

ADCP5-2

BEST DEFENSE ROUND 2: AL 2 STATS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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

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

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ENCOUNTER 1: REIGN OF FIRE (ADVENTURE LEVEL 2)

2 Netherese Sharpshooters (S)	Level 2 Artillery
Medium natural humanoid (human)	XP 125
HP 31; Bloodied 15	Initiative +5
AC 16, Fortitude 13, Reflex 15, Will 13	Perception +8
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 3 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +9 vs. AC	
Hit: 2d6 + 4 damage.	
MOVE ACTIONS	
Careful Aim • At-Will	
Effect: The sharpshooter chooses an enemy it can see. If it can still see that enemy at the start of its next turn, its crossbow attack power targets the enemy's Reflex, instead of AC, and deals 3 extra damage against it. These benefits last until the end of that turn.	
MINOR ACTIONS	
Archer's Decoy • Recharge when first bloodied	
Effect: The sharpshooter gains a +2 bonus to AC and Reflex until the start of its next turn.	
Skills Stealth +10	
Str 14 (+3)	Dex 19 (+5) Wis 15 (+3)
Con 13 (+2)	Int 10 (+1) Cha 10 (+1)
Alignment evil Languages Common, Netherese	
Equipment studded leather, crossbow, short sword, 20 bolts	
Note: Renamed raven roost sharpshooter.	

2 Magma Claws (D)	Level 2 Brute
Medium elemental magical (earth, fire)	XP 1250
HP 44; Bloodied 22	Initiative +2
AC 14, Fortitude 14, Reflex 12, Will 11	Perception +8
Speed 4 (8 while charging)	
Immune petrification; Resist fire 10	
TRAITS	
Frozen Stupor	
Whenever the magma claw takes cold damage, it is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Claw (fire) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 4 damage plus 1d6 fire damage.	
M Spew Lava (fire) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: The target takes ongoing 5 fire damage and is immobilized (save ends both).	
Skills Endurance +8, Stealth +7	
Str 18 (+5)	Dex 12 (+2) Wis 11 (+1)
Con 14 (+3)	Int 2 (-3) Cha 6 (-1)
Alignment unaligned Languages Primordial	
Note: Modified damage output.	

Flamethrower Trap (F)	Level 2 Blaster
Trap	XP 125
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 +5	
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: +5 vs. Reflex	
Hit: 1d6 + 4 fire damage and ongoing 5 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: +5 vs. Reflex	
Hit: 1d6 + 4 damage, the target is pushed 3 and takes ongoing 5 fire damage (save ends).	
Miss: Half damage	
Effect: The part of the wall that consists of the flamethrower is destroyed and the area of the burst becomes difficult terrain.	
Countermeasures	
♦ AC 17, Reflex/Fortitude 15, Will -; hit points 30; resist all 5. If destroyed through damage it explodes.	
♦ Adjacent characters on the platform can make a DC 20 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 13 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 20 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 2)

2 Horned Kir-Lanans (H)		Level 2 Brute
Medium shadow humanoid		XP 125
HP 47; Bloodied 23		Initiative +4
AC 14, Fortitude 16, Reflex 13, Will 13		Perception +9
Speed 6, fly 8		Darkvision
Vulnerable 5 radiant		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d6 + 5 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); +8 vs. AC		
Hit: 2d8 + 5 damage, and the target is grabbed (escape DC 13) and takes ongoing 5 damage until the grab ends.		
R Enfeebling Strike (necrotic) • At-Will		
Attack: Ranged 10 (one creature); +5 vs. Fortitude		
Hit: 1d8 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).		
MOVE ACTIONS		
Skewering Drag • At-Will		
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The kir-lanan takes necrotic damage.		
Effect (Immediate Reaction): The kir-lanan heals 11 hit points.		
Skills Stealth +11		
Str 22 (+7)	Dex 16 (+4)	Wis 16 (+4)
Con 17 (+4)	Int 10 (+1)	Cha 11 (+1)
Alignment evil		Languages Common, Netherese
Note: Re-flavored hornstone gargoyle, changed into kir-lanan.		

4+ Obsidian Kir-Lanans (O)		Level 2 Minion Soldier
Medium shadow humanoid		XP 31
HP 1; a missed attack never damages a minion		Initiative +5
AC 18, Fortitude 16, Reflex 14, Will 13		Perception +2
Speed 6, fly 8		Darkvision
TRAITS		
Cruel Claw		
Whenever an enemy leaves a square adjacent to the kir-lanan, that enemy takes 1 damage.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 4 damage.		
Skills Athletics +11, Stealth +10		
Str 20 (+6)	Dex 15 (+3)	Wis 16 (+4)
Con 15 (+3)	Int 8 (+0)	Cha 11 (+1)
Alignment evil		Languages Common, Netherese
Note: Re-flavored obsidian gargoyle.		

2 Kir-Lanan Shadow Hurlers (S)		Level 2 Artillery
Medium shadow humanoid		XP 125
HP 33; Bloodied 16		Initiative +5
AC 16, Fortitude 12, Reflex 10, Will 10		Perception +9
Speed 6, fly 8		Darkvision
Vulnerable 5 radiant		
TRAITS		
Shadow Defense		
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d6 + 4 damage.		
r Hurled Shadow (necrotic) • At-Will		
Attack: Ranged 20 (one creature); +7 vs. Fortitude		
Hit: 1d8 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).		
A Bursting Shadow (necrotic) • At-Will		
Attack: Area burst 1 within 10 (creatures in the burst); +5 vs. Fortitude		
Hit: 1d6 + 4 necrotic damage, and the target is slowed (save ends).		
Miss: Half damage.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The kir-lanan takes necrotic damage.		
Effect (Immediate Reaction): The kir-lanan heals 8 hit points.		
Skills Stealth +12		
Str 22 (+7)	Dex 18 (+5)	Wis 17 (+4)
Con 15 (+3)	Int 10 (+1)	Cha 17 (+4)
Alignment evil		Languages Common, Netherese
Note: Re-flavored gargoyle rock hurler, changed into kir-lanan.		

ENCOUNTER 3: THROUGH THE ROOF (ADVENTURE LEVEL 2)

1 Shadar-Kai Dreadnought (B)	Level 3 Elite Brute (Leader)
Large shadow humanoid (shadar-kai)	XP 300
HP 110; Bloodied 55	Initiative +2
AC 15, Fortitude 17, Reflex 13, Will 15	Perception +4
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
O Dreadnought's Wrath • Aura 2	
While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls.	
Staggering Critical	
Whenever the dreadnought scores a critical hit, the target is dazed until the end of the target's next turn.	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d8 + 6 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares adjacent to the target.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai dreadnought teleports 3 squares and becomes insubstantial until the start of her next turn.	
MINOR ACTIONS	
M Low Blow • At-Will 1/round	
Attack: Melee 2 (one creature); +6 vs. Fortitude	
Hit: 2d8 + 6 damage, and the target falls prone.	
R You Fight Now! • Recharge when first bloodied	
Effect: Range 5 (one ally); The target can charge as a free action.	
Skills Acrobatics +4, Athletics +12, Intimidate+6, Stealth +4	
Str 23 (+7)	Dex 13 (+2) Wis 16 (+4)
Con 15 (+3)	Int 10 (+1) Cha 10 (+1)
Alignment evil Languages Common, Netherese	
Equipment studded leather, greatclub	
Note: Re-flavored lizardfolk dreadnought, changed into shadar-kai.	

2 Netherese Grenadiers (A)	Level 3 Controller
Medium natural humanoid (human)	XP 150
HP 45; Bloodied 22	Initiative +5
AC 17, Fortitude 14, Reflex 16, Will 14	Perception +3
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
A Fire Bomb (fire) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +6 vs. Fortitude	
Hit: 1d6 + 5 fire damage, and the target falls prone.	
Miss: Half damage.	
A Smoke Bomb • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +6 vs. Fortitude	
Hit: The target is dazed and takes ongoing 5 damage (save ends both).	
Effect: Squares in the burst are lightly obscured until the end of the encounter.	
A Oil Slick • Encounter	
Attack: Area burst 1 within 5 (creatures in the burst); +6 vs. Reflex	
Hit: The target falls prone.	
Effect: Each target gains vulnerable 5 fire until the end of the encounter.	
MINOR ACTIONS	
Grenadier's Rush • Encounter	
Effect: The grenadier moves up to its speed.	

Skills Athletics +8, Stealth +10		
Str 14 (+3)	Dex 18 (+5)	Wis 15 (+3)
Con 13 (+2)	Int 12 (+2)	Cha 10 (+1)
Alignment evil Languages Common, Netherese		
Equipment 8 fire bombs, flask of oil, smoke bomb, leather armor, short sword		
Note: Renamed raven roost grenadier.		

2 Netherese Soldiers (S)	Level 3 Soldier
Medium natural humanoid (human)	XP 150
HP 45; Bloodied 22	Initiative +7
AC 19, Fortitude 14, Reflex 17, Will 14	Perception +8
Speed 6	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
Effect: The target is marked until the end of the soldier's next turn.	
R Bolt to the Gut (weapon) • Encounter	
Attack: Ranged 5 (one creature); +8 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 2d6 + 4 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
Stand, You Coward • At-Will	
Trigger: An enemy within 5 squares of the soldier and marked by it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Bolt to the gut recharges, and the soldier uses it against the triggering enemy.	
Skills Bluff +9, Intimidate +9, Stealth +10	
Str 16 (+4)	Dex 18 (+5) Wis 15 (+3)
Con 13 (+2)	Int 12 (+2) Cha 16 (+4)
Alignment evil Languages Common, Netherese	
Equipment studded leather, crossbow bolt x10, hand crossbow, rapier	
Note: Renamed raven roost highwayman.	

4+ Human Goons	Level 3 Soldier
Medium natural humanoid (human)	XP 37
HP 1; a missed attack never damages a minion	Initiative +3
AC 16, Fortitude 14, Reflex 12, Will 12	Perception +2
Speed 6	
TRAITS	
Mob Rule	
While at least two other human goons are within 5 squares of the goon, it gains a +2 power bonus to all defenses.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
Str 14 (+3)	Dex 11 (+1) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 13 (+2)
Alignment unaligned Languages Common, Netherese	
Equipment club	

ENCOUNTER 5: TAKING COMMAND (ADVENTURE LEVEL 2)

1 Netherese Mage Captain (M)	Level 2 Elite Controller
Medium natural humanoid (human)	XP 250
HP 82; Bloodied 41	Initiative +3
AC 16, Fortitude 12, Reflex 15, Will 14	Perception +4
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 (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 3 damage, and the mage teleports the target 3 squares.	
Miss: The mage can teleport the target 1 square.	
r Misleading Visions (illusion, psychic) • At-Will	
Attack: Ranged 10 (one creature); +5 vs. Will	
Hit: 1d8 +5 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); +5 vs. Will	
Hit: 2d8 + 7 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 (+2)	Dex 14 (+3)
Con 17 (+4)	Int 24 (+8)
Wis 16 (+4)	Cha 21 (+6)
Alignment evil	
Languages Common, Netherese	
Note: Modified rakshasa mage.	

2 Netherese Captain's Guard (G)	Level 2 Soldier
Medium natural humanoid (human)	XP 125
HP 42; Bloodied 21	Initiative +8
AC 18, Fortitude 16, Reflex 14, Will 13	Perception +10
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); +7 vs. AC	
Hit: 1d8 + 5 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); +5 vs. Fortitude	
Hit: 2d8 + 7 damage, and the guard slides the target 1 square and knocks it prone.	
Str 25 (+8)	Dex 21 (+6)
Con 18 (+5)	Int 13 (+2)
Wis 19 (+5)	Cha 15 (+3)
Alignment unaligned	
Languages Common, Netherese	
Note: Re-flavored goliath king's guard	

2 Netherese Deathless Sniper (S)	Level 2 Artillery
Medium shadow humanoid	XP 125
HP 36; Bloodied 18	Initiative +7
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +6
Speed 6	Low-light vision
TRAITS	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 19-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +9 vs. AC	
Hit: 1d10 + 6 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +9 vs. Reflex	
Hit: 2d10 + 6 damage, and the sniper gains 5 temporary hit points.	
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 +12, Athletics +8	
Str 15 (+3)	Dex 23 (+7)
Con 18 (+5)	Int 11 (+1)
Wis 20 (+6)	Cha 12 (+2)
Alignment evil	
Languages Common, Netherese	
Note: Modified deathless sniper.	

ENCOUNTER 6: COUNTER ATTACK (ADVENTURE LEVEL 2)

2 Bulettes		Level 1 Elite Skirmisher
Large natural beast		XP 100
HP 72; Bloodied 36		Initiative +6
AC 16, Fortitude 14, Reflex 12, Will 11		Perception +3
Speed 6, burrow 6		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); +6 vs. AC		
Hit: 1d6 + 6 damage, or 2d6 + 6 against a prone target.		
M Leaping Bite • At-Will		
Effect: The bulette jumps up to 5 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 2 (creatures in the burst); +6 vs. AC		
Hit: 1d8 + 4 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); +4 vs. Fortitude		
Hit: The target falls prone.		
Skills Athletics +11, Endurance +10		
Str 22 (+6)	Dex 18 (+4)	Wis 16 (+3)
Con 20 (+5)	Int 2 (-4)	Cha 8 (-1)
Alignment unaligned Languages -		

8 Netherese Goons		Level 3 Soldier
Medium natural humanoid (human)		XP 37
HP 1; a missed attack never damages a minion		Initiative +3
AC 16, Fortitude 14, Reflex 12, Will 12		Perception +2
Speed 6		
TRAITS		
Mob Rule		
While at least two other human goons are within 5 squares of the goon, it gains a +2 power bonus to all defenses.		
STANDARD ACTIONS		
m Club (weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 5 damage.		
Str 14 (+3)	Dex 11 (+1)	Wis 12 (+2)
Con 12 (+2)	Int 9 (+0)	Cha 13 (+2)
Alignment unaligned Languages Common, Netherese		
Equipment club		

1 Netherese Vizier		Level 2 Controller (Leader)
Medium shadow humanoid (shadar-kai)		XP 100
HP 40; Bloodied 20		Initiative +2
AC 16, Fortitude 14, Reflex 14, Will 16		Perception +4
Speed 6		Low-light vision
STANDARD ACTIONS		
m Scepter (weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage, and the vizier slides the target 1 square.		
R Shadow Bolt (necrotic) • At-Will		
Attack: Ranged 5 (one creature); +5 vs. Reflex		
Hit: 1d10 + 4 necrotic damage, and the target grants combat advantage until the end of the vizier's next turn.		
Word of Command • At-Will		
Effect: Choose one ally within 5 squares of the vizier. The vizier slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the vizier's choice.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The vizier teleports 3 squares and becomes insubstantial until the start of her next turn.		
Skills Bluff +10, Diplomacy +10, Insight +9		
Str 13 (+2)	Dex 12 (+2)	Wis 16 (+4)
Con 16 (+4)	Int 22 (+7)	Cha 18 (+5)
Alignment evil		Languages Common, Netherese
Note: Re flavored vizier devil.		

ENCOUNTER 7B: SAKKORS (ADVENTURE LEVEL 2)

2 Netherese Serpent Guardian	Level 2 Skirmisher
Medium natural animate (construct, homunculus)	XP 125
HP 45; Bloodied 22	Initiative +7
AC 16, Fortitude 15, Reflex 14, Will 12	Perception +8
Speed 7	
Immune disease, poison	
TRAITS	
Combat Advantage	
The serpent deals 1d6 additional damage on attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 6 damage, and ongoing 5 poison damage (save ends).	
R Poison the Mind (psychic) • At-Will	
Attack: Ranged 10 (one creature); +5 vs. Will	
Hit: 1d6 + 6 psychic damage and target is blinded and slowed (save ends both).	
MOVE ACTIONS	
Elusive Shift • At-Will	
Effect: The serpent shifts 2 squares. Enemies lose combat advantage against the serpent and cannot regain combat advantage against it until the start of its next turn.	
Skills Stealth +10	
Str 17 (+4)	Dex 18 (+5)
Con 21 (+6)	Int 5 (-2)
Wis 15 (+3)	Cha 12 (+2)
Alignment unaligned Languages -	
Note: Modified cobalt serpent.	

3 Netherese Runic Statue	Level 2 Brute
Medium natural animate (construct)	XP 125
HP 48; Bloodied 24	Initiative +3
AC 14, Fortitude 16, Reflex 12, Will 14	Perception +5
Speed 5	
Immune disease, petrification; Resist 5 poison	
TRAITS	
Runes of Strength	
At the start of the encounter, the statue has one rune of strength. It deals 1d6 extra damage per rune of strength it has.	
STANDARD ACTIONS	
m Stone Fist • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 4 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 (+7)	Dex 14 (+3)
Con 18 (+5)	Int 3 (-4)
Wis 18 (+5)	Cha 6 (-1)
Alignment unaligned Languages -	

4 Netherese Dawnkiller	Level 2 Lurker
Medium shadow humanoid	XP 125
HP 34; Bloodied 17	Initiative +12
AC 16, Fortitude 14, Reflex 16, Will 17	Perception +10
Speed 7	Low-light vision
TRAITS	
Shadows of Shar (necrotic)	
The dawnkiller deals 2d6 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); +7 vs. AC	
Hit: 2d6 + 4 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); +7 vs. AC	
Hit: 2d6 + 2 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 +13, Stealth +13	
Str 20 (+6)	Dex 24 (+8)
Con 16 (+4)	Int 14 (+3)
Wis 18 (+5)	Cha 11 (+1)
Alignment unaligned Languages Common, Netherese	
Equipment kukri x2, leather armor	
Note: Based on shadar-kai dawnkiller.	

EVENTS 1, 2 AND 3 (ADVENTURE LEVEL 2)

EVENT 1: BLAST AWAY

4 Turrets	Level 2 Minion Blaster
Trap	XP 31
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; +7 vs. AC	
Hit: 4 force damage.	
Countermeasures	
♦ An adjacent character can destroy one turret with a DC 13 Arcana, Athletics, Nature, Religion or Thievery check as a standard action.	
♦ An adjacent character can destroy one turret with a DC 20 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 17; Fortitude 15; Hit Points 1; a missed attack never damages a minion.	

EVENT 2: OUT OF HIDING

Human Shadow Caller	Level 2 Artillery (Leader)
Medium natural humanoid (human)	XP 125
HP 32; Bloodied 16	Initiative +2
AC 14, Fortitude 14, Reflex 14, Will 13	Perception +5
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d4 + 4 damage.	
r Shadow Phantoms (fear, implement, psychic) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Will, with a +1 bonus per creature adjacent to the target.	
Hit: 1d8 + 4 psychic damage, and the target grants combat advantage until the end of the shadow caller's next turn.	
R Deathmark Bolt (implement, necrotic) • Recharge 4-6	
Attack: Ranged 10 (one creature); +7 vs. Will	
Hit: 1d8 + 4 psychic damage, and one of the shadow caller's adjacent to the target can make a melee basic attack against the target as a free action.	
R Shadow Strangler (implement) • Encounter	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: The target is immobilized and takes ongoing 5 damage (save ends both).	
FREE ACTIONS	
Wand of Accuracy (implement) • Encounter	
Effect: The shadow caller gains a +2 bonus on its next attack with an implement keyword.	
TRIGGERED ACTIONS	
Shadow Step (teleportation) • At-Will	
Trigger: An enemy adjacent to the shadow caller hits it.	
Effect (Immediate Reaction): The shadow caller teleports to another	

square adjacent to the triggering enemy.		
Skills Arcana +9		
Str 11 (+1)	Dex 14 (+3)	Wis 11 (+1)
Con 14 (+3)	Int 17 (+4)	Cha 16 (+4)
Alignment evil		Languages Common, Netherese
Equipment dagger, wand implement		
Note: Renamed xivort shadow caller.		

EVENT 3: ASSASSINS

Shadow Stalker	Level 2 Lurker	
Medium shadow humanoid	XP 125	
HP 21; Bloodied 10	Initiative +9	
AC 14, Fortitude 13, Reflex 15, Will 13	Perception +3	
Speed 8	Darkvision	
Resist insubstantial; Vulnerable 5 radiant		
TRAITS		
Born of Shadows		
The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
STANDARD ACTIONS		
m Shadowy Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +5 vs. Reflex		
Hit: 1d8 + 5 necrotic damage.		
M Shadow Stalk (necrotic) • Recharge when the stalker uses shadow step		
Attack: Melee 1 (one creature); +7 vs. Reflex		
Hit: 1d6 + 7 necrotic damage, and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow, it moves when the target moves without provoking opportunity attacks, and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves, the stalker shifts to a square adjacent to the target.		
MINOR ACTIONS		
Shadow Step (teleportation) • At-Will		
Trigger: A living creature within 5 squares of the stalker drops to 0 hit points or fewer.		
Effect (Free Action): The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.		
Skills Stealth +10		
Str 12 (+2)	Dex 19 (+5)	Wis 14 (+3)
Con 13 (+2)	Int 12 (+2)	Cha 11 (+1)
Alignment evil		Languages Common, Netherese