	
Note: Re-flavored vizier devil.			

ENCOUNTER 7B: SAKKORS (ADVENTURE LEVEL 16)

2 Netherese Serpent Guardian	Level 16 Skirmisher
Medium natural animate (construct, homunculus)	XP 1,400
HP 157; Bloodied 78	Initiative +14
AC 30, Fortitude 29, Reflex 28, Will 26	Perception +15
Speed 7	
Immune disease, poison	
TRAITS	
Combat Advantage	
The serpent deals 4d6 additional damage on attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d6 + 10 damage, and ongoing 10 poison damage (save ends).	
R Poison the Mind (psychic) • At-Will	
Attack: Ranged 10 (one creature); +13 vs. Will	
Hit: 4d6 + 10 psychic damage and target is blinded and slowed (save ends both).	
MOVE ACTIONS	
Evasive Shift • At-Will	
Effect: The serpent shifts 2 squares. Enemies lose combat advantage against the serpent and cannot regain combat advantage against it until the start of its next turn.	
Skills Stealth +17	
Str 17 (+11)	Dex 18 (+12)
Con 21 (+13)	Int 5 (+5)
	Wis 15 (+10)
	Cha 12 (+9)
Alignment unaligned	Languages -
Note: Modified cobalt serpent.	

3 Netherese Runic Statue	Level 16 Brute
Medium natural animate (construct)	XP 1,400
HP 188; Bloodied 94	Initiative +10
AC 28, Fortitude 30, Reflex 26, Will 28	Perception +12
Speed 5	
Immune disease, petrification; Resist 10 poison	
TRAITS	
Runes of Strength	
At the start of the encounter, the statue has one rune of strength. It deals 2d10 extra damage per rune of strength it has.	
STANDARD ACTIONS	
m Stone Fist • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 9 damage, and if the target is adjacent to one of the statue's allies, it is also knocked prone.	
TRIGGERED ACTIONS	
Runic Gift • Encounter	
Trigger: The statue drops to 0 hit points.	
Effect (No Action): The statue is destroyed, and each other runic statue gains an additional rune of strength until the end of the encounter.	
Str 22 (+14)	Dex 14 (+10)
Con 18 (+12)	Int 3 (+3)
	Wis 18 (+12)
	Cha 6 (+6)
Alignment unaligned	Languages -

4 Netherese Dawnkiller	Level 16 Lurker
Medium shadow humanoid	XP 1,400
HP 118; Bloodied 59	Initiative +19
AC 30, Fortitude 28, Reflex 30, Will 27	Perception +17
Speed 7	Low-light vision
TRAITS	
Shadows of Shar (necrotic)	
The dawnkiller deals 5d6 extra necrotic damage on melee attacks against any creature that cannot see it.	
STANDARD ACTIONS	
m Kukri (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d6 + 11 damage, and the target is shrouded in gloom (save ends). While shrouded in gloom, the target takes a -2 penalty to attack rolls and regains only half the normal hit points from healing effects.	
M Shade Strike (necrotic) • At-Will	
Attack: Melee 1 (one enemy shrouded in gloom); +21 vs. AC	
Hit: 4d6 + 9 necrotic damage, and the target is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
Skills Acrobatics +20, Stealth +20	
Str 20 (+13)	Dex 24 (+15)
Con 16 (+11)	Int 14 (+10)
	Wis 18 (+12)
	Cha 11 (+8)
Alignment unaligned	Languages Common, Netherese
Equipment kukri x2, leather armor	
Note: Based on shadar-kai dawnkiller.	

EVENT 1, 2 AND 3 (ADVENTURE LEVEL 16)

EVENT 1: BLOWN AWAY

5 Turrets	Level 16 Minion Blaster
Trap	XP 350
Perception	
♦ Automatic detection	
Initiative automatically first of the round.	
Trigger	
The start of the encounter as long as the Offense Trait has not dropped to 0.	
Attack	
Standard Action	Ranged
Target: One enemy within range.	
Attack: Range 20; +21 vs. AC	
Hit: 12 force damage.	
Countermeasures	
♦ An adjacent character can destroy one turret with a DC 22 Arcana, Athletics, Nature, Religion or Thievery check as a standard action.	
♦ An adjacent character can destroy one turret with a DC 31 Arcana, Athletics, Nature, Religion or Thievery check as a minor action.	
♦ If the check is passed by 5 or more, the character can also damage one of the character's enemies within range as if hit by the turret before it is destroyed.	
♦ If the check fails, the character takes damage as if hit by the turret.	
♦ AC/Reflex 31; Fortitude 29; Hit Points 1; a missed attack never damages a minion.	

EVENT 2: OUT OF HIDING

Shade Sorrow Mage	Level 16 Artillery
Medium shadow humanoid	XP 1,000
HP 116; Bloodied 58	Initiative +13
AC 30, Fortitude 27, Reflex 28, Will 30	Perception +14
Speed 6	Low-light vision
Immune fear; Resist 10 necrotic	
TRAITS	
O Sorrow • Aura 1	
Any enemy in the aura that misses the sorrow mage with an attack is dazed until the end of the enemy's next turn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 6 damage, and the sorrow mage can push the target up to 2 squares.	
r Force Bolt (force, implement) • At-Will	
Special: The attack does not trigger an attack of opportunity.	
Attack: Ranged 20 (one creature); +23 vs. AC	
Hit: 3d10 + 7 force damage, and the target is slowed (save ends). This attack deals 2d6 extra damage against a slowed target.	
A Tears from the Night (fear, implement, radiant) • Encounter	
Attack: Area burst 1 within 10 (enemies in the burst); +21 vs. Will	
Hit: 4d10 + 7 radiant damage, and the target cannot attack (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
One with Shadow • Encounter	
Effect: The shade becomes invisible until the end of its next turn or when it first attacks whichever comes first.	
Skills Arcana +19, Stealth +20	
Str 12 (+9)	Dex 21 (+13) Wis 22 (+14)

Con 14 (+10)	Int 18 (+12)	Cha 24 (+15)
Alignment evil		Languages Common, Netherese
Equipment robes, staff		
Note: Reflavored fallen angel of sorrow, changed into a shade.		

EVENT 3: ASSASSINS

Shadow Puppeteer	Level 16 Lurker
Medium elemental humanoid (demon)	XP 1,400
HP 83; Bloodied 41	Initiative +18
AC 26, Fortitude 27, Reflex 28, Will 28	Perception +10
Speed 8; phasing	Darkvision
Resist insubstantial; Vulnerable 5 radiant	
TRAITS	
Born of Shadows	
The puppeteer can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
m Shadow Touch (necrotic, zone) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 4d6 + 10 necrotic damage, or 4d6 + 14 necrotic damage against a target that cannot see the puppeteer.	
Effect: The puppeteer creates a zone in the target's space and each square adjacent to it. The zone is lightly obscured, and it lasts until the end of the puppeteer's next turn.	
M Shadow Puppet (charm, necrotic) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Will	
Hit: 2d6 + 7 necrotic damage, or 2d6 + 12 necrotic damage against a target that cannot see the puppeteer. The target is dominated until it starts its turn not adjacent to the shadow.	
Skills Stealth +19	
Str 12 (+9)	Dex 22 (+14) Wis 14 (+10)
Con 17 (+11)	Int 12 (+9) Cha 19 (+12)
Alignment evil	
Languages Common, Netherese	