

HOME'S LAST LIGHT

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* BATTLE INTERACTIVE

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SPECIAL THANKS TO THE PLAYERS, STAFF, AND DMs OF WF 2013

Elturgard has fallen. From the capital of Elturel the fallen Order of Torm, thoroughly corrupted by the Order of the Blue Flame and agents of Najara, has declared an alliance with Netheril. Its borders closed, rumors are rampant of mutagenic plagues changing the populace into monstrous beasts and undead that do not fear the light of day. The remnants of the exiled government have appealed to all enemies of Netheril to aid in retaking the country by starting with a direct strike at the capital itself in an effort to purify and reinvigorate a despoiled Companion. As Cormyr, Myth Drannor and other great powers rally, many see this as the first battle in the coming war with the Empire of Shadows that may result in the Desolation of the Realms.

A two-round continuous-play Living Forgotten Realms Battle Interactive set in Elturgard for characters of the Heroic and Paragon tiers (levels 1-20, but all characters must be of the same tier and able to play at the table's chosen Adventure Level). This battle interactive will allow more opportunities to interact with other tables and some groups may find themselves temporarily shorthanded. You should allow at least 9 hours of play time to run this event (we recommend two 4-hour back-to-back slots with a 1-hour break in the middle). This adventure is combat-intensive, and the combat encounters may be more difficult than those in a typical LFR adventure. You will need good resource management, strong teamwork both at your table and among the entire interactive, as well as a bit of luck in order to succeed. We recommend that at least three of the characters at the table be members of the same Adventuring Company or meta-organization. This adventure takes place after the events of ELTU4-4, SPEC5-1 and SPEC5-2. Play of the prior adventures is recommended, but is neither required nor assumed.

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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THE WIZARDS PLAY NETWORK

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>.

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

Make decisions and adjudications that enhance the fun of the adventure whenever possible.

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about**

how the group interacts with the world. This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.

- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Heroic and Paragon tiers of play (levels 1-20). Epic tier characters may not play this adventure. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the

difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because AL 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the

dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

COMING BACK FROM THE DEAD

This adventure has special rules for PCs coming back from the dead (see page 8 for details). The standard boilerplate is included here for reference. Characters who die during a mission rejoin the fight on their table's next mission (without having to wait for an extended rest or the end of the adventure). They still suffer the usual 20% XP penalty.

Because of the participants in this battle (both powerful NPCs and high-level PCs), gaining access to a caster for the Raise Dead ritual is easy. The ritual normally takes 8 hours to cast, but a particular artifact may be returned to Elturel. It is called *Loyalty's Sacrifice*. This item, sacred to Torm, first appeared in the adventure SPEC2-1 (H3) *The Morninglord's Laughter* where it was recovered by a group of adventurers from the cursed fortress called Fort Morninglord, and subsequently played a significant role in helping the heroes of Elturel during the Battle Interactive ADCP2-1 *The Paladins' Plague*. Following the Approach missions, it may become available if the PCs recover it in Mission 1Ad.

If a character dies during the adventure, the artifact can raise that PC from the dead during a short rest (not in the middle of a battle). The dead character finds him or herself standing on a featureless gray plane, infinite in all directions, facing a knight clad in full plate (including a visor, so the knight's face cannot be seen). The holy symbol of Torm is prominent on the knight's breastplate. The PC hears a deep, masculine voice asking if he or she wishes to return to the battle. If the PC says yes, the

knight asks why. As long as the PC mentions something about loyalty, justice, sacrifice, or vengeance, that's good enough; the PC returns to life. To the other characters, this all happens in an instant; one moment the dead character is a corpse, the next moment he or she lurches back to life. The PC still suffers the death penalty for the next three milestones, but does not have to pay any component or spellcasting cost.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

WHAT'S AN ADVENTURING COMPANY?

In the FORGOTTEN REALMS campaign setting, groups of adventurers often band together under a common cause or motivation. These groups are collectively referred to as "adventuring companies." A "company" is an organized group of adventurers that has taken on a specific name, heraldry or other identifying characteristic, regardless of whether their fundamental motive is one of profit. For example, an adventuring company could be part of an extended family or clan, a small religious sect, or a special team in a military organization. In the *Living Forgotten Realms* campaign, adventuring companies are player-created and player-administered organizations. They are a fun, but completely optional, component of the organized-play experience.

To learn more about the rules and guidelines for creating an adventuring company in *Living Forgotten Realms*, please see the *LFR Meta-Organization Guide*, which can be downloaded from the campaign website at <http://livingforgottenrealms.com>.

This adventure, like all DUNGEONS & DRAGONS® adventures, assumes that the player characters will be working together to achieve their goals. Any elements of competition between adventuring companies are

intended to occur in a larger story context rather than taking place at the table. For example, an adventure might include a tournament or other contest in which the PCs score points for their adventuring company, with the company that scores the most points "winning" the overall competition. That's great, but it only works if the PCs at each individual table are working together instead of trying to undermine one another. Therefore, you may not run this adventure for a group of PCs that does not include at least four characters who are members of the same adventuring company, and it is recommended that all of the PCs be members of the same adventuring company.

If there are players whose characters do not belong to any existing adventuring company at the table, that's fine. They can join another PC's adventuring company or organize a new company on the spot, so long as the rules in the *LFR Campaign Guide* are followed (most notably, the restriction that a character may not change his or her adventuring company membership more than once per character level).

ORGANIZER INFORMATION

Adventuring company adventures are only available for sanctioned Wizards Play Network (WPN) Public Play events. These adventures are designed to incorporate some meta-game elements (such as an overall scoring system for the participating adventuring companies). These make the most sense and are the most fun when there are a large number of tables all playing the adventure. Public Play events, especially conventions, are the biggest WPN events, draw the most players, and run the most tables, giving them the greatest opportunity to have participants from a variety of different adventuring companies.

Tables of an adventuring company adventure should be treated the same as any other event, including adherence to the General Rules. Each table must include 4-6 players and a DM. In other words, the core D&D experience must be the same, even though there might be some elements that extend beyond an individual table (the interactive elements). Each table DM must complete a Session Tracking Form and turn it in to the Senior DM or event organizer, who is responsible for making sure that the results are reported to the WPN in a timely fashion.

WHAT'S A BATTLE INTERACTIVE?

The term "Battle Interactive" (BI) is used to denote an adventure where the player characters are taking part in a mass combat environment (such as a war, although formally-declared wars between sovereign nations are

rare in the *Forgotten Realms*). The PCs are fighting as part of a much larger force, typically an army. They might have different roles depending on their level (lower-level PCs are likely to be treated more like common soldiers, slugging it out against a horde of foes on the front lines, while higher-level PCs are generally regarded as valuable assets, asked to join war councils and engage in special missions to strike directly at enemy leaders). Regardless of the details, the basic idea behind a BI is that it represents a clash of two or more opposing forces on a larger scale than would typically be depicted in a normal *Living Forgotten Realms* adventure.

Because it is plausible for a large number of PCs to be fighting at the same time as part of the same army, a BI makes an excellent fit for a convention or game day that can run a large number of tables at the same time. In the *Living Forgotten Realms* campaign we have chosen to present Battle Interactives as Adventuring Company adventures (using the ADCP designation) because it makes sense for factions to recruit large numbers of characters through their adventuring companies, rather than trying to recruit each individual PC one by one.

Organizers are encouraged to set the event up so that all the tables go through each mission of the BI together. Special rules might allow tables to assist or affect one another in ways that are not possible in a normal adventure. For example, if Table #1 is overrun by monsters and forced to retreat, the BI organizer might rule that Table #2 can try to take on the extra monsters in addition to the ones they are already fighting, in hopes of saving Table #1 and closing the gap.

The overall success or failure of a BI is often based on the collective outcomes of all the tables playing. For example, if five tables are playing, the story would change depending on the majority outcome (if three tables failed a mission and two tables succeeded at the same mission, then the official result of that mission would be a failure).

Because a BI is focused on the battlefield, it features more and harder combat encounters than a typical LFR adventure. The XP budget is higher, and the adventure is designed to push PCs to their limits, using up all their resources. Character deaths are more common. Players who enjoy the tactical combat aspect of D&D are more likely to enjoy this adventure than those who don't.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is

specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the table on this page, which is also repeated in Appendix 4.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

MONSTER STATISTICS

Rather than include stat blocks at the end of each encounter, we have attempted to aid the DM by grouping the stat blocks in Appendices 5-15 first by AL, and then by encounter. When running the adventure, the DM need only pull out the stat blocks for his or her AL and set the other Appendices aside.

ADVENTURE BACKGROUND

During the three years since the events of *ADCP2-1 The Paladins' Plague*, Elturgard has been suffering the machinations of a shadowy figure known as Vacacarian. These dark devices have been aided by the deep division between the factions that control most of the country: the ruling Order of Torm; the mercantile Lion's Den; the shadowy Dusk Talons; and Iriaebor, the only free city in Elturgard able to resist political control by the Order.

Recently it was revealed that Vacacarian was the name being used by the High Observer among Elturgard's enemies. Tainted by the spellplague during the attack on the city by plaguetouched creatures and overcome by a desire for power, the High Observer began a complicated plot for complete control of the country. Employing the lich Arbosus to gather the blood of the deceased god Bhaal, they were able to create a new form of undead resistant to the light of the Companion. At the same time, Vacacarian realized that the tampering with the Companion during the *paladin's Plague* had made it vulnerable and he began a plot turn the power of the Companion toward his own ends using new allies in the Order of Blue Fire. Eventually this led to the apparent "destruction" of the Companion while

appearing to cleanse the touch of the plague from the city of Elturel and the surrounding region.

All through these plans Vacacarian made every effort to turn the factions of Elturgard against each other. The feud tore great rifts between the Order of Torm, the Lion's Den, the Dusk Talons, and the free city of Iriaebor. None would trust the other and the populace suffered as their leaders fought.

It was during this political maneuvering that Vacacarian crossed paths with Scyllira who was a spy for the Kingdom of Najara, the hidden Kingdom of the Serpents on Elturgard's northern border. She broached an alliance with Najara and the High Observer where the yuan-ti would augment the Blood of Bhaal with yuan-ti sorcery to create an infectious disease known as the *Essence of Bhaal* that turns those who die from it into horrible tainted undead creatures with reptile aspects (**Handout 6** details the *Essence of Bhaal* for the DM and the players). The disease was tested on the populace of Scornubel, and it nearly destroyed the city before it was stopped by adventurers and those of the Order of Torm who were not yet fully under his sway. This success caused Vacacarian to realize that any power grab would eventually be countered without additional powerful allies and so Scyllira negotiated the addition of Netheril to the alliance.

The alliance complete, Vacacarian made his move. As the High Observer, he ordered paladin Everyn Cadwy to summon all the leaders of the powerful factions, along with many adventurers, to a summit to forge a new peace to unite against the growing threat of Vacacarian. All his enemies in one room, Vacacarian sent assassins to slay them all while his army of Bhaalspawn undead, corrupted paladins, serpentfolk, and Netherese locked down the city and slew all opposition.

Vacacarian's victory was nearly complete. Elturel fell in a day. Scornubel was in ruins already. The Freedom Guard of Iriaebor revealed themselves as corrupted and took the city. Triel and Berdusk held for a week, but were eventually overrun. The country was his, under a shadowy blue sun of a corrupted Companion. However a few adventurers managed to spirit some of the opposition leadership out of Elturel in the chaos and fled to Baldur's Gate where they formed a government in exile.

The exiled government has set out a call. Let all those who opposed the danger of Netheril, let all those who decry evil, let all those who would stamp out corruption, flock to our banner. Let not one more light in the darkness be stamped out. The fight begins here. We will retake Elturel and then Elturgard.

DM'S INTRODUCTION

Tyngal, the copper dragon, has long been a foe of the Order of Blue Fire and has been closely watching the events of Elturgard intently. She realized only too late something was wrong summit, and at the last moment decided to not to attend and instead prepare the resistance to the horror she believed to be on the horizon.

In the *SPEC5-1 Morthac's Mansion*, it was revealed that a wizard's mansion in the now cleansed plagueland just outside Elturel contained a working portal that could be used by the exile government to funnel troops to any battle to retake the city. Adventurers were sent to claim this beachhead.

In *SPEC5-2 Closer to the Heart*, Tyngal reveals a plan to cleanse and restart Amaunator's Gift, the Companion. The adventurers recovered the Heart of Light, an artifact of the sun god hidden away in a lost temple in the vastness of the Astral Sea. With this artifact, she believes that she should be able to enact a ritual, focused and stabilized by several relics that still need to be recovered from Elturel, to undo what has been done to the Companion.

With Tyngal's ritual (*SPEC5-2*), the beachhead (*SPEC5-1*), the treaty of Elturel uniting the government in exile (*ELTU4-4*), and a host of allies opposed to Netheril and Najara, the time has come for the decisive strike, or give up forever.

MISSION STRUCTURE

The structure of this Battle Interactive is a bit more free-form than a typical LFR adventure. The BI is divided into two rounds with a 30 minute Interlude between, each of which is intended to take about 4 hours to finish with a 1-2 hour break in between rounds, for an overall running time of 9-10 hours.

The adventure begins with a general introduction where all tables are informed in character of the situation. Each table appoints a table captain to give that table's vote and help coordinate the army's plan of attack. (30 minutes)

Round 1 is broken into two halves; approach missions and assault missions. Each table will choose one method of approaching the battlefield, followed by as many assault missions as each table can complete. The interactive as a whole and the table captains in specific are encouraged to discuss who will cover which missions to make sure that all the important missions are completed. In particular, the adventurers need to find and recover as many of the focusing relics from across the city as possible. Unfortunately the PCs foes

become wise to this plan and begin destroying the relics to prevent Tyrangal's ritual from being completed. (180 minutes)

Round 2, or the Interlude, occurs before the dinner break. It is not necessary for all players to participate and those not interested in role-playing interaction may safely go to dinner early and not miss any crucial parts of the interactive. (30 minutes)

During this round it becomes clear that too many relics have been lost. In addition, reports of massive numbers of lizardfolk, yuan-ti and Netherese approaching begin to come in. Unable to complete the mission to restart the Companion, the PCs have recovered enough ritual items to start the ritual, but not finish it safely. The ritual would charge the Companion with an incredible amount of energy, but would then explode destroying the city and vaporize everything within two miles. This would wipe out the serpentine infestation and the amassed Essence of Bhaal bio-weapon by destroying the city and everyone in it. The PCs are faced with the question as to whether they remove the horrors of the Najaran, the remnants of the Order of Blue Fire and their Netheril allies at the cost of many innocents and the capital of Elturgard? To make this choice worse, the final part of the detonation cannot be performed without the sacrifice of Tyrangal and at least one table to carry it out. This is a true suicide mission.

If instead the interactive chooses not to detonate the corrupted Companion, the goal turns to evacuating as much of the populace as possible while screening them from the approaching horde.

Round 3 begins with a large list of missions necessary to be completed to culminate with the final goal: either detonating the Companion or rescuing the city's populace. Each mission represents a crisis happening in or around the city. Most missions include some form of combat encounter, and defeating the monsters is usually an objective; however, many encounters also require diplomacy, puzzle-solving, or other non-combat skills in order to achieve a complete success. (150 minutes)

Round 4 begins when there is only 90 minutes left. During round 4 all the PCs move to the last pitched, difficult encounter. (75 minutes)

Once the PCs have completed Round 4, there is a brief Conclusion and break down. (15 minutes)

We strongly recommend that you use a timer to control the start and end times for everyone participating. During Round 1, the tables play at their own speed, but everyone needs to start and end the overall round together so that final results can be tabulated. The overall time limit of three and a half

hours for Round 1 missions is important as it forces the players to prioritize which of the available missions they believe is most important. (If you have more time at your convention, you can lengthen Round 2, but the overall win/loss ratio will likely be skewed in favor of the PCs if you do.) As missions complete (the number needed per mission depends on the number of tables participating), affects will begin to apply to each table in real time.

Part of the challenge and the enjoyment of running a large-scale interactive is giving the players the sense that they are all fighting through the battle together. During Round 1 and 2, the table DMs must read the beginning and ending boxed text for each mission individually, because each table is playing at its own pace. If the venue has a sound system, the Senior DM can read the opening and concluding boxed text to everyone at once as well as giving real time updates (again reinforcing the sense to the players that they are all in this fight together).

MISSION SUMMARY

The battle interactive consists of the following missions. Each mission has key objectives that determine how the overall battle progresses. In most missions, the obvious objective is to kill all the monsters. However, certain missions might have other objectives (saving NPCs, defeating a specific enemy, destroying or recovering a particular fortification or object, finishing within a certain number of combat rounds, and so forth). You will need a way for each table DM to track the success or failure of each mission's specific objectives, so that the Senior DM can tabulate the overall results.

Always make sure the goals of any mission are clear.

ROUND ONE MISSIONS

If possible, track ongoing results in full view of all the tables so that everyone can see the ebb and flow of the battle as it happens. Set up a large poster or whiteboard that is visible to everyone. That way all the players can see which missions have been played the most, which have been played the least, and the running totals of success and failure at the individual mission objectives. The players might choose to work on missions that haven't been played as much yet, or try to make up for bad results that other tables suffered by tackling those same missions and achieving success.

Again, to be clear, during Round 1 each table picks its own missions (after the table captains have consulted each other) and plays at its own pace through one approach mission (A) and as many assault missions (B) as possible. Whenever they finish their current mission, as long as there is still time on the clock, they

immediately pick their next mission and continue without having to wait for any other tables. When the overall time limit is up, all tables stop and the Senior DM tabulates the overall success or failure of each mission using the results of every table that attempted that mission. A single table of PCs will almost certainly not be able to complete all the missions in the available time: this is by design. It's theoretically possible, but they would have to play at a pace of 30 minutes per mission. Emphasize to the players that the goal is not necessarily to complete the most missions: rather, the goal is to achieve total success on every mission that they attempt.

- **Mustering and Introduction (30 minutes):** Allow the players some time to mingle in character while you are forming tables. Remember that each table must consist of 4-6 PCs who all fall within a three levels of each other. Also, any PCs who are not members of an Adventuring Company might wish to form one at this time, to gain the benefit of the bonus Action Point for the table if nothing else. During this interlude, the PCs learn about the current situation in Elturguard are given brief descriptions of each of the missions that are available in Round 1, along with the overall rules for choosing missions, moving between tables, choosing a table captain and timing. When everyone is ready to begin, either the event organizer or the individual table DMs can read the Player's Introduction (for a large group it is often best to have one "mission boxed text reader" equipped with a microphone) and then each table picks its first mission and begins playing.
- **Round One (180 minutes):** The PCs choose one approach mission to get into the city, and then as many assault missions as they can complete within the time allowed. **Handout 3** has a list of information to aid the player's in choosing their missions.

ROUND ONE APPROACH MISSIONS

- **Mission 1Aa - Bust Through the Border:** The PCs are with the bulk of the forces massing from the west, having come from Baldur's Gate. The PCs are needed to assault the corrupted Elturgardian lines and punch holes in defenses so the allied troops can get through. This mission is recommended for tactical parties.

- **Mission 1Ab - Hold the Portal:** The portal at Morthac's Mansion (SPEC5-1) in the former plaguelands outside of Elturel is meant to be the beachhead from which the army plans to resupply its troops, rapidly deploy advanced scouts, and generally gain the advantage. Unfortunately its presence has not gone unnoticed and since the PCs cleared the area, the corrupted Elturgardian troops have reinforced the area. Strike teams are needed to step through the gate into a kill zone and take the beachhead. This mission is recommended for very strong parties.
- **Mission 1Ac - Drop Zone:** Elves from Cormanthyr will cloak the PCs in spheres of invisibility and fly the PCs over Elturel on giant owls that will silently fly over the city. The PCs will then be *feather fall*-ed and dropped into the city. The invisibility will drop when the PCs begin to fall, and some patrols may see them. Once inside, they are to fade into the population and begin sabotage missions. This mission is recommended for stealthy and streetwise parties. This mission unlocks the **Scout Behind the Walls** assault mission below (1Bd). These PCs cannot receive aid from other tables.
- **Mission 1Ad - We're With You:** The PCs approach from the southern border, coming through the Werewood where they will try to connect with resistance groups and convince them to join the attack. Stories say that they were able to spirit the artifact *Loyalty's Sacrifice* out of Scornubel after the attack. This mission is recommended for diplomatic and nature oriented parties.

ROUND ONE ASSAULT MISSIONS

- **Mission 1Ba - Scout Behind the Walls:** The PCs are needed to scout an area where enemy has set up unusual structure or hidden off an area. There are a number of these which are being used to turn citizens into creatures that can be turned against the allies. This mission unlocks the sabotage mission below (1Bc).
- **Mission 1Bb - Sabotage the Spawning Vats:** Having discovered the foul vats creating infected mutant, undead creatures (using the yuan-ti modified Essence of Bhaal disease from the ELTU adventures), they need to be destroyed. This mission is only possible by those who complete mission 1Bb.

- **Mission 1Bc - Take the Towers:** The PCs are to assault one of the fortified towers that are covering the walls. This is a direct assault.
- **Mission 1Bd - Breach the Walls:** The PCs are assigned to a group of sappers with the goal of bringing down one of the walls to create a second point the allied troops could assault.
- **Mission 1Be - Thank You for Flying Air Netheril (Paragon only):** The Netherese allies have a skyship and they are using it to assault the allied army. The PCs are charged with taking it by force.
- **Mission 1Bf - Recover the Relics:** The PCs have to recover a number of items from throughout the city to perform the ritual to restart the Companion. Unfortunately most of them have been destroyed already and instead the yuan-ti have left traps for those who come looking for them.

ROUND TWO INTERLUDE

(30 minutes) The Interlude has no missions. All the players participate in the discussion together.

ROUND THREE

(150 minutes) Having made their choice to either detonate the Companion or leave the city in enemy hands, the PCs now have a number possible goals before they must implement their final plan. It is important for the DM to flavor these missions based on the choice the players have made during the Interlude. **Handout 4 and 5** (one for the Detonate choice and one for the Evacuate choice; use only the appropriate one) has a list of information to aid the player's in choosing their missions.

ROUND THREE MISSIONS

- **Mission 3A - Evacuation:** Whether it's because their enemies are approach or the allies are going to destroy the Companion, the PCs are tasked to help break a large number of innocents out of a detainment area and escort them out of danger.
- **Mission 3B - Assassins:** The PCs are tasked with specifically going after a number of enemy leaders to either prevent them from disrupting the ritual or to make sure they are unable to rebuild their forces after the allies retreat.
- **Mission 3C - Dungeons of the Inquisitor:** Political prisoners are being held in the Dungeons of the Inquisitor and the PCs are sent in to rescue them.

- **Mission 3D - Hold the Gate, Again:** The PCs have to hold a magical portal while the populace flees, while the corrupt Elturgard forces want to seal them to prevent any escape.
- **Mission 3E - Warn the Populace:** The PCs have to go door to door and try to convince as many people as possible to leave their homes and take only what they can carry to flee the city.
- **Mission 3F - Containment:** The PCs are tasked with performing a ritual to either screen the surrounding the countryside from the upcoming blast or to binding some of the Najaran worst abominations to the city, so they can't be set free to harm others in other lands.

ROUND FOUR

(75 minutes) If the players have chosen to retreat from the city, all players play Mission 4a. If the detonate option was chosen, all PCs that have decided to sacrifice themselves play mission 4b, and all others play 4a.

ROUND FOUR MISSIONS

- **Mission 4a - Engage the Reinforcements (all players only if the evacuate choice was made):** The PCs are sent north to engage the approaching enemy while the allies forces get as many of the innocents away from the city.
- **Mission 4b - Detonation (only if the Detonate choice was made):** The sacrificial team(s) hold off foes and perform the ritual to detonate the Companion. **NOTE:** At Winter Fantasy 2013, the PCs who participated in this encounter were slain, their permanently removed from play and received different rewards. For the general release this option is not available. PCs that choose to sacrifice themselves do, but that death is not permanent and they may be raised from the dead following normal rules.

DETERMINING MISSION SUCCESS / FAILURE

A delicate part of any battle interactive is determining the success or failure of a particular missions. In some cases it is more an artform than a science, but here is how we did it for Winter Fantasy 2013. In the end, it is up to the Senior DM to make sure the interactive is fun and suspenseful, and you should feel empowered to adjust this method to suite your players.

For Round One, we took the number of tables multiplied by an average of three successful missions each, divided by the number of missions that could run

(some interactive may have no Heroic tables for Mission 1Bd or Paragon tables for Mission 1Be and it is not fair to penalize the interactive for not having PCs of a certain level). We rounded all fractions up when determining the number of successful missions required.

So for example, if you had 10 tables we would expect that there should be an average of 30 successful missions for the 10 possible missions. That means that to declare a mission a success there must be three tables to successfully complete the mission. Once that happens, the senior DM should announce the success to the BI and the Win condition should be applied. The senior DM should discourage future tables from attempted a successful mission and tables that are currently on a mission that has accrued enough successes for the entire interactive may immediately redeploy to a new mission at no penalty. If a mission is ever mathematically eliminated from success, the senior DM should also announce that the Failure condition should be applies to all tables.

For Round Three we applied the same math but only required an average of 2 successes per table to have a successful mission.

There are two more factors to consider, failures and secondary objectives. For every three tables (rounded down) that succeed in a secondary objective subtract one failure. For every two remaining failures, subtract one success from the number the PCs have accumulated. Since the number of completed missions are constantly changing, you may need recalculate several times.

OPTIONAL ELEMENT: SUPERVILLAINS

This is an optional element of the BI that should only be used if you are running the event with at least 5 tables. This mechanic does draw resources (actions and power usage) away from the PCs, so if a lot of tables are reporting mission failures, you should consider not using it at all or ending it early.

During the BI there are a number of supervillains, unique and powerful heroes of the opposing army, wandering around the battlefield. In most cases they too powerful for individual tables to fight on their own for more than a few rounds. Each table that encounters one must survive it for a round or two before the villain moves on to another table. The damage inflicted on them by each individual table adds up and eventually these mighty foes can be brought down.

For details on how these creatures work and their game statistics, see **Appendix 16**. They are not referred to at all in the main mission descriptions; it's up to the Senior DM to decide when and how to introduce these threats.

CONCLUSION

(15 minutes) The conclusion has no missions. The PCs have succeeded or failed and receive the conclusion and wrap up treasure and experience.

BATTLE STANCES

It's difficult to calibrate a combat-heavy adventure for the wide variety of possible table configurations and tactical skill levels that inevitably arise when you get a large group of players together. To help adjust the challenge level so that each group gets the type of play experience they prefer, we have included the option for the PCs to pick a **battle stance**. (This is not a substitute for the DM's good judgement, which is always assumed to be in effect.)

At the beginning of each mission, ask the table captain for that mission which stance the party wishes to assume. This affects the quantity and timing of additional monsters that the PCs will face during that mission. (Nearly all of the missions include at least one wave of monster reinforcements, so choosing the harder stances generally means facing additional waves or numbers.)

The table captain should consult with everyone but ultimately makes the final decision (except for Glory; see below). It's fine for the group to choose different stances for different missions, either based on how well they think the mission briefing fits their capabilities or simply because they found the last mission easier or harder than they expected.

Normal is the default stance and should be chosen by most groups for most missions. (Emphasize to the players that this is "normal," not "timid.") This is the expected challenge level, not a scaled-down challenge level. All encounters were written to this standard; the Aggressive and Glory options simply make things harder. Most encounters have a base EL equal to the AL + 1 on Normal.

Aggressive is for groups with higher damage output or with stronger synergies between the PCs than normal. A leader-heavy or defender-heavy group could fall into this category, but sometimes having a lot of tanking ability or a lot of healing also translates into lower damage output, meaning that this stance might not be the best fit for all such groups even if they are otherwise tactically sound. Note also that striker-heavy groups might be "glass cannons" if they lack sufficient healing to keep up with the monsters' damage output. The Aggressive option is usually equivalent to about a +1 bump in the EL over Normal.

Glory is for those groups who want to go all-out or whose players believe that normal LFR adventures are simply not a challenge even when they play up. Tables choose to fight the Glory option at their own risk and you should not pull any punches when running for such a table. The table captain **cannot** select the Glory stance without the unanimous consent of all the other players.

There are no extra rewards for assuming the more dangerous stances. The option is there for those players who enjoy a greater challenge, but a table that plays the entire BI on Aggressive or Glory won't get more XP, more gold, or more item access than one that plays the entire BI on Normal.

EARNING TREASURE AND EXPERIENCE

This adventure does not list specific treasure and XP awards for individual missions. Instead, each adventure receives full xp and gp for playing.

IMPORTANT STORY AWARDS

A number of Story Awards from previous adventures might come up during this adventure. In addition to the national/regional influences listed in the previous section, check for the following:

- Any character at the table has Story Awards **SPEC23** or **SPEC24** from **SPEC2-1** or **ADCP06 Spark of Torm** from **ADCP2-1**, automatically recognizes the artifact without rolling during mission 1Ad.
- Any PC with **ELTU30 Bathed in the Light of Corruption** can expend one use of this favour to draw on the power on the corrupted companion a second time during this adventure instead of the normal once per adventure.
- Determine if any of the PCs have the quasit familiar **Bellavous**, available in many **Elturgard** adventures. They may be singled out for attack by the **Supervillians** if you are using that option.
- All foes except those in **Mission 1Ad** count as followers of **Vacacarian** for the purposes of **ELTU22 Ancient Eyes**, **ELTU25 Ancient Plans**, and **ELTU27 Ancient Hatred**.
- PCs with **ELTU16 Diseased: Essence of Bhaal** have witnessed the effects of the **Essence of Bhaal** firsthand in the past and should be familiar with them. In addition, these PCs suffer additional penalties under the light of the corrupted companion. These PCs suffer a -2 penalty to their saving throw to avoid reinfection.
- A PC wearing **ELTU28 Tarnished Holy Symbol** is protected by the power of **Amaunator** and is immune to the **Essence of Bhaal** for the duration of this interactive.
- A PC with **SPEC63 Morthac's Portal Secured** (from **SPEC5-1**) has knowledge about the portal and gain a +2 bonus to **Arcana**, **Nature**, or **Religion** checks in the skill challenge.
- A PC with **SPEC68 Closer to the Heart** (from **SPEC5-2**) has aided efforts to modify the Companion. These PCs heal **Tyrangal** an additional 5*their level when they sacrifice themselves in **Encounter 4B**

PLAYER'S INTRODUCTION

When the adventure begins, the PCs have recently moved from **Baldur's Gate** to their forward attack position. Distribute **Handout 1**, which is a map of the city, and **Handout 2**, which details the effects of the Companion.

Distribute these Handouts as soon as possible, before the Senior DM starts reading the main introduction, so that the players have time to familiarize themselves with the different areas of the city.

Everyrn Cadwy, paladin of Torm, face of the treaty of Elturel, climbs the hill that overlooks the assembled army, his squire at his side. "We stand on the precipice of ruin. Our enemies have forced us back. They enslave our families. They crush our warriors before their great host. They pollute our homes, and worst of all, they claim to do it in our name.

By Torm, I say no more! Arise warriors of light! This day we fulfill our oaths by bringing the final justice to those who would corrupt all that is holy. This day we will drive the darkness out! Let their spears shatter against our shields. Let their blood pour from our blades! Ride now for Duty! Ride now for Elturel!

SUPPLY RUN

The PCs have just come from **Baldur's Gate**, one the largest cities in the **Realms**. If the players want to stock up on consumables or pick up just the right magic item, they may do so before their first mission, subject to the normal rules in the *LFR Campaign Guide* for purchasing items (they may also take advantage of any Story Awards they have that allow them additional purchase access).

EFFECTS OF THE COMPANION

The entire adventure takes place under the effects of the Companion of **Elturel** (even the missions that don't happen inside the city proper).

Following the events of **ELTU3-6 Blue Fire**, it was believed that the attempt to cleanse the taint of the spellplague from the area around **Elturel** had snuffed out the already weakened Companion that had been first tampered with in **ADCP2-1 Paladin's Plague**.

While the Companion hung apparently dead and lifeless above Elturel, no longer ablaze with Amaunator's holy light, it was not entirely without power. Indeed its corruption was Vacacarion's master stroke and key to his plans. The Companion flares with a shadowy blue fire that has the following effects:

- Creatures (including PCs) with the Shadow, Undead, Reptile, or Plaguechanged keywords receive a +1 bonus to Initiative checks. These creatures feel good about being in the shadow of the Companion's sickly light. These bonuses are NOT in the stat blocks provided.
- Attacks with the necrotic key word gain a +1 to hit. Attacks with the radiant key word suffer a -1 to hit. These bonuses are NOT in the stat blocks provided.
- The range of the spellplague sense common to all plaguechanged and spellscarred creatures is doubled from 5 squares to 10 squares. Spellscarred PCs who have an offensive spellscar gain a +1 to hit with their spellscar power.
- PCs with **ELTU16 Diseased: Essence of Bhaal** suffer a -2 penalty to their saving throw to avoid reinfection.
- Make sure the players are aware of these effects.

CHOOSING MISSIONS

During Round 1, one player has the chance to act as the table captain. Although all the players at the table should decide as a group which missions they want to tackle, the table captain has a tie-breaking vote and is also the person responsible for speaking with the other table captains and reporting the results of the mission to HQ (so that you, the DM, can start preparing for the next mission).

Here's how we want things to work. Before you run your first mission, choose the table captain. You can have the players roll off, use table consensus, or let the youngest player do the job.

The players should then look at the list of available missions and discuss which one they would like to try. The table captain then tells you which mission the players want to run first. Run that mission. When the mission ends, fill out a Mission Results tracking form and hand it to the table captain. The table captain (and only the table captain: we don't want all the players leaving the table and crowding HQ) will take the form to the Interactive HQ and turn it in. At that time they might confer with other table captains reporting in to HQ and discuss which mission needs to be done.

Meanwhile, the remaining players should start choosing their second mission, though they may wish to wait to for their table captain to get updated information before making a final decision. As soon as they have

chosen the next mission, you can start setting up the map and getting ready. After the second mission ends, fill out another Mission Results tracking form, hand it to the table captain, and the table captain takes it to HQ while the remaining players start choosing the third mission. This process continues until you run out of time and Round 1 ends. At any time, players are free to ask players at neighboring tables for advice on what missions they need to cover.

The Senior DM can aid in this decision making process by displaying a map of the city or a list of missions and keeping track of where every table is. The Senior DM should also consider making in-character announcements about how things are going with the various missions.

TROUBLESHOOTING

Time is of the essence during a battle interactive. The players have limited time to complete as many missions as they can. When the allotted time for Round 1 is up, all of the Round 1 missions are over, for better or worse. There's no going back. As a result, you need to make every effort to keep things moving.

We Can't Decide: If the table consists of mostly new or inexperienced players, or if they are having a hard time agreeing on which mission they should start with, suggest that they pick Mission 1Aa. This mission is straightforward and to most of the other missions. For Round 3, we suggest they begin with mission 3A.

Overachievers: If your table somehow manages to finish all the missions and they still have time remaining, they can either re-run one of the "front line" missions (Mission 1.Bf, or Mission 1.Bh) to earn additional reward shares, or they can relax and see how other tables are doing.

TABLE INTERACTION

This interactive is designed with the expectation that there will be interaction between tables. Some missions are harder than others and may require the PCs to receive reinforcements. If you not running this in an environment with six or more tables, it is likely that this will not be possible. Assuming you have a large player based, use the following guidelines for table interaction.

- **Marshal by AL:** When marshalling your tables, it is convenient to place tables of similar AL near each other so that players can more easily move. We also encourage that the players try to avoid spreading out large amounts of dice, books, and other playing aids since they may be moving.
- **Call for Aid:** If a table believes they are in need, they can issue a call for aid. Any PC at the table can do this

by using a minor action. We encourage the table have some way to identify what AL they are playing to their neighbors.

- **Answering the Call:** PCs that can legally play the AL of the table in need may immediately leave their table and move to the requesting table. They arrive at the beginning of the next round on the edge of the map and roll Initiative as normal. They may stay as long as the players agree.
- **Returning to Your Original Table:** If/When a player moves back to their original table, they arrive on the edge of the map at the beginning of the next round and act on their original Initiative.
- **Table Maximum:** No table can have more than 7 players at it; ever.
- **Table Minimum:** No table can have less than 3 players at it; ever.
- **Routing:** It is possible that no tables will answer the call or even with aid the PCs may be forced to retreat from the field of battle in these cases, that table is considered to have routed and the route condition for that mission is immediately applied to all other tables. See Appendices 1-3 for a list of success, failure, and route conditions; along with when to apply those effects.

option, too, if they want a less-stressful BI experience. It's all about everyone having fun!

ADVENTURE LEVELS 1 AND 11

If you have a table that is mostly or all level 1 or level 11 characters, check and see if they are brand-new players. If so, consider scaling things down slightly. The intense time pressure and difficult combats of a battle interactive can be especially challenging for new players who might still be figuring out the rules.

For AL 1 / AL 11, use the AL 2 / AL 12 statistics, but don't ask the table what battle stance they want to use. Instead, run them on Normal, and remove a monster from the initial setup. Then bring that creature into the battle by itself (instead of the listed reinforcements) after a round or two of combat. That way the PCs have one fewer creature on the board to deal with initially, which gives them a couple of rounds to get the situation under control. If they are doing well, then you can subsequently bring in the Normal reinforcements, if present in that mission, a round or two after that. This way you don't overwhelm them, and if the starting enemy force is enough of a challenge without the Normal reinforcements, the players never have to know that you didn't use the extra monsters.

Of course, the PCs still earn the normal reward shares for completing their mission objectives and get the listed AL 2 / AL 12 XP and treasure, even if you tone the fights down a bit. Veteran players with brand-new level 1 or level 11 characters are welcome to take advantage of this

MISSION 1Aa: THROUGH THE BORDER

Primary Goal: Defeat the creatures.

Secondary Goal: Clear the moveable wall from the road.

CREATURES

This encounter includes the following creatures at all APLs:

8 Kobold Nagaguards

1 Plaguetouched Eladrin Arcane Archer

2 Wyrmtouched Atrocity

2 Plaguetouched Pikemen

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one wyrmtouched atrocity and two kobold nagaguards.

Six PCs: Add one wyrmtouched atrocity and two kobold nagaguards.

Aggressive: The kobolds and atrocities are especially good at hiding. Apply an additional -2 to the PCs' Perception checks. Add an additional 2 kobold nagaguards (1 to each side).

Glory: As Aggressive and add 2 plaguetouched eladrin arcane archers (1 each side). Place them with the kobolds.

SETUP

The PCs have been traveling east on the road to Elturel. They are to engage enemy pickets to clear the way for their approaching allies. The plaguetouched eladrin archer and the two plaguetouched pikemen are taking superior cover behind the movable wall.

When they enter the map area, read the following:

The road from Baldur's Gate to Elturel has so far been easy and the army has approach rapidly. In the distance the blue glow of the Companion has appeared on the horizon. Your group has been be assigned to screen the advance of the vulnerable soldiers of allied army against enemy pickets sent to harry your approach.

As you clear an area of trees, you can see a group of foes have set up a movable wall across the road and seem prepared to recieve you.

The PCs are to advance and clear the map of all enemies before their allies reach the map.

The enemy begins with an obvious group prepared to engage the party while a second group is hiding on either side of the road. The PCs must succeed in a Hard DC Perception (with a -2 penalty to their roll due to the distance). Those who succeed hear a rustle from the trees, but do not have line of sight to the retiples hidden there.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is brightly lit.

Foliage: The trees and brush can be used to gain concealment.

Rubble: The rubble is ten feet tall, requires a Hard DC Athletics check to climb and is otherwise blocking terrain.

Wall: The creatures have a wall across the road, behind which they are taking superior cover to anyone who is not behind the wall. The wall is ten feet tall and fifteen feet long. It also has a roof to protect against bursts and blasts. It can be moved by two small/medium sized (or one large) creatures with a Medium DC Athletics check. Increase the DC to Hard is one small/medium creature tries to move. The wall has a slit in it that allows creatures with polearms to attack through the wall with a -2 penalty.

Moveable Wall

Terrain Feature

HP ALx4

AC 10+AL, Fortitude 8+AL, Reflex 6+AL, Will Immune

Resist AL all

TACTICS

The pikemen and archer begin behind the wall trying to attract attention by firing arrows into the PCs. The kobolds and atrocities are hidden in the middle of the dense forests, half on each side.

AT HEROIC:

The plaguetouched eladrin archer uses *eldritch burst* on clumped PCs to start, unless the party is spread out, in which case he defaults to *scorching arrows* targeting two different PCs. If cornered, he *fey steps* away and continues to fire.

The plaguetouched pikemen try to mark separate targets with *pike* and then lock down at least two foes, taking advantage of *prisoner's lament* and *pinning pike* to enforce their control.

The kobold nagaguards wait for the initial mass of PCs to pass them and then move to groups of PCs in the rear to use *short sword* and take advantage of *spinning slash*. If the kobolds cannot reach a foe and attack, they

focus their *javelins* on the same target. The kobolds try to avoid the atrocities burst, staying 3 or more squares away.

The wyrmwarped atrocities join with the kobolds and attack stragglers or ranged PCs with *double attack*.

All of the monsters fight to the death.

AT PARAGON:

The plaguetouched eladrin archer uses *eldritch burst* on clumped PCs to start, unless the party is spread out, in which case he defaults to *scorching arrows* targeting two different PCs. If cornered, he uses *archer's withdrawl* or *fey steps* away and continues to fire.

The plaguetouched pikemen try to mark separate targets with *pike* and then lock down at least two foes, taking advantage of *chosen foe*, *spearmaster's stead* and *pinning pike* to enforce their control.

The kobold nagaguards wait for the initial mass of PCs to pass them and then move to groups of PCs in the rear to use *short sword* and take advantage of *spinning slash*. If the kobolds cannot reach a foe and attack, they focus their *javelins* on the same target. The kobolds try to avoid the atrocities burst, staying 3 or more squares away but within their 10 square aura to gain the +1 to hit.

The wyrmwarped atrocities join with the kobolds and attack stragglers or ranged PCs with *swift strikes* while keeping as many of their reptile allies within their aura as possible.

All of the monsters fight to the death.

ENDING THE ENCOUNTER

Once the PCs have pushed through the road block, they are free to move onto one of the assault missions.

You have pushed through the minimal resistance of the road block and the way is clear to attack the city.

MILESTONE

This encounter counts towards a milestone.

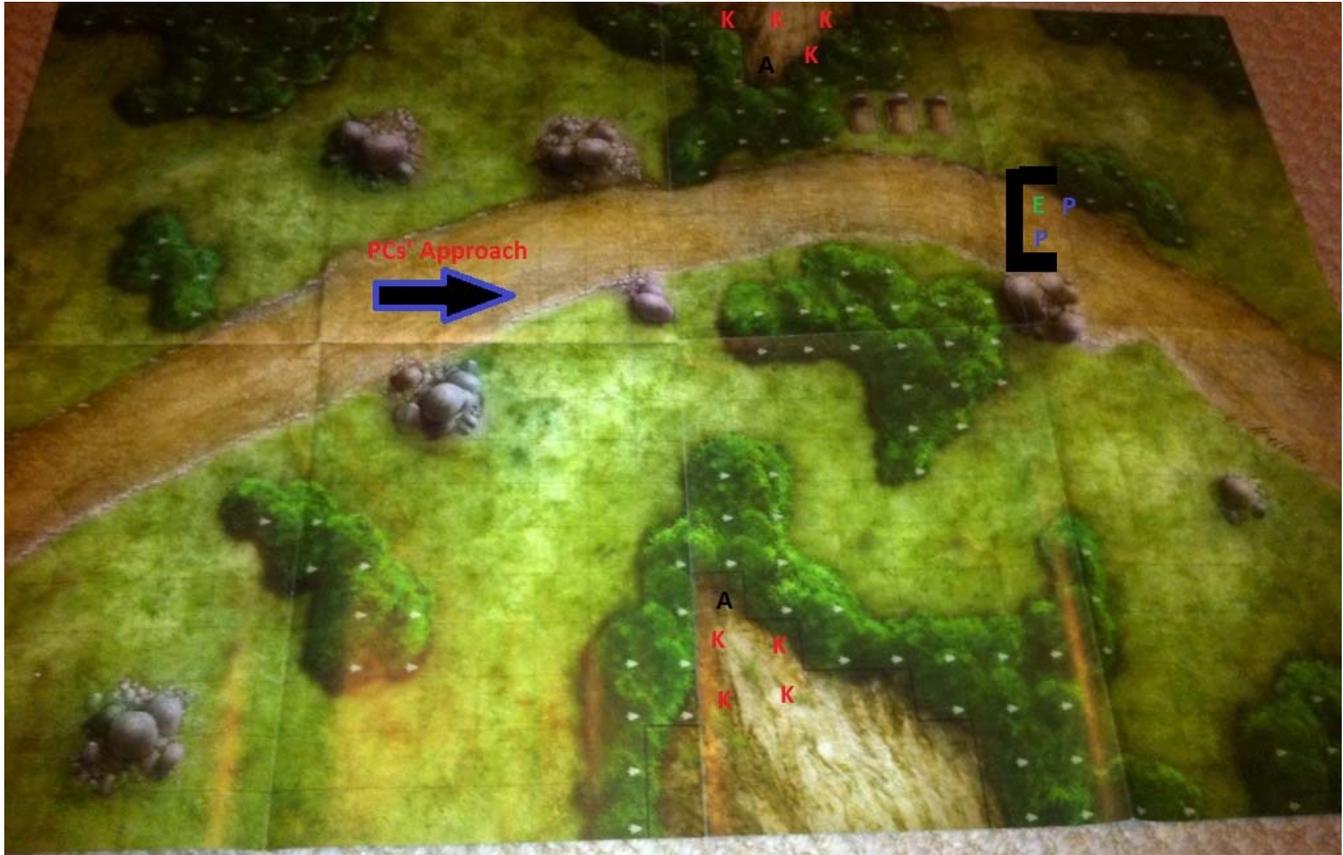
TREASURE

None.

MISSION 1Aa: THROUGH THE BORDER MAP

TILE SETS NEEDED

Forested Road poster map from H1 Keep on the Shadowfell map pack



- 8 Kobold Nagaguards (K)
- 1 Plaguetouched Eladrin Arcane Archer (E)
- 2 Wyrmwarpred Atrocities (A)
- 2 Plaguetouched Pikemen (P)

MISSION 1A: HOLD THE PORTAL

Primary Goal: Defeat the creatures.

Secondary Goal: Repair the portal.

CREATURES

This encounter includes the following creatures at all ALs (do not place the monsters on the map until the PCs are placed):

Venow-maw hydra (H)

Yuan-ti beastmaster (B)

5 Yuan-ti sharpshooters (S)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Apply a -1 penalty to all defenses, attack and damage rolls for the hydra and beastmaster.

Six PCs: Add four yuan-ti sharpshooters.

Aggressive: Add four yuan-ti sharpshooters; the PCs have only 8 rounds to repair the portal.

Glory: As aggressive, but add a +1 bonus to all defenses, attack and damage rolls for the hydra and beastmaster.

SETUP

Place out the map and show the players where the portal is on the map. Have the PCs place their minis on the portal representing the portal on the other side in-between the four columns (4x4). Then read the following:

“Go through and clear the way! We’ll be sending the next group through one minute after you, so secure the area as quickly as possible.”

You stand on the arcane runes as the caster starts the linked portal ritual. As you start your travel, you feel your body being torn apart. You are not alone.

Each PC needs to make a Moderate DC Endurance check as the yuan-ti have sabotaged the portal to prevent rebel intrusion. On a failure, the PC takes damage equal to his healing surge value and lands prone. Place the monsters on the map and roll initiative.

FEATURES OF THE AREA

This area has a few important features.

Illumination: It is daylight and the area is brightly lit.

Walls: The thick walls (1 full square wide) are blocking terrain 10 feet tall. Due to all of the debris in the area, it takes a DC 10 Athletics check to climb over the walls. The thin walls are 3 feet tall and provide cover. It costs an extra square of movement to move over these walls.

Portal: The blue decorative area in front of the thrones is the portal area (4x4). It is normal terrain.

Rubble: Squares with rubble are difficult terrain.

Stairs: The stairs lead to the basement and are difficult terrain to climb.

TACTICS

The hydra tries to stay close to as many PCs as possible to be able to use *snapping jaws*. He uses *hydra fury* on a PC until he drops then uses the remaining bites on any other PC within reach.

The beastmaster will use *attraction spray* whenever he can get at least 2 PCs in the blast. Then he uses *beast mastery* to keep the hydra in the best position to attack as many PCs as possible. He focuses on whoever is hurting the hydra the most.

The sharpshooters use *explosive arrows* whenever 2 PCs can be targeted. Otherwise, they attack using *poisoned arrows* on the PCs.

SKILL CHALLENGE: WE’RE WITH YOU

Goal: Repair the portal in 10 rounds.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Nature, Religion; All skill checks are standard actions, but can be made as minor actions by beating the Hard DC.

Secondary Skills: Athletics, Perception.

Victory: The portal is repaired.

Defeat: The next group that comes through is badly injured by the portal. The party fails the secondary objective.

Arcana, Nature, or Religion DC Moderate (1 success, 4 maximum)

You undo the yuan-ti sorcery disrupting the portal.

Athletics DC Moderate (0 success, 1 maximum)

You clear away some of the rubble making it easier to work on the portal. Add a +2 to the next Arcana, Nature or Religion check made to undo the yuan-ti sorcery.

Perception DC Moderate (0 success, 1 maximum)

You point out some odd draconic markings that must be the focus of the yuan-ti ritual. Add a +2 to the next Arcana, Nature of Religion check made to undo the yuan-ti sorcery.

ENDING THE ENCOUNTER

Once the PCs defeat all the monsters, they are free to secure the area for the portal to be used by the rebels for rapid deployment of troops and important supply line reinforcement.

MILESTONE

This encounter counts towards a milestone.

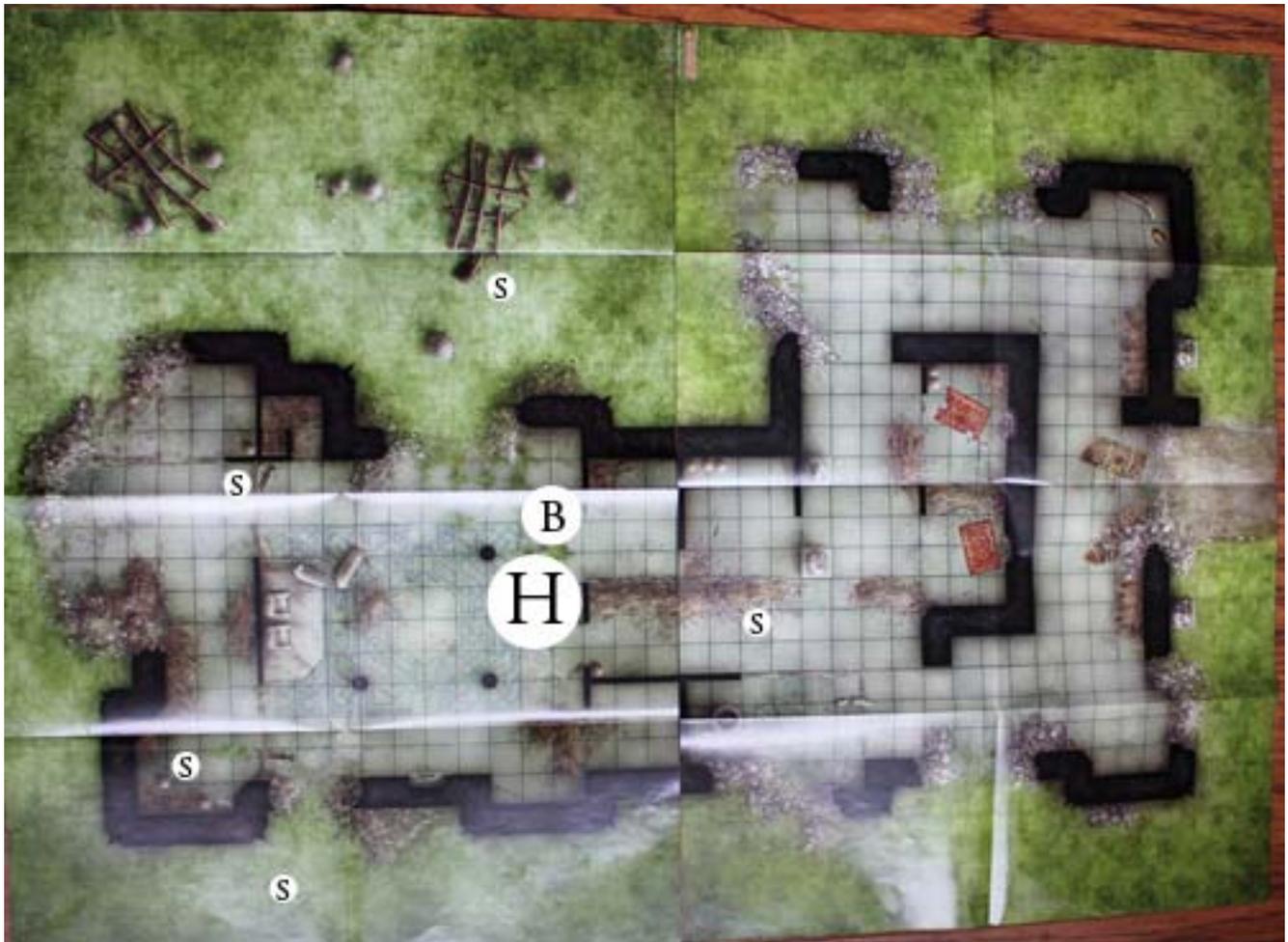
TREASURE

None.

MISSION 1AB: HOLD THE PORTAL MAP

TILE SETS NEEDED

Poster maps from *Shattered Keeps* map pack



B= Yuan-ti Beastmaster
H= Venow-maw Hydra
Y= Yuan-ti Sharpshooter

MISSION 1Ac: DROP ZONE

Primary Goal: Defeat any foes that spot the PCs.

Secondary Goal: Land in one piece.

CREATURES

This encounter includes the following creatures:

At heroic,

Plaguewhisper Evangelist of Torm (E)

Corrupt Paladins of Torm Mass (P)

4 Eyes of the Corrupted Clerics of Torm (C)

At paragon,

Plaguechanged Evangelist of Torm (E)

Warped Paladin of Torm (P)

4 Flamechanged Clerics of Torm (C)

NOTE: PCs on this mission may not send other PCs to aid other tables, nor receive aid from other tables; unless those tables are also on Mission 1Ac.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: At heroic, apply a -1 penalty to all defenses, attack and damage rolls for the plaguewhisper evangelist of Torm. At paragon, apply a -1 penalty to all defenses, attack and damage rolls for the plaguechanged evangelist of Torm

Six PCs: At heroic, add four eyes of corrupted clerics of Torm. At paragon, add four flamechanged clerics of Torm.

Aggressive: A second wave of four eyes of corrupted clerics of Torm (or four flamechanged clerics of Torm at Paragon) enter the map after three rounds.

Glory: As Aggressive and the second wave has been reinforce by a ritual giving them +2 to hit and defenses.

SETUP

The PCs signed up for a high altitude drop mission to infiltrate and get behind enemy lines. When they enter the briefing area, read the following:

This mission is not for the faint of heart. I am Commander Leira and I will be leading you. I imagine that you think you have seen and done everything, but freefalling from high altitude behind enemy lines is no easy task.

You need to listen to my instructions and follow them to the letter. Then pray to whatever God you

worship that you will not end up an ooze pancake when you hit the ground.

Commander Leira gives the following instructions.

- The PCs will be passengers on giant owls with that will be piloted by the elves of Commander Liera's squadron.
- The elves have developed a cloaking saddle that allows the owl and everything it carries to be virtually invisible in the sky at high altitudes.
- Due to the high altitudes, companions, familiars or mounts are not able to accompany the PC. They will arrive with the rest of the army after they complete their next encounter.
- The drop zone is an abandoned manor at the outskirts of the city. From there, the PCs are to secure the area for future drops then prepare to scout behind enemy lines.

PCs will be dropping in two phases. The first phase is a staying undetected and the second is the final fall and landing.

PHASE I: HIDE AND SURVIVE

Each PC must make a Stealth and Endurance check during the initial phase.

Stealth [Moderate DC] (individual check)

The PC remains hidden. If successful, they will not be attacked in phase 2 if the PC elects not to attack. On a failure, the PC is attacked twice before he lands in the next phase. PCs that succeed in their Stealth, but elect to attack anyway are only attacked once.

Endurance [Moderate DC] (individual check)

The PC does not suffer any ill effects on the fall. On a failure, the PC loses a healing surge.

PC may attempt one skill to aid their stealthy and healthy descent. A success grants a +2 to the stealth and endurance check. A failure produces a -2 penalty to the checks.

History [Moderate DC] The PC remembers studying the how the ancient elves used to make these jumps during pre-spellplague times and positions his body in a straight line to make it harder to see from the ground while also in the best position to breath.

Nature [Moderate DC] The PC uses his knowledge of the currents and cloud formations to help conceal his initial descent while regulating his breathing on the way down.

Diplomacy [Moderate DC] The PC asks the pilots what the best way to jump is and then tries to implement their ideas.

PHASE 2: PREP AND LANDING

Each PC first chooses whether to attack on descent when in range. If so, he takes a -2 penalty to the ensuing Acrobatics check. If the PC successfully made the stealth check in phase 1, he will not be attacked if he chooses not to attack. If the PC chooses to attack, the PC will be attacked regardless of the stealth check.

Set up the map and place all monsters on the map. Roll initiative proceed in that order. The minions attack the PC on the way down immediately after the PC attacks. Then the minions go to their initiative in the second round. If there are no PCs on the ground when the monsters are in initiative, they will delay until the first PC lands.

Read the following as the first PC enters his final approach and can see the landing area:

At heroic,

As the drop zone comes into sight, you see that you will not be alone when you land. Tiny eyeballs fly above the mansion. Below is a writhing mass of deformed bodies in plate armor that move around the mansion searching for something directed by a large priest with blue scars across his face and blue energy arcing across his body standing in the doorway to the mansion.

At heroic,

As the drop zone comes into sight, you see that you will not be alone when you land. Creatures robed in priestly garments with blue flames in their hands fly above the mansion. Below is humanoid in plate armor that looks too small for him and tentacles where his arms should be; moving around the mansion directed by a large priest with blue scars across his face and blue energy arcing across his body standing in the doorway to the mansion.

If the PC is attacking while falling, he can use any attacks with a range of 10 or more. Any PC also takes a -2 penalty to the Acrobatics check. Any PC may perform a non-attack action that costs a minor action or actions such as entering a stance while falling at no penalty. Do to the high altitude drop, PCs cannot automatically fly even if normally capable of it, however such PCs gain a +5 bonus to their check.

Then each PC must make an Acrobatics check and their turn ends unless they want to use an action point.

Acrobatics [Hard DC] (individual check)

The PC lands on his feet and can choose where to land on the map.

Acrobatics [Moderate DC] (individual check)

The PC lands randomly on the map, but on his feet. Drop mini or proxy a few inches above the map to find his location.

Acrobatics [Easy DC] (individual check)

The PC lands randomly on the map and prone. Drop mini or proxy from a few inches above the map to find his location.

Acrobatics [Less than Easy DC] (individual check)

The PC lands randomly on the map and prone taking AL x 2 damage. Drop mini or proxy a few inches above the map to find his location.

PC may attempt one skill to aid in their landing. A success grants a +2 to the Acrobatics check. A failure produces a -2 penalty to the checks.

Athletics [Moderate DC] With brute strength, the PC wills his body to a good landing.

Heal [Moderate DC] With the knowledge of his own anatomy, the PC employs the tuck and roll.

Perception [Moderate DC] The PC sees the obstacles to a safe landing and avoids them.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is brightly lit during the daytime drop.

Castle: This was once a noble manor, but now it is in ruins. There is no ceiling and no second floor. The walls are 10 feet high and all the doors are broken.

Wooden Draw Bridge: The bridge leading to the manor is sturdy and made of wood. It is currently down and stuck in that position. It stands 5 feet above the water.

Tainted Water: The water is murky, but shallow. It is difficult terrain. The water is rancid and any creature entering the water takes 10 acid and poison damage and ongoing 5 acid and poison damage (save ends). The creature cannot make a save until they leave the water.

To climb out of the water requires an extra square of movement.

TACTICS

AT HEROIC:

All the eyes of the corrupted clerics start 20 feet in the air focusing their *eye rays* on the first PC that lands.

The corrupted paladins of Torm mass maneuvers to get next to as many PCs as possible to grab and *absorb* them. The mass spawns a corrupt paladin every round it can. The corrupt paladin's immediately *hurl flesh* if no one is adjacent when they are formed.

The plaguewhisper evangelist of Torm will open up with *stinging words* on two PCs. Then *stirring speech* targeting the dazed PC. If surrounded, he will use *blue fire cascade* to make it hurt when PCs attack him.

AT PARAGON:

The flamechanged clerics start 20 feet in the air using searing light on two targets whenever possible focusing on the first PC that lands.

The warped paladin wades into melee using *tentacle lash* to clear a path in front of him. When surrounded or he can get at least three PCs, he will use *psychic burst*.

The plaguechanged evangelist opens up with *mesmerizing oration* trying to avoid the paladin, but will include the paladin if he can get two more PCs by doing so. Then he will use *sapping narration* on the strikers and *painful speech* on those being targeted by his allies.

All the creatures at both tiers fight to the death.

ENDING THE ENCOUNTER

Once the PCs defeat all the monsters, they are free to secure the area and scout around behind enemy lines. This unlocks the Scout Behind the Walls mission.

MILESTONE

This encounter counts towards a milestone.

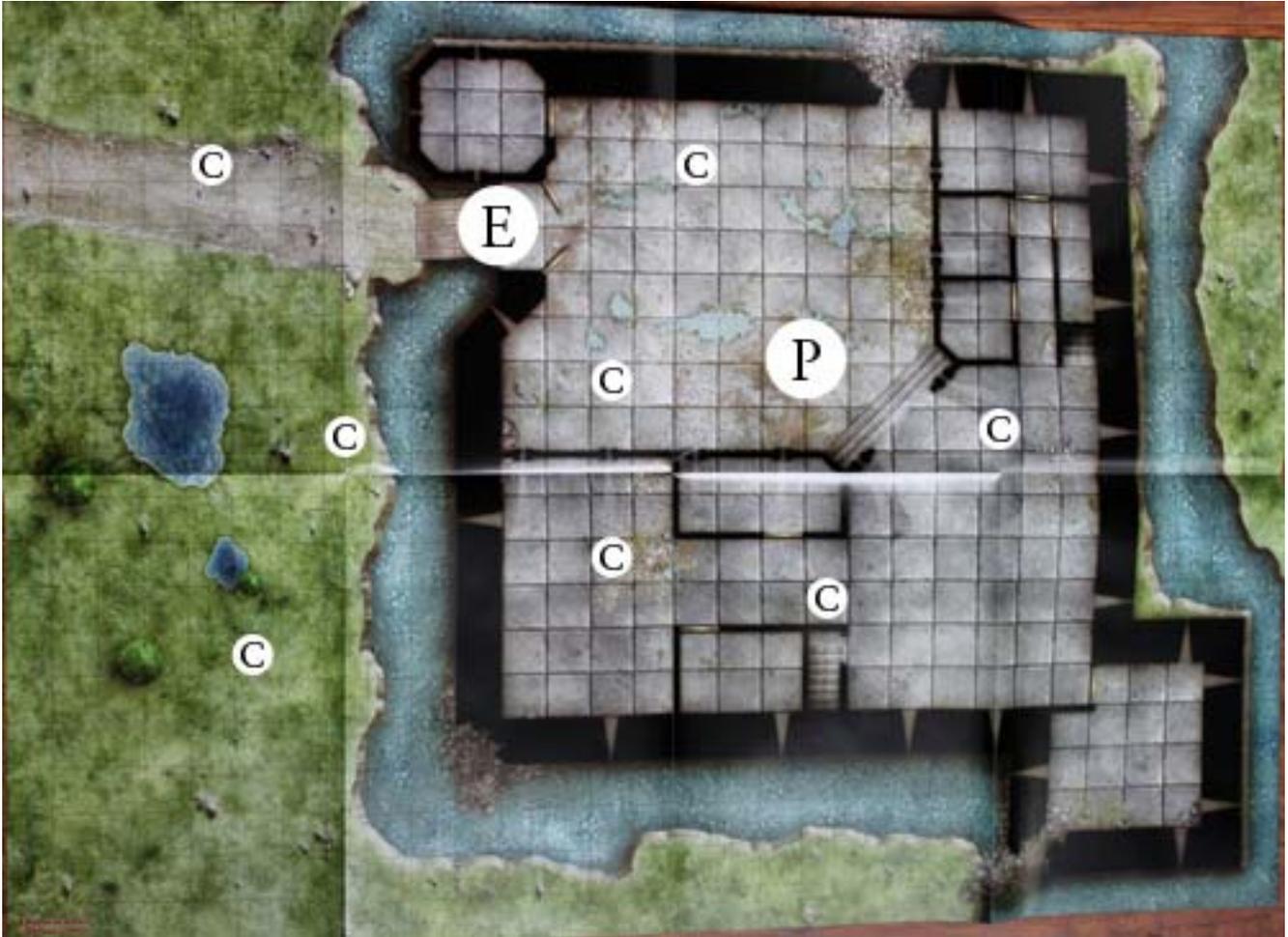
TREASURE

None.

MISSION 1Ac: DROP ZONE MAP

TILE SETS NEEDED

Castle with Mote poster map from *Shattered Keeps* map pack



- C= Eyes of the Corrupted or Flamechanged Clerics of Torm
- E= Plaguewhisperer/Plaguechanged Evangelist of Torm
- P= Corrupted Paladins of Torm Mass or Warped Palasin of Torm

MISSION 1A: WE'RE WITH YOU

Primary Goal: Convince the band to join the PCs and hand over *Loyalty's Sacrifice*.

Secondary Goal: Keep all the band alive.

CREATURES

This encounter includes the following creatures at all APLs:

3 Werewolf Bravos
7 Werewolf Warriors
Nisal, Werewolf Boss

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one werewolf bravo.

Six PCs: Add one werewolf bravo.

Aggressive: A second wave of 2 werewolf bravos and 4 werewolf warriors enter the map after three rounds.

Glory: As Aggressive and the second wave has been driven into a berserk frenzy, even affecting those werewolves that still remain alive. All werewolves receive a +2 bonus to attack, a -2 penalty to all defenses and a bonus to damage rolls. At heroic levels, this is a +5 bonus and at paragon levels it is a +10 bonus.

SETUP

The PCs have been traveling north through the Werewood, looking for resistance groups they have heard have been taking refuge in the area. When they enter the briefing area, read the following:

You have been told there is a vicious resistance group hiding in the northern Werewood that has been in contact with other resistance groups and knows ways to sneak into the city. If you can locate this band and convince them to join attack, you will have a link to other resistance fighters.

The PCs know that they are in the general vicinity and are led by a man named Nisal. First they must track and locate the resistance fighters. Then they must convince them to join them.

PHASE 1: TRACKING THE BAND

The PCs must come up a plan locate the fighters. Allow the PCs formulate a plan. There a number of rituals or

powers they might utilize. If they do not have access to such abilities, they can use skills. Four successful Moderate DC Nature or Hard DC Perception checks locate the band. If the party gains three failures before four successes, they are automatically surprised in Phase 2 without checking for surprise.

PHASE 2: CONVINCING THE BAND

The party has come across the band, but the band is wary having been running from patrols for weeks. They are lying wait believing that the PCs are yet another enemy patrol.

The PCs must make a Hard DC Perception check to notice the hidden werewolves. If they do not, go to a surprise round. If they do, read the following read aloud text:

Wolf eyes hidden in the brush catch your attention. You are surrounded by wolves, wolves that walk on two legs.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is dimly lit under the canopy.

Foliage: The trees and brush can be used to gain concealment.

Rubble: The rubble is ten feet tall, requires a Hard DC Athletics check to climb and is otherwise blocking terrain.

Steep Inclines: There are several steep inclines on the map. These are 10 feet high, sheer and require a Moderate DC Athletics check to climb as a move action or fast climb using the Hard DC as a minor action.

TACTICS

At all APLs, the werewolves begin in hybrid form with concealment, hiding in the foliage. They all fight until defeated or the PCs succeed in the skill challenge.

AT HEROIC:

The werewolf bravos move forward and use *howling frenzy* on one or two likely targets, positioning to gain *bravo's fury* against any prone or dazed foes. They focus on keeping several foes down until they are unconscious and then move on to others.

The werewolf warriors gang up on the same target to keep them prone and help the werewolf bravos gain their extra damage.

Nisal begins by using *gaze of sleep* on obvious archers or other ranged attackers and then moves on to use

vicious howl on whatever group of PCs are not being attacked by his fellows. He flanks with his allies to keep enemies prone.

AT PARAGON:

The werewolf bravos move forward and use *dance of poison*, preferably against targets that they have combat advantage against. They then use *short sword* as long as they need too.

The werewolf warriors move to keep multiple foes in their aura and use *silver longsword*. They try to overlap their aura so that their enemies cannot escape it.

Nisal focuses on one target (preferably a striker) and begins by using *kinslayer's carnage* and *kinslayer axe* until it recharges again. He uses *lycanthrope charge* and *lycanthrope mark* as appropriate.

SKILL CHALLENGE: WE'RE WITH YOU

Goal: Convince the werewolves to join the fight against the corrupt Order of Torm.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Nature, Religion; all skill checks are made as standard actions, but can be made as minor actions by increase the difficulty by one category, skills that are already Hard cannot be made as minor actions.

Secondary Skills: Perception.

Victory: The PCs convince the werewolves to join them and gain the use of *Loyalty's Sacrifice* for the cause.

Defeat: The PCs fail to convince the werewolves and are forced to fight them.

Bluff, Diplomacy, or Intimidate DC Moderate (1 success, 3 maximum)

You try to convince, cajole, or frighten the werewolves into pausing the melee long enough to talk or prove you are on of the same side.

Nature DC Hard (0 success, 1 maximum)

You use your knowledge of wolve behaviour to establish dominance over the werewolves.

Perception DC Moderate (0 success, 1 maximum)

You notice that one of the werewolves wears a gauntlet marked with the holy symbol of Torm. (It is *Loyalty's Sacrifice*). Any character at the table has Story Award **ADCP06 Spark of Torm**, automatically recognizes the artifact without rolling.

This unlocks the use of religion.

Religion DC Moderate (1 success, 1 maximum)

You call on the teachings of the Loyal Fury to bring peace between the feuding sides.

ENDING THE ENCOUNTER

The encounter ends when the PCs either convince the werewolved to join the fight against Elturel, or fail and must fight until they are defeated.

Success: The PCs get the werewolves to join them.

The lead wolfman reverts to his human form. "At long last you've come. We've been waiting, fighting where we could by sneaking into city via the river. Now with your help and the power of Torm, we can really take the battle to them!"

Failure: The PCs do not get the werewolves to join them.

The lead wolfman reverts to his human form. "I don't know who you are, but we will never join you!"

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

MISSION 1AD: WE'RE WITH YOU MAP

TILE SETS NEEDED

Forest Clearing poster map from *Monster Vault 2* map pack (Any map with a clearing works)



3 Werewolf Bravos (B)
7 Werewolf Warriors (W)
Nisal, Werewolf Boss (N)

MISSION IBA: SCOUT BEHIND THE WALLS

Primary Goal: Avoid contact with enemy patrols.

Secondary Goal: Locate any surviving members of the previous scouting team.

CREATURES

This encounter includes the following creatures at all ALs at the area label Enemy Start 1:

2 Bhaalspawn Zombies

5 Netherese Soldiers

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one Bhaalspawn zombie.

Six PCs: Add one Bhaalspawn zombie.

Aggressive: The PCs apply -2 penalty to Stealth and Bluff checks until the end of the encounter.

Glory: The PCs apply -5 penalty to Stealth and Bluff checks until the end of the encounter. In addition, after 2 rounds, a second patrol enters the area starting in the PCs' original starting zone acting like the first patrol.

SKILL CHALLENGE: SNEAK

Setup: The PCs are on a mission to reach one of the unusual buildings to find out what is happening inside them. They are also tasked with finding the missing team that was previously sent to do this.

Goal: Sneak past the patrol without alerting them.

Complexity: Special. Each PC's individual skill check made during a round counts toward that round's group skill check. When 3 rounds of group skill checks fail, the encounter ends as a defeat.

Primary Skills: Stealth

Secondary Skills: Bluff

Victory: The PCs reach the map's ending area without alerting the patrol and the enemy is not alerted to their presence in the next encounter.

Defeat: The PCs do not reach the map's ending area without alerting the patrol and the enemy is alerted to their presence in the next encounter.

Read the following:

You are gathered together for a briefing by Officer Greyfield, "There are a number of unusual buildings in the city where people are being herded into for some unknown and likely nefarious reason. A team was sent

in to scout it out, but never returned. Their last message, delivered by a magical construct they had, indicated their last known position in a nearby city block, and that they were hiding in a building to avoid patrols but we do not know which building. I want you to find the missing team and find out what's happening in those buildings."

Assuming the PCs agree, Officer Greyfield adds the following information:

- He relays the missing team's last known position along with the necessary information to identify them. Their names are Bayland (human male), Argentis (elf male), Sheilyn (tiefling female), Tredarian (dwarf male) and Stannetta (halfling female).
- He advises to avoid detection at all costs and to not fight.
- Do not fly above the buildings as this is going to give away the mission because the enemy has an airship with keen-eyed spotters who seem to be able to even see through invisibility. Neutralizing the airship is being worked on.
- The primary goal is to reach one of the unusual building and scout it.
- The secondary goal is to find the missing team.

Once the players are ready, continue:

Having accepted the mission to investigate an unusual building, you begin your journey there, avoiding enemy patrols and strongpoints as it was advised that you do so.

While pausing for a moment to get your bearings, you determine you have reached the area where the previous team went missing. Unfortunately, you spot an enemy patrol moving down the street towards you. Fortunately, they have not noticed you yet.

ABOUT THIS ENCOUNTER

The intent of this encounter is to simulate the PCs sneaking past a patrol without alerting them. This skill challenge is supposed to be more than just casually rolling dice and announcing the result. The encounter is to let the players determine their PCs path across the map, taking advantage of cover and concealment, line of sight to avoid notice as they move and may even be required to make other skill checks along the way.

The Stealth rules are modified for this encounter to accommodate this and sometimes even when the PC does not normally meet the criteria for a Stealth check, they can make one. The player should not abuse this modification.

A failed round's group skill check represents the patrol noticing things like that odd sound is someone moving around out of sight. At worst, a failed individual PC skill check makes the patrol suspicious and they move towards the offending PC.

STARTING THE ENCOUNTER

Put out the map, place the patrol in their starting area and have the players place their PC's miniature in the starting area (expand for animal companions, etc. as necessary).

Then start explaining the encounter to the players (see "What does the judge tell the players about the encounter?").

After explaining the encounter start running the encounter (see "How does the judge run the skill challenge?").

HOW DOES THE JUDGE RUN THE SKILL CHALLENGE?

- Have the players roll initiative to determine the starting PC.
- Move the patrol from Enemy Start 1.
- Start with the player who rolled the highest initiative and have them take their PC's turn. Continue initiative order thereafter.
- Track the individual PC's Stealth check successes and failures for that round's group skill check.
- Note if any PC fails a Stealth check by 5 or more (this is for moving the patrol).
- At any point when all PCs are in the map's ending area, the encounter immediately ends as a victory.
- At the end of each round, determine if the round's group skill check failed.
- At the end of each round, determine if 3 rounds of group skill checks have failed and if they did, the encounter ends as a defeat otherwise continue with the next round.

WHAT DOES THE JUDGE TELL THE PLAYERS ABOUT THE ENCOUNTER?

- The primary goal is to move their PC across the map to the ending area (point this out on the map) without alerting the patrol by making Stealth checks.
- A PC's individual Stealth check success or failure made during a round is used to determine that round's group skill check success or failure.
- Once all PCs make it to the map's ending area, the encounter ends as a victory.
- Once 3 rounds of group skill checks fail, the encounter ends as a defeat.

- If the encounter is ended early, half or more of the PCs must be in the map's ending area to count as a victory otherwise it is a defeat.
- Explain what the skill challenge's victory and defeat means, i.e., the enemy knows you are coming or not.
- Other skill checks the PCs take on their turn can affect their next Stealth check and this is covered under "Features of the Area".
- Explain what their PC can do on their turn (see "What does a PC do on their turn each round?").
- Explain automatic failures (see "Are there automatic failures?").
- Explain what happens when a PC reaches the map's ending area (see "What happens when the PC reaches the map's ending area?").
- Inform them the patrol moves randomly unless they are made suspicious and this happens when a PC fails a Stealth check by 5 or more (see "How does the judge move the patrol?").
- Inform the players if their PCs possess rituals, powers, etc. that grant bonuses to Stealth or Bluff checks, they may activate them for the encounter. The assumption made is the PCs (and players) were smart and did this prior to this encounter.
- Inform the players if they wish, their PC can remove armor, etc. to help with their Stealth checks for the encounter. The assumption made is the PCs (and players) were smart and did this prior to this encounter.
- Inform the player their PCs' secondary goal is to find the missing team and there are clues to their whereabouts (see Features of the Area).

WHAT DOES A PC DO ON THEIR TURN EACH ROUND?

- Unless the PC is in the map's ending area, every round at the end of their turn, the PC makes a Moderate DC Stealth check using a minor action. Ensure they apply any penalties or bonuses they may have received during their turn.
- Instead of using a minor action to make the Moderate DC Stealth check, the PC can choose to make an Easy DC Stealth check using a standard action. Ensure they apply any penalties or bonuses they may have received during their turn.
- Depending on which action (minor or standard) they use to make the Stealth check, the PC can use their other actions (a standard and a move; or a move and a minor) on their turn.
- The PC is not forced to move and can choose not to move, i.e., they can stay in the same square.

- The PC must make a Stealth check regardless whether they moved or not and they must choose to use a minor or standard action to do so (essentially the PC cannot delay). If a player is deliberating on what to do, you can certainly continue with the other players, but that player must take their turn before the next round begins.
- If a PC moves more than 2 squares they suffer a -2 penalty to their Stealth check. If a PC chooses the run action, they apply a -5 penalty to their Stealth check. (i.e. normal Stealth rules apply)
- A PC can choose to use their action point (or even the group's) on their turn.
- A PC can choose to help their Stealth check by using a standard action to make a Moderate DC Bluff check (creating a diversion to hide). If the PC fails by 5 or more, they suffer a -2 penalty to their Stealth check.
- A PC can choose to assist another PC's Stealth check by using a standard action to make a Moderate DC Bluff check (creating a diversion to hide). If the PC fails by 5 or more, they cause the PC they are assisting to suffer a -2 penalty to their next Stealth check.
- A PC can choose to draw the attention of the patrol away from another PC by using standard action to make a Moderate DC Bluff check. This makes the patrol suspicious and they move towards the PC drawing their attention on their turn. If the PC fails by 5 or more, the PC attempting to draw the patrol away suffers a -2 penalty to their next Stealth check. A PC might choose to draw the patrol away from another PC's position to allow them to move more easily.

ARE THERE AUTOMATIC FAILURES?

- If a PC leaves the map or ends their turn off the map, it counts as an individual failure for that round's group skill check.
- If a PC deliberately and explicitly alerts the patrol (for example, moves adjacent to a patrol member, stays in line of sight with no cover or concealment for more than 1 turn or attacks them), the encounter ends as a defeat. Question the player doing this to ensure they understand the consequences of this action. This excludes the action to draw the patrol's attention away from another PC (see "What does the PC do on their turn each round?").

WHAT HAPPENS WHEN THE PC REACHES THE MAP'S ENDING AREA?

- Once a PC reaches the ending area, they have succeeded in crossing the map and no longer make Stealth skill checks at the end of their turn (this frees up the minor action).
- A PC can move out of the map's ending area (for example, they wish to assist another PC) and when that happens, they are subject to making Stealth checks at the end of their turn again.

HOW DOES THE JUDGE MOVE THE PATROL?

- All patrol members have a speed of 6. They move that many squares on their turn. They move a second time if a PC fails a Stealth check (see below).
- Keep the patrol members adjacent to at least one other member when they end of their turn.
- Unless a PC fails a Stealth check by 5 or more (the patrol is suspicious), randomly determine the general direction they are moving by rolling a 1d4; 1=North; 2=South; 3=East; 4=West.
- If a PC fails a Stealth check by 5 or more, the patrol becomes suspicious and moves in that direction toward the PC (do not end adjacent to the PC) rather than randomly. If more than one PC fails a Stealth check by 5 or more on their turn, move the patrol towards the closest PC rather than randomly. This is a second move action.
- Do not end a patrol member's move adjacent to a PC.

WHEN DOES THE ENCOUNTER END?

- When 3 rounds of group skill checks fail, the encounter ends as a defeat.
- When a PC deliberately alerts the patrol, the encounter ends as a defeat.
- When all the PCs reach the map's ending area, the encounter ends as a victory.
- When the encounter is forced to end early (for example, due to a time constraint), if half or more of the PCs reach the map's ending area, the encounter ends as a victory otherwise it is a defeat.

WHAT HAPPENS IF?

- *What happens if a PC tries to remain off the map on their turn?* If a PC tries to remain off the map, encourage the player to have their PC return to the map. If the player does not do this, apply penalties as you see fit (I suggest a -2 penalty to Stealth checks for every PC still on the map).

- *What happens if the patrol member at some point in their move is adjacent to a PC and does not end their turn adjacent to them (do not end a patrol member's turn adjacent to a PC)? Or the PC does not have cover or concealment is in the patrol's line of sight? Typically Stealth checks require the PC to have cover, concealment or no line of sight. In this skill challenge Stealth is used to keep the patrol members from noticing the PCs as they move through their patrol area. It is possible during the course of the skill challenge that a PC does not have cover, does not have concealment and is in the line of sight. In these cases, the patrol member's attention is directed somewhere else and they plainly do not notice the PC (like if they failed the passive perception check). You can certainly play this up by describing the patrol member's intent gaze that is fixed on something that is not in the PC's direction or that they are just lost in their thoughts and are oblivious to the PC. Encourage the PC to seek cover, concealment or get out of the patrol's line of sight by the end of their next turn. Failing to do this violates the intent of this encounter and causes the encounter to end in defeat (they deliberately alerted the patrol).*
- *What happens if the PCs move half their number into the map's ending area and then the others do not move, just waiting for time to run out because they know there is a time constraint (i.e., turtling)? This violates the spirit of the game and the intent of the encounter. Ask them to continue playing to finish the encounter. Another option would be for noisy PCs to leave the encounter to aid another table. If the PCs do not comply, act as you think appropriate.*
- *What happens if a PC wants to try to kill or incapacitate a patrol member? Remind the player the intent of the encounter is to sneak past the patrol without alerting them. Let them make the case on why they think they can do this and not alert the patrol. For example, if 1 member of the patrol is not in line of sight of the others, the PC can try to attack that member. All the patrol member's defenses are 10+AL and treat them as a minion (no damage on misses). If the PC attacks and misses, the encounter ends as a defeat. If the PCs attacks and hits, the rest of the patrol continues on without their member. If the PC does not hide the body by the end of their next turn (Moderate DC Stealth check) that round's group skill check automatically fails and makes the patrol suspicious.*

- *What happens if something else happens not covered? You as the judge make a determination on what to do. Be consistent and fair.*

FEATURES OF THE AREA

Illumination: Outside of the buildings it is brightly lit and inside the buildings it is dimly lit.

TRIGGERED SKILL CHECKS

When a PC interacts with a feature of the area (typically a building) it may trigger a skill check.

- When the skill checks below fails, the PC suffers a -2 penalty to their end of turn Stealth check.
- This penalty stacks for each failed skill check.
- When one of the skill checks fails by 5 or more, the PC makes the patrol suspicious.

BUILDINGS (GENERAL NOTES):

- All the buildings are single story and are 10 feet (2 squares) high.
- When a PC attempts to open a barred door or window by force or finesse, they make a DC 15 Athletics or Thievery check to open it.
- When climbing on to the roof of a building, the PC makes a DC 15 Athletics check to do so. If they fail, they cannot move any further with action they were using.
- When a PC moves on the building's roof, they find the shingling is unstable and slippery. They must make an Easy DC Acrobatics check as part of the action they are using to move. If they fail by 4 or less, they cannot move any further with the action they were using. If they fail by 5 or more, they fall prone on the roof.
- When hopping down from the roof, the PC makes DC 15 Acrobatics check. If they fail, they fall taking 1d10 damage and are prone.
- When a PC falls off the roof, they can make a DC 20 Athletics check. If they fail, they fall taking 1d10 damage and are prone.

INVESTIGATING BUILDINGS

When a PC first investigates a building, randomly determine what they discover by rolling a 1d8. All but building #8 can be discovered more than once. Once building #8 is discovered, reroll any further discoveries

Building #1: The doors and windows are open. No one is inside the building and it is abandoned.

Building #2: The doors and windows are open. An abandoned pet dog is lairing here. It becomes alarmed at the PC's entrance and begins to growl at first with a great likelihood it is going to bark. The PC can attempt a

Moderate Nature check as a free action to calm the animal. The PC can attempt to kill the animal; treat as minion with all defenses equal to 10. If the PC's attack misses, the -2 penalty to Stealth is applied and the dog escapes from the building.

Building #3: The doors and windows are closed and barred from the inside. When a PC tries to enter, they discover the building is inhabited. The inhabitants tell the PC to go away and leave them be. The PC can attempt a Moderate Diplomacy or Intimidate check as a free action to convince or order the inhabitants to unbar the door or window and let them inside. If a PC spends a round speaking with them, the inhabitants reveal the yuan-ti were going door to door, taking people away. They do not know where or why.

Building #4: The doors and windows are open. Prior to entering the building inform the PC the smell of decay is strong and the sound of buzzing flies can be heard. When the PC enters the building, they discover horribly mutilated bodies. The PC can attempt a Moderate Endurance check as a free action otherwise they gag, choke or vomit (possibly all 3).

Building #5: The doors and windows are closed, but are not barred from the inside. When the PC enters the building they can attempt a Moderate Perception check as a free action to notice the trap prior to setting it off. If the Perception check fails, the PC takes damage equal to the AL along with a -2 penalty to their Stealth check.

Building #6: The doors and windows are closed, but not barred from the inside. No one is inside the building and it is abandoned.

Building #7: The doors and windows are closed, but are not barred from the inside. When the PC enters the building they are attacked by a zombie. Treat it as a minion with all defenses equal to 10 + AL. Let the PC attack first. If the PC's attack misses, the -2 penalty to Stealth is applied and the PC suffers damage equal to the AL.

Building #8: The doors and windows are closed, but are not barred from the inside. When the PC enters the building they can attempt a Moderate Perception check as a free action to notice a muffled sound coming from the chimney. Investigating it, they discover Stannetta the halfling female from the previous team is hiding there. If the PC spends a round speaking with her, she reveals the unusual building is being used to change people into undead abominations. She is the only survivor of an ambush and the rest of her team is dead, captured or worse. She urges the PC to destroy the vats before any more people are changed. She intends return back to report in as soon as the patrols leave the area.

OTHER TERRAIN FEATURES

Beams: There are beam laid across from one roof to another. When a PC uses a beam to move from one roof to another, they must make an Easy DC Acrobatics check as part of the action they are using to move. If they fail by 4 or less, they cannot move any further with the action they were using. If they fail by 5 or more, they fall. A PC can attempt to prevent the fall by making a DC 20 Athletics check to catch hold of the beam. If this fails, they fall to the ground taking 1d10 damage and they are prone on the ground.

Loose Cobblestones: The street cobblestones are loose (identified by the cracks on the map). When a PC moves across these, they can attempt an Easy Acrobatics check to avoid tripping and making noise as they catch themselves from falling prone. If a PC fails by 5 or more, they fall prone.

ENDING THE ENCOUNTER

The encounter ends when the victory or defeat condition for the skill challenge occurs. Read the appropriate text below.

VICTORY

Having made it past the patrol without them noticing you, you realize you are not far from your objective, the unusual building. From there it was relatively easy to sneak into the building and discover that ordinary people are being placed in magical vats and turned into undead abominations.

DEFEAT

Your attempt to make it past the patrol without notice did not go as well as you expected it and you were forced to kill them. Other nearby patrols noticed the fight and they are making it difficult for you to reach the unusual building undetected, much less get inside to find out what is happening.

MILESTONE

This encounter only counts toward a milestone.

TREASURE

There is no treasure in this encounter.

MISSION 1BA: SCOUT BEHIND THE WALLS MAP

TILE SETS NEEDED

Any City Street poster map (*Theives Quarter* is shown here)

Theives Quarter or *Market Square* from *City of Peril Fantastic Locations*, *City Streets* from *Gloomwrought Manor*, *Village* from *King of the Trollhaunt*, *Ruined Streets* from *VorRukoth* or many others



MISSION 1Bb: SABOTAGE THE SPAWNING VATS

This encounter can only be run after Mission 1Bc, or after the location of the spawning vats have been revealed to the entire Interactive.

The goal of this mission is to destroy the vats, not clear all the monsters from the vat.

Primary Goal: Destroy the vats.

Secondary Goal: Save the prisoners.

CREATURES

This encounter includes the following creatures at all APLs:

3 Yuan-ti Infiltrators

1 Bloodfire Ooze

The following creatures do not begin on the map, but may be summoned:

Bhaalspawn Grunt

Bhaalspawn Zombie

Yuan-ti Congglomeration

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one yuan-ti infiltrator.

Six PCs: Add one yuan-ti infiltrator.

Aggressive: At the beginning of the second, third, and fourth round a single Yuan-ti Infiltrator appears on the map's edge. Roll initiative for the new arrival.

Glory: Same as aggressive. When a large vat is destroyed, it automatically spawns a yuan-ti conglomeration. When a medium vat is destroyed, it automatically spawns a Bhaalspawn zombie.

SETUP

The PCs have been dispatched to destroy the spawning vats being used to create monstrous undead creatures using the *Blood of Bhaal* and the yuan-ti sorcery.

From your vantage you can see what appears to be a ruined warehouse. There are huge vats filled with glowing blue fluid. Snakemen in robes are dumping dozens of screaming prisoners into the vats. More prisoners are in cages nearby.

As you watch, the blue slime mixes with the prisoners and reforms into a great beast; a mass of

postulant tentacles and oozing slime. You can see the snake men readying to drop more prisoners into the other vats.

The bloodfire ooze is between the PCs and the vats with the yuan-ti infiltrators near the vats and the innocent prisoners.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is dimly lit under the canopy.

Prisoners: There are ten prisoners in cages attached to the vats. They are minions with defenses equal to 10. The locks on the cages can be opened with a Moderate DC Theivery check or a Hard DC Athletics check. In the cases of the large vats that have multiple prisoners, they are all in the same cage and can all be freed with one check.

Rubble: Rubble filled squares are difficult terrain.

Spawning Vat: There are six spawning vats (three large and three medium sized). The vats are blocking terrain.

If they are destroyed, they create a blast oriented in the direction of the triggering attack (i.e. it cracks open and splashes in the direction of the PC that attacked it). After resolving the *viscous wave* blast, the vat may spawn a randomly determined creature that is placed as the DM decides within the area affected by the blast.

A vat can be prematurely triggered by the yuan-ti infiltrators as move action, destroying the vat and killing the prisoners by dumping them into the vat, but adding +1 to the d6 roll used to determine what creature is spawned. When yuan-ti trigger a vat, they choose the direction of the blast.

Medium Spawning Vat

Terrain Feature

HP 5+AL

AC 5+AL, **Fortitude** 3+AL, **Reflex** 3+AL, **Will** -

Resist 5 all

TRIGGERED ACTIONS

C Viscous Wave

Trigger: The medium spawning vat is brought to 0 hit points or triggered by a yuan-ti with a move action.

Attack: Blast 2 (creatures in Blast); +AL vs. Fortitude

Hit: AL necrotic poison damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

Effect: Roll 1d6

1-2: No effect

3-4: Place two Bhaalspawn grunts in the area affected by the blast.

5-6: Place one Bhaalspawn zombie in the area affected by the blast.

7: One Yuan-ti Congglomeration appears in the area affected by the blast.

Large Spawning Vat

Terrain Feature

HP 10+AL

AC 7+AL, Fortitude 5+AL, Reflex 2+AL, Will -

Resist 5 all

TRIGGERED ACTIONS

C Viscous Wave

Trigger: The medium spawning vat is brought to 0 hit points or triggered by a yuan-ti with a move action.

Attack: Blast 3 (creatures in Blast); +2+AL vs. Fortitude

Hit: AL necrotic poison damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal

(stage 1).

Effect: Roll 1d6

1: No effect

2-3: Place two Bhaalspawn grunts in the area affected by the blast.

4-5: Place one Bhaalspawn zombie in the area affected by the blast.

6-7: One Yuan-ti Conglomeration appears in the area affected by the blast.

TACTICS

The bloodfire ooze is not very intelligent and moves to the nearest clump of PCs and use their action point and all of their attacks every round, or as soon as they recharged.

The yuan-ti infiltrators use *force implosion* when PCs are clumped, or *missile barrage* when they are not while trying to keep cover. If the PCs destroy the bloodfire ooze, they are getting past it or they are clearly destroying the vats, the infiltrators prematurely activate the vats, destroying them but but potentially catching enemies in the blast and adding +1 to the effect of viscous wave summons.

Creatures spawned by the vats are under the control of the yuan-ti and they direct them to engage the PCs. If all of the vats are destroyed and there are no creatures left to engage the PCs, the yuan-ti infiltrators flee. All other creatures fight to the death.

ENDING THE ENCOUNTER

The encounter ends when the PCs flee or destroy the vats.

With the spawning vats destroyed, you have greatly cut down on the number of monsters your foes can marshal against you.

MILESTONE

This encounter counts towards a milestone.

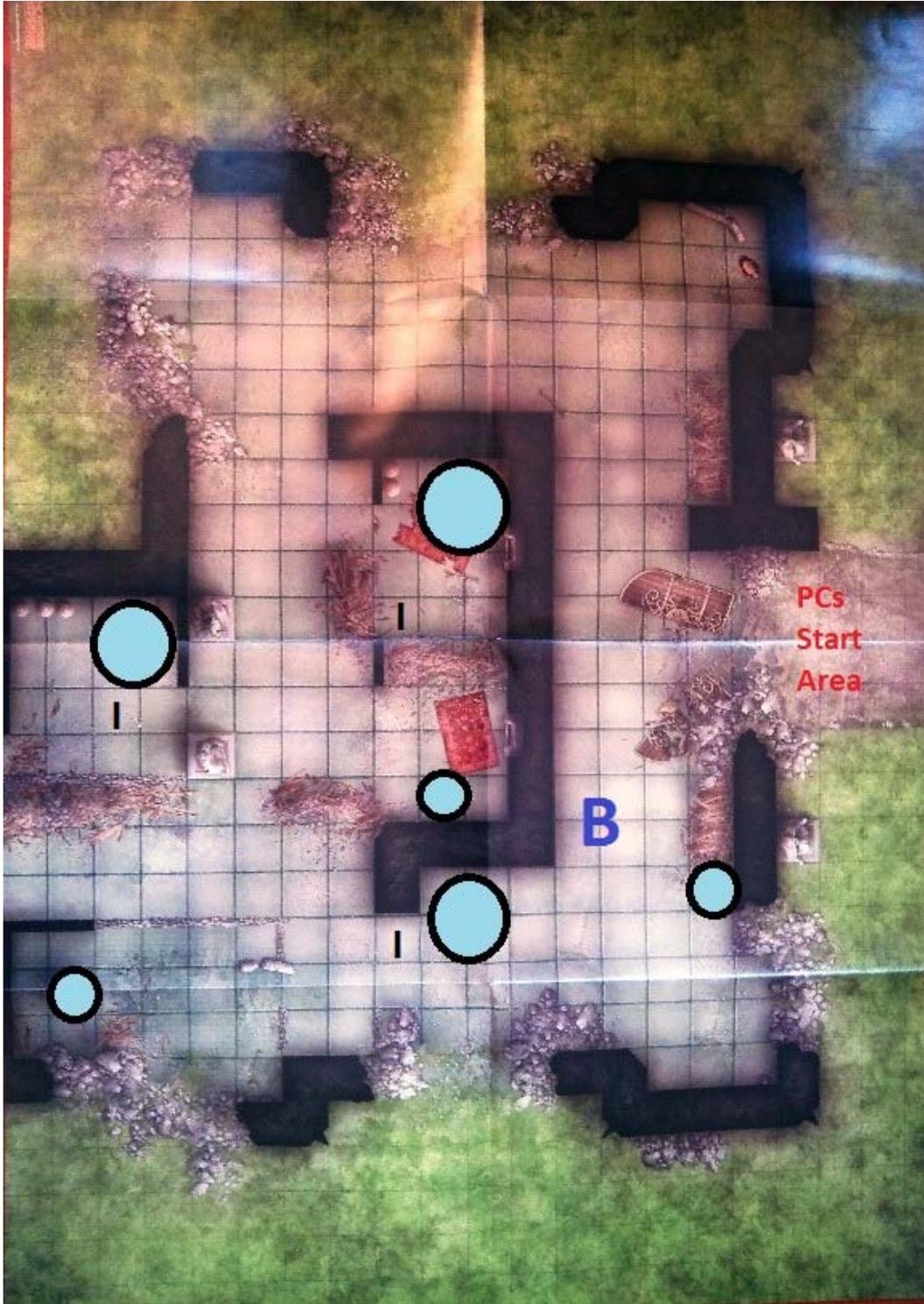
TREASURE

None.

MISSION 1Bb: SABOTAGE THE SPAWNING VATS MAP

TILE SETS NEEDED

Ruined Keep poster map from *Shatter Keeps* map pack



Blue circles = Vats
P = prisoner in cage

3 Yuan-ti Infiltrators (I)
1 Bloodfire Ooze (B)

MISSION IBC: TAKE THE TOWERS

Primary Goal: Claim and hold the tower.

Secondary Goal: Capture the guardian naga leader.

CREATURES

This encounter includes the following creatures at Heroic tier

FIRST WAVE

4 black reaver zombie (B)

1 corpse of despair(D)

4 zombie shambler (Z)

2 lizardfolk shocker(L)

1 yuan-ti cabalist (C)

SECOND WAVE

Udemuela, guardian naga (U)

Yuan-ti Ignan (Y)

This encounter includes the following creatures at Paragon tier

FIRST WAVE

4 dark flameskull (B)

1 winter wight (D)

4 warped grimlock zombie(Z)

2 yaun-ti malison chanter(L)

1 ebony knight (K)

Trebuchet (T)

SECOND WAVE

wall golem

guardian naga (U)

Nighthwalker (Y)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs:

Heroic tier: remove 1 lizardfolk shocker and the corpse of despair.

Paragon tier, remove yaun-ti malison chanter and the winter wight.

Five PCs:

Heroic tier: remove 1 lizardfolk shocker.

Paragon tier: remove one yuan-ti malison chanter.

Aggressive: At the beginning of the third round, a third wave comprised of one of the creatures listed in the second wave above appears on the edge of the map (where the map states the wall continues). The DM should choose the most appropriate creature based to challenge the table. Roll initiative for them.

Glory: Same as aggressive. The yuan-ti ignan (at heroic) or the nightwalker (at paragon) has an additional power, *strengthen the walls*, they activate as a free action on their turn. Once activated, the power grants all their allies on the map a +2 bonus to attacks, a +2 bonus to defenses and DR5 all at heroic level or DR 10 all at paragon level. This lasts until the end of the encounter.

SETUP

The PCs are attempting to take over one of the towers along the city's outer wall. The PCs are given access to the following equipment to use at their discretion:

Rope ladder (25' long)

Scaling ladder (comes in ten foot sections can be assembled with a move action, no check needed or minor action moderate DC Thievery check).

Grappling hooks and 25' or 50' lengths of rope.

When the PCs first arrive at this encounter, read or paraphrase the following:

The area before the wall and tower has trenches scattered about. Lined with stakes these are designed to hinder large troop movements and siege towers. A small group can easily maneuver around them.

Heroic Tier: The wall is 20' high (4 squares) the tower 10' (2 squares) higher

Paragon Tier: The wall is 40' high (4 squares) the tower 10' (2 squares) higher

FEATURES OF THE AREA

This area has a few important features.

Trenches: scattered about the field before the wall are numerous trenches. These are ten feet deep and lined with pointed wood sticks. These are not hidden in any way. All include at least one human, or humanoid body.

Any creature falling in takes 1d10 damage (from falling) plus an attack (AL+3 vs. Reflex hit 1d6 +AL damage). DC10 Athletics to climb out.

Rocks: The areas marked as difficult terrain before the walls are piles of scattered rock

Stairs: All stairs are only difficult terrain to ascend.

Wall: The wall is considered a rough surface, DC20 to climb.

Building with well: The roof of this building is at the same level as the wall and is flat. In Paragon tier the Trebuchet is located here along with a pile of rocks.

Tower: Entrances to tower exists on the ground level inside the city and at the wall level. There are doors that allow defenders to barricade the entrances from the

wall and the stairwell going down (from that level).
Move action to bar one door.

Large building (interior shown): The roof of this building is at the same height as the wall.

TACTICS

Heroic and Paragon Tier:

The undead are hidden in the trenches, buried under a thin layer of dirt giving them a +10 bonus to Stealth, and ready actions to attack those who move in-between them and the wall. The plan is to get any attackers between the wall and the undead before the First Wave begins.

Feel free to move where the undead are hidden based on the direction the PCs approach from.

The Second Wave begins once most of the PCs are either on top of the wall or the tower. The defenders are dedicated and do not surrender.

Paragon Tier Only

As the chance exists at this tier that some or all of the PCs might be able to fly, the trebuchet was added to give an additional method for attacking those in flight. The wall golem helps hide the trebuchet at first.

ENDING THE ENCOUNTER

Fleeing is an option for the PCs. If they take the tower they can barricade the doors and remain secure while fighting off any reinforcements allowing the sappers to work at pulling down the wall.

MILESTONE

This encounter counts towards a milestone.

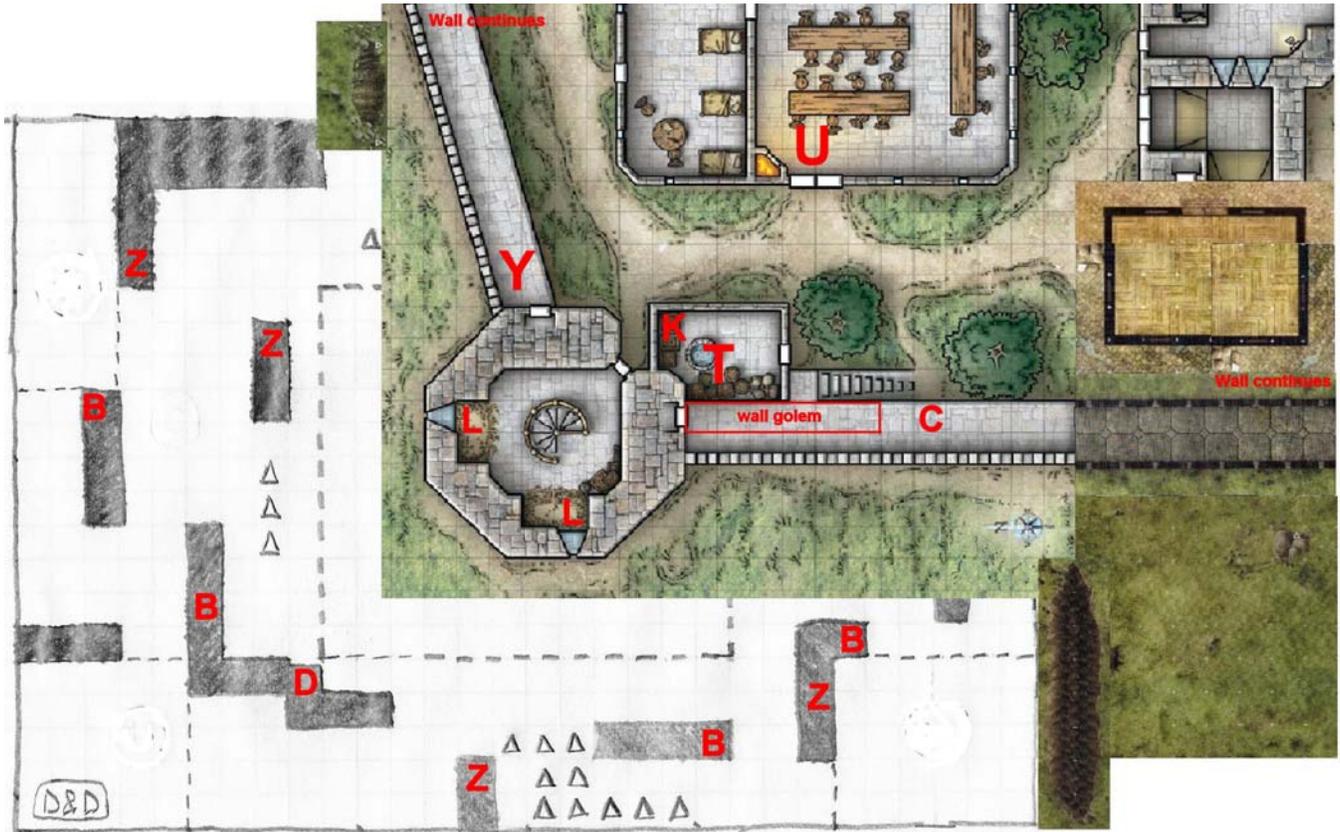
TREASURE

None.

MISSION 1Bc: TAKE THE TOWERS MAP

Bone Cave poster map from Haunted Temples pack is sketched
Map from Dungeon Masters Tool Kit

3 tiles from DMDT: The Wilderness 3 tiles from DMDT: The City and 1 tile from Castle Grimstead (without tiles simply fold map over.)



Heroic tier

black reaver zombie (B)

corpse of despair(D)

zombie shambler (Z)

lizardfolk shocker(L)

yuan-ti cabalist (C)

Udemuela, guardian naga (U)

yuan-ti Ignan (Y)

Paragon tier

dark flameskull (B)

winter wight (D)

warped grimlock zombie(Z)

yaun-ti malison chanter(L)

ebony knight (K)

Trebuchet (T)

wall golem (red box)

guardian naga (U)

Nighthwalker (Y)

MISSION 1B: BREACH THE WALLS (HEROIC ONLY)

Primary Goal: Bring down the wall.

Secondary Goal: Keep the sappers alive.

The PCs have been asked to aid a team of sappers who are going to apply an alchemical mixture to the city in order to create a breach the army can exploit.

The goal of this encounter is not to kill all the monsters on the map, but to keep the sappers alive long enough to open a hole in the wall.

CREATURES

This encounter includes the following creatures at all ALs:

5 Dwarven Alchemists (allies)

Wave One:

4 Plaguetouched Eladrin Arcane Archers

8 Covered (Spiked) Pit Traps

Wave Two (after three rounds):

5 Sail Snakes

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one the plaguetouched eladrin arcane archers from wave one and one of the sail snakes from wave two.

Six PCs: Add one the plaguetouched eladrin arcane archers from wave one and one of the sail snakes from wave two.

Aggressive: On the round after Wave Two appears, i.e., after four rounds, Wave Three appears at the beginning of the round and is comprised of 3 more sail snakes. Roll initiative for them.

Glory: Same as aggressive. In addition, every round after that, keep bringing in another wave comprised of the same 3 sail snakes until the encounter ends.

SETUP

Spread the plaguetouched eladrin arcane archers equally on the wall. The PCs start under cover, behind the wagon unless they would prefer another position (within three squares of the northern edge of the map).

Read or paraphrase the following:

The attack has bogged down before the wall. One of the paladins looks your way, “We’ve gotta get through that wall! You there, screen the way for those sappers and hold off their defenses until they apply the alchemical charge.”

A group of scholarly swarves huddle behind the wagon with a motley collection of bottles and bags. They look terrified but nod toward you and get ready to push the wagon forward, taking their cover with them.

The alchemists expect it will take them three rounds to set the alchemical mixture to the wall once they get there and then one round later, it will react to transmute the wall to mud, causing it to collapse. No one will want to be next the wall when that happens.

FEATURES OF THE AREA

Illumination: It is day and bright illumination.

Alchemists: The alchemists advance the wagon by pushing it from underneath (moving half speed as described below). Provided they are directed to avoid pit traps, they push it to the wall and set the charge. The dwarves are minions with defenses equal to 10 +1/2 AL.

Siege Engine Debris: There are two ruined siege engines that are now piles of stout timbers that are difficult terrain. The timbers can be pulled from the pile and used to cross the pits. They are strong enough to support the wagon.

Trees: The trees are ten feet tall and stripped of leaves. A creature adjacent to the tree can use it for cover.

Wagon: The wagon can be pushed by a team at least three medium sized creatures at half speed without making an Athletics check (i.e. creatures with a speed of 5 can push it 5 squares as a double move). An Easy DC Athletics check is needed for two or less creatures to push the wagon. Pushing it faster is not useful, as the dwarves can’t keep up and would quickly lose their cover. Those under the wagon get superior cover from the archers and those behind it gain cover until the wagon is next to the wall.

Wall: The wall is 20’ high (4 squares). The wall is considered a rough surface, Athletics DC 20 to climb.

If the alchemists are killed, the mixture can be applied as a standard and a move action if the PC succeeds on a Moderate DC Arcana or Dungeoneering check.

At the end of the fourth round after the alchemical mixture is applied, the base of the wall collapses and spreads stone blocks within 3 squares of the wall.

Collapsing Wall

Hazardous Terrain

InitiativeThe wall acts last in the round.

TRIGGERED ACTIONS

Falling Blocks

Attack: Blast 3 (all creatures in blast); +(4+AL) vs. Reflex

Hit: The 5*AL damage and the target is knocked prone.

Miss: Half damage.

TACTICS

The plaguetouched eladrin archers use *eldritch burst* on clumped PCs to start, unless the party is spread out, in which case they default to *scorching arrows* targeting two different PCs. If cornered, he *fey steps* away and continues to fire. They target the alchemists if they are every out of superior cover. If there are PCs near the wagon when they use *eldritch burst* remember that the archer suffers a -5 to attack the alchemists. The alchemists fight to the death. If they are on the wall when it collapses, they are automatically hit by the collapsing wall terrain feature.

After three rounds the sail snakes fly out of the city and over the wall to engage PCs on the ground or wall. They use *venom spray* first, followed by *bite*. The snakes fight till the death.

ENDING THE ENCOUNTER

The encounter ends when the PCs breach the wall and exit the map.

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

MISSION 1B: BREACH THE WALLS MAP



Shaded Squares = Pit Traps

5 Dwarven Alchemists (D)

4 Plaguetouched Eladrin Arcane Archers (E)

MISSION IBE: THANK YOU FOR FLYING AIR NETHERIL (PARAGON ONLY)

Primary Goal: Bring down the ship.

Secondary Goal: Bring down the ship in one piece so the allies can use it.

CREATURES

This encounter includes the following creatures at all ALs:

- 1 Netherese Captain (C)
- 2 Netherese Flail Master (F)
- 2 Netherese Bombardiers (B)
- 6 Netherese Sailors (S)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the Netherese Bombardiers.

Six PCs: All non-minions gain a +1 bonus to all attack rolls and defenses, and a +5 bonus to all damage rolls.

Aggressive: After 2 rounds, a nearby Netherese airship sends reinforcements comprised of 1 Netherese Flail Masters and 2 Netherese Bombardiers. The reinforcements are teleported on to the deck. Place where you can. Roll for initiative.

Glory: Same as aggressive. In addition, the ship's automatic defenses are activated after 1 round. Starting at the beginning of the second round, the ship can automatically slide a PC 3 squares (usually off the ship). The ship can only do this once per round.

SETUP

The Netherese have been using massive airships to observe the battlefield and coordinate their attacks, as well as to provide some magical artillery support. One of the ritualists of the Lion's Den has figured out how to create a portal to send a small group to disable or capture these airships. Enter the PCs.

The PCs are successful in this encounter if they crash the airship (either a controlled crash or an uncontrolled crash). The PCs earn an exceptional success if they take control of the airship, allowing it to be used later to evacuate civilians.

Read or paraphrase the following:

A ritualist, marked with an armband showing her to be a member of the Lion's Den, waves frantically to get your attention. She shouts, "I can get you to them!" and points into the air at one of the Netherese airships ringing the battlefield. They have been moving slowly through the sky, providing an observation platform for the forces arrayed against you.

"They've grown lazy, and I've figured out their pattern. I can get you up there with a portal, but it will be up to you to get back down," she says as she catches her breath.

The portal ritual will take approximately five minutes. If any of the PCs wish to prepare with utility powers that last "until the end of the encounter", allow each PC to use one such power. Further coordination will be too difficult on top of the ritualist timing the portal so that the PCs land on the airship rather than in the air.

FEATURES OF THE AREA

Illumination: It is day.

Surprise Round: The PCs gain a surprise round to move through the portal. Most PCs will need to use their only action to move through the portal, but any PC who can gain extra actions during a surprise round may do so. After all the PCs have gone through the portal, it closes.

Falling: A PC who would be knocked off the airship may make a saving throw with a +5 bonus. If the PC succeeds on the saving throw due to this bonus, that PC catches himself or herself in the mooring cables hanging off the vessel, 1d4 squares below the deck surface. Returning to the deck requires a Moderate DC Acrobatics or Athletics check to climb back up as the ropes whip around in the air, or the use of an appropriate movement power (e.g. flying, teleportation). A NPC who would be knocked off the airship may use an immediate reaction to teleport to any location on the airship. The PCs may disable this ability or gain it for themselves (see the skill challenge below). A NPC who cannot use this ability may try to catch itself in the mooring cables.

Any character that does not catch himself or herself falls 150 feet and takes 15d10 damage. They land at another AL appropriate table and if alive may continue play there.

Helm: The PCs will need to take control of the helm on either of the hulls to crash or take over the airship. A PC standing adjacent to one of the helms may participate in the skill challenge listed below.

Reinforcements: At the start of each round after the first, a number of Netherese sailors equal to the

number of PCs come up to the main deck from belowdecks. A PC can hold closed one of the doorways with a Strength check (use the Moderate DC - 5) to reduce the number entering the battlefield. Feel free to allow powers and creative tactics to keep the doors closed for a longer period of time.

There are 26 minions in reserve belowdecks. If the PCs defeat all non-minion enemies and there are any minions remaining, they will surrender.

Stairs: The stairs to the upper deck (containing the helm) are difficult terrain when going up.

TACTICS

The captain will open with *shadow wave* and *spectral chains*, using an action point. Following that, he will use *powerful slam* on whomever gets close, or use *magic missile* against any PC who is adjacent to a railing to try to knock him or her off the vessel.

The chain masters attempt to lock down PCs who are close to the helms but not adjacent. They try to use their reach to prevent counterattacks from the targets of their *ensnaring chains of Shar*.

The bombardiers use *shadow barrage* when it is available, and fall back to *shadow slice* when it isn't.

The sailors will try to reach the nearest PC and attack, but will only attack PCs next to a helm if there is no other target within reach.

SKILL CHALLENGE, COMPLEXITY 1/2: WHY DOES IT HAVE TO BE SKY PIRATES?

Goal: Cause the airship to crash in a controlled fashion (complexity 1), or take control of the airship (complexity 2).

Complexity: 1 (4 successes required) /2 (6 successes required)

Primary Skills: Acrobatics, Arcana, Athletics, Intimidate, Thievery.

Secondary Skills: Nature, Perception, Religion

Victory: The PCs control the airship enough to achieve their goal. If the airship crashes in a controlled fashion, the PCs take no damage, but the airship is no longer usable.

Failure: The airship crashes in an uncontrolled fashion, and each PC falls 75 feet (7d10 damage if not reduced).

PRIMARY SKILLS

Each primary skill check requires a PC to be adjacent to one of the helms, and to take a standard action. A PC may make a check as a minor action, but this increases the DC by 10.

Acrobatics or Athletics, Moderate DC (1 success, max 4 successes)

The PC manipulates the helm to steer the vessel towards its final destination.

Arcana, Hard DC (1 success, max 2 successes)

The PC attempts to steer the vessel by directly manipulating the magic empowering the ship.

Diplomacy (auto-failure)

The Netherese do not respond well to adventurers who take over their ship and then ask nicely for help flying it.

Intimidate, Moderate DC (1 success, max 4 successes)

The PC frightens a foe into helping to fly it.

Thievery, Moderate DC (1 success, max 2 successes)

The PC repairs some incidental damage to the helm that was sustained during the fight.

Secondary Skills

Each secondary skill check requires a minor action. The Religion check requires the PC to be adjacent to one of the helms.

Nature or Perception, Easy DC (0 successes)

The PC predicts the nearby winds, giving a +2 bonus to the next Athletics or Acrobatics check made to steer.

Religion, Special DC (0 successes)

The PC gains benefits based on the highest DC achieved. **Easy DC:** The PC finds a dedication to Shar, designed to protect the crew from falling from the airship. **Moderate DC:** The PC determines how to disable Shar's protection. NPCs can no longer teleport back onto the vessel if knocked off it. **Hard DC:** The PC determines how to subvert Shar's protection. NPCs can no longer teleport back onto the vessel if knocked off it, but the PCs can.

ENDING THE ENCOUNTER

If the PCs have taken control of the airship, the coalition is overjoyed and will start using it to evacuate civilians who have been trapped on the rooftops.

MILESTONE

This encounter counts towards a milestone.

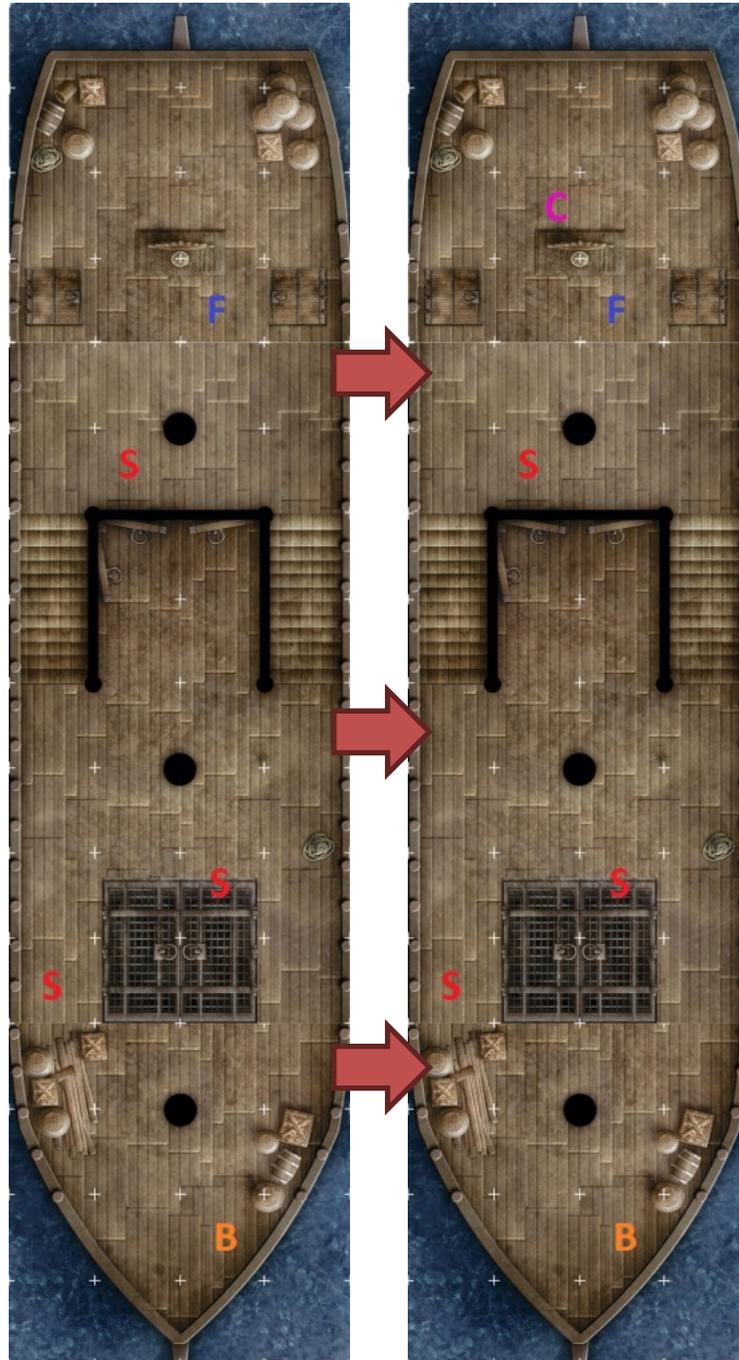
TREASURE

There is no treasure in this encounter.

MISSION 1BE: THANK YOU FOR FLYING AIR NETHERIL MAP

TILE SETS NEEDED

Use two ship tiles (it's a catamaran) with three thick wooden planks (from Deserts of Athas) or any 1x2 as connectors;



- 1 NethereseCaptain (C)
- 2 NethereseFlail Master (F)
- 2NethereseBombadiers (B)
- 6 Netherese Sailors (S)

MISSION IBF: RECOVER THE RELICS

Primary Goal: Recover the relics.

Secondary Goal (Revealed only after they encounter the Guardian): Recover the relics without destroying the door guardian.

CREATURES

This encounter includes the following creatures at all Adventure Levels:

1 Holy Door Guardian (D)

The following creatures can be summoned during the encounter.

Stone Golem

Minor Stone Golem

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Subtract 25% from the Holy Door Guardian's total hit points

Six PCs: Add 25% to the Holy Door Guardian's total hit points

Calculated hit point adjustments (+/-):

- AL2 36
- AL4 53
- AL6 70
- AL8 87
- AL10 104
- AL12 121
- AL 14 138
- AL16 155
- AL18 172
- AL20 189

Aggressive: The creatures add a +2 bonus to all attacks and defenses.

Glory: Same as aggressive. In addition, completing the skill challenge does not end the encounter, rather it was a yuan-ti trick made to seem they could end the combat with it. The PCs must either get off the map or defeat the creatures.

FAST PLAY OPTIONS

If the group you are running is underpowered, you can have an NPC priest come into the chamber, going to the font and statue. From there, every round the priest can

activate both the font and statue power (see terrain features) to assist the PCs without them standing adjacent to it. The stone golems and holy door guardian do not attack the priest. When combat ends, the priest is nowhere to be found (he is a ghost).

SETUP

The PCs are tasked with retrieving artifacts and relics from a temple's reliquary. Barring their entrance into the site is a Holy Door Guardian. The Holy Door Guardian's orders were changed to stop anyone from entering, particularly those who hold the key and speak the words (see below). The PCs must defeat it to gain entrance.

Set the map on the table and have the players place their PCs miniatures in the starting area.

Once ready to begin, read the following:

Tasked with retrieving artifacts, relics and other items from the temple's reliquary, you make your way there and now stand inside the temple in a brightly lit chamber before its entrance. The reliquary's entrance is barred by a pair of large stone doors that are carved with a visage of a warrior knight bearing a sword and shield. In one corner of the chamber stands a statue depicting a young maiden with an urn from out of which water trickles into an ornate font and in the back of the room stands an altar with a large, attached holy symbol.

You were told to hold forth a key, which you were given, and to speak loudly these words, "Open in the name of his holy radiance" and once that is performed the doors will then open for you.

Once the PCs indicate they are holding forth the key and speaking the words, read the following boxed text:

The visage of one of the warrior knights carved on the door animates and speaks in a deep voice that echoes throughout the chamber, "You foul and unholy creatures shall not pass through these doors and you shall not even leave this chamber alive."

Roll initiative and start the combat. PCs may attempt a Moderate DC Arcana or Religion check as a minor action to examine the Guardian during the combat to determine that something has tampered with the protections. It is likely they will need to weaken (Bloody) it before they can attempt to under the tampering.

When the Holy Door Guardian becomes bloody, read the following:

The visage of the other warrior knight that is carved on the door animates and speaks in a deep voice that echoes throughout the chamber, “I am bewitched to treat friend as foe. The altar is the key to undo it.”

The visage of the previously animated warrior knight swings his sword at the other, who blocks it with his shield. Both begin to battle one another with the battle played out on the surface of the door.

This opens up the skill challenge that if successful, lets the PCs end the combat.

SKILL CHALLENGE: BEWITCHED

Setup: The enemy was unable to get past the holy door guardian and so instead bewitched to treat friends as foes (foes are still foes). The altar is the key to undo this enchantment.

Goal: The PCs must undo the enchantment that is bewitching the guardian.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Religion; note that given the difficulty of these DCs, some tables may need to call for aid.

Victory: The combat ends at the end of the holy door guardian’s next turn.

Defeat: The combat does not end. The PCs can try again, but they start over from the beginning (reset successes and failures to zero).

Individual Checks taken as standard actions

The PCs make skill checks in the following sequential order to be successful. The PCs must succeed at the skill check to advance to the next one.

#1 - Arcana [Hard DC] (1 success)

You use your knowledge of magic to notice the arcane energies flowing from the altar to the holy door guardian and recognize how they are affecting the holy door guardian.

#2 - Religion [Hard DC] (1 success)

You use your knowledge of the divine to recognize the large, attached holy symbol has been altered and is the focus for the arcane energies.

At this point the PCs can choose to carefully remove (Thievery) or to forcibly remove (Athletics) the large, attached holy symbol from the altar.

#3 - Athletics or Thievery [Hard DC] (1 success)

You forcibly remove the large, attached holy symbol using your brute strength.

-OR-

You carefully remove the large, attached holy symbol using your dexterous finesse.

At this point the PCs can choose to convince or command the holy door guardian to come to its senses and cease its attacks.

#4 - Diplomacy or Intimidate [Hard DC] (1 success)

You plead with the door to come to its senses and realize it has been tricked into thinking friends are foes.

-OR-

You command the door to cease its attacks on friends.

AFTERMATH

After the PCs defeat the holy door guardian, read or the following:

After defeating the door that barred your way, you enter into the reliquary where the holy items are stored. Inside you find a body of a dead priest who perished from lack of water.

Clutched in his hands is one of the important items you came for.

If the Fast Play option was used, the PCs recognize the dead priest as the one who helped them.

FEATURES OF THE AREA

Illumination: The chamber is brightly lit with oil lamps.

Altar: When the Holy Door Guardian becomes bloody, a skill challenge opportunity to end the combat becomes available to the PCs otherwise there is nothing special to note.

Font: When the PC is in a square adjacent to the font, they can regain hit points (to their maximum) as if they spent a healing surge by making Hard DC Religion check using a minor action; or a Moderate DC Religion check as a move action; or an Easy DC Religion check using a standard action.

A PC can only benefit from this once. If the PC fails their skill check by 5 or more, they cannot try this again.

Statue: When the PC is in a square adjacent to the font, they can empower their weapon, implement or ki focus to negate the Holy Door Guardian’s DR until the end of their next turn by making Hard DC Religion check using a minor action; or a Moderate DC Religion check as a move action; or an Easy DC Religion check using a standard action.

A PC can only benefit from this once. If the PC fails their skill check by 5 or more, they cannot try this again.

TACTICS

Holy Door Guardian: In the first round, it starts with invoke fealty (standard action), uses its first action point to use invoke obedience (standard action), uses call stone golem (substitutes a move action for a minor action) and uses call minor stone golem (minor action).

In the following rounds, it uses invoke pain (standard action), when it recharges it uses call stone golem (substitutes a move action for a minor action) and uses call minor stone golem (minor action).

When it becomes bloody, it performs its first round actions (see above), using its second action point.

Stone Golem: When golem rampage is available, the stone golem uses this power to attack as many PCs as it can. When golem rampage is not available, it attacks the nearest PC using its double attack power. Remember when it drops to 0 hit points, its death burst power activates.

Minor stone golem: The minor stone golem uses its double attack against the nearest PC. Remember when it drops to 0 hit points, its death burst power activates.

ENDING THE ENCOUNTER

The encounter ends when the Holy Door Guardian hit points drop to 0 or the PCs successfully complete the skill challenge. If any stone golem or minor stone golems are still active, their hit points drop to 0 and their death burst encounter power does not activate.

MILESTONE

This encounter counts toward a milestone.

TREASURE

No treasure is found in this encounter.

MISSION 1Bf: RECOVER THE RELICS MAP

TILE SETS NEEDED

Haunted Temple from *Haunted Temple* map pack



The Door Guardian steps out of the reliquary door (black line).

ROUND 2: INTERLUDE

For the Interlude, it has become clear that the mission to recover enough relics to focus the power of Tyrangal's ritual to restart the Companion has failed. In the distance a massive army of Najaran reinforcements has been spotted and there are rumors that the Netherese have figure out a way to move the corrupted Companion to over other cities and spread its taint.

The PCs must now decide whether to continue with the ritual and allow the Companion to detonate destroying the city and their foes or to just try to evacuate the citizens in the face of approaching enemy reinforcements. Of course the principle NPCs have some strong thoughts on these ideas and the Treaty of Elturel hangs by a thread.

The Interactive coordinator should assign each of the NPCs listed below to a judge, and make sure each judge is readily identifiable, such as with large name tags. When running this encounter it is recommended that the Interactive coordinator allow the majority of the judges and those players who are not interested in LARP-style play to leave for the dinner (or lunch) break early. This allows those interested in role-playing through the decision more access to those judges who are playing the NPCs.

Each NPC provides the DM with a personalty brief to aid in role-playing that NPC, their preference in the decision, and what they will do influence the vote if the PCs do or do not vote their way. A summary of the actual votes and in game effects is listed at the end of this encounter. Applies those effects to Round Three where appropriate.

DUSK TALONS - NUALLA A'ASHEMMI

Female Half-elf; Leader of the Dusk Talons

Nualla is a pretty half-elven woman with long, dark hair. She wears a necklace with the stars and eyes of Selûne around her neck.

Personality: Pragmatic and driven.

History: Nualla is the daughter of Sememmon and Ashemmi. She has made it her life's work to oppose the Zhentarim at every turn. Three years ago she was caught by the Zhents and held prisoner, until a Group of adventurers freed her.

Nualla is the leader of the Dusk Talons, the reputed thieves guild in Iriaebor, though they style themselves as 'retainers-for-hire'. They are strong supporters of freedom and sworn enemies of the Zhentarim.

Vote: Continue the ritual and detonate the Companion.

In Character Implication: If the PCs do not detonate the Companion, the Dusk Talons will begin a fighting withdrawl. If the PCs go with the detonate choice, they will aid in the attacks on the enemy leaders.

Out of Character Effect: The Dusk Talons provide one success towards the Assassins missions if the vote goes their way.

IRIAEBOR - LORD KRIEGER

Male Human; Ranking Member of the Iriaebor Council

Lord Krieger is a man with a commanding presence. Though not that tall, his manner is one of confidence and courage. He wears a crimson tunic to match the crimson capes of the city's Freedom Guard. He has dark black hair, dark skin, and eyes that seemed recessed in their own shadows. When he speaks, his voice is deep and powerful even in whispers.

Personality: Intense, assertive, intimidating

History: Lord Krieger is the most powerful merchant guild master in Iriaebor. Lord Krieger was the one and only leader for the entire city until a recent uproar prompted a change to the age-old system started by Lord Bron. When the citizens voted for a new government, Lord Krieger kept his position as branch representative of the merchant guilds, but now that there are two additional branches of the government, his rule is as a minority power. He realizes that he was only voted to remain on the council in order to maintain some stability during the transition period. He can already see the writing on the wall and knows his days are numbered.

Lord Krieger wants to clean up the Old City ruins, rebuild the area, and bring power back to the merchants. Solving the plaguezone problem (ELTU3-6) for Elturgard was Lord Krieger's grand scheme to gain true independence for Iriaebor and return the government back into his hands alone. It has greatly increased his say among the government of Iriaebor.

Vote: Continue the ritual and detonate the Companion.

In Character Implication: Lord Krieger offers housing for all the evacuees of Elturel (once Iriaebor is retaken of course).

Out of Character Effect: If the vote goes against him, the fact that there are no homes waiting for the evacuees and many do not wish to leave. The Evacuation mission requires an additional success.

LION'S DEN - LIAHANNA CONMARA

Female Tiefling; Lion's Den trader

Liahanna Conmara is a tall, athletic tiefling; she has a confident posture and a determined look upon her face. Her maroon colored eyes flit from side to side, her face wreathed in auburn locks, obviously on the lookout for something.

Personality: Strong, feisty, good-hearted.

History: Liahanna was found at an orphanage by her human adoptive parents at an early age. All she can remember of her life before the orphanage is flames and anger. However, this does not get Liahanna down; she is mostly a happy-go-lucky woman, though she can have fits of brashness. These 'strong armed' fits have helped her through more than a few trade negotiations and allowed her rise through the ranks of the Lion's Den

Liahanna is liked in the Scornubel merchant's guild and took on her parents' business trading in rare antiquities and oddities. Liahanna is a gambler and under the right stakes she can be goaded into a game of Three Dragon Ante at any time. She is also one of the merchants that initiated the founding of the Lion's Den, a select group of merchants and adventurers that serve the interests of the merchants of Elturgard.

Vote: The Lion's Den has no strong opinion and can be persuaded to help either side as long as a good argument is made. They have resources and can apply them to either side.

In Character Implication: Undecided.

Out of Character Effect: None.

ORDER OF TORM - EVERYN CADWY

Male Human; Member of the Order of Torm, paladin of Torm

Everyn stands around six and a half feet tall, with good posture and a winning smile. His sandy blonde hair is worn loose around his face and his armor is impeccably clean. This is a man who takes pride in his appearance, both in and outward.

Personality: Everyn is stiff, but fair and warms up to people the more he knows them. He is more than willing to listen to reason and has calmed down much since his younger years.

History: Everyn Cawdy grew up in a merchant family based in Elturgard and had a happy childhood. Unlike many people in this region his life isn't marred with a horrid past and because of this Everyn is resilient to the horrors he sees as paladin of the Order of Torm. He

joined the Order because he wanted to help those who did not grow up as lucky as he did and he believes that the law can protect the less-fortunate people. He is genuinely and simply a good guy.

Everyn has had interactions with adventurers before. He has a younger brother Jalden who is also in the Order of Torm. He often has to cover up lazy mistakes that Jalden makes while on duty; however, Everyn stays ever loyal to his family ties. Recently it was exposed that Jalden's erratic behavior was caused by a possessing parasitic creature that drove his brother, with the aid of some yuan-ti, to try to contaminate the water supply of Scornubel with the Essence of Bhaal. This plot nearly destroyed that city.

Vote: Evacuate the citizens and leave the Companion as is to try again a different day.

In Character Implication: The Order has not yet committed their reserves of new, not fully trained recruits. If the PCs are evacuating the citizenry instead of going for the Companion, they will risk the new recruits, sending them to help guard the portal.

Out of Character Effect: If the vote goes against them, the Tormites order the new recruits to flee. An additional table must protect the Portal to succeed in that mission.

SHIELDS OF KILGRAVE - TAIKOS

Male Human; Member of The Shields of Kilgrave, paladin of Torm

Taikos is fierce warrior who burns with the blue fire of a spellscar. He has long, wavy brown hair, a short moustache and beard, and striking green eyes. He speaks with a commanding voice and talks as if he has a direct line to Torm himself.

Personality: Strong-willed, fearless, loyal.

History: Once a member of the Order of Torm, Taikos was ejected for the taint of a spellscar. He now finds refuge with the Shields of Kilgrave where he fights for those who cannot help themselves. He is on a mission from Torm to find a cure for the plague wrought lands and to restore his honor.

Vote: Evacuate the citizens and leave the Companion as is to try again a different day.

In Character Implication: The Shields will stop fighting and leave the plaguetouched creatures they were engaged with to run free should the PCs choose to detonate the Companion. They will instead start evacuating the civilians.

Out of Character Effect: This provides an addition success to the Evacuation mission but provides the

supervillions with a reinforcing monster that they leave behind everytime they flee a table.

TYRANGAL

Female Ancient Copper Dragon shape-changed into an Eldarin woman

Tyrangal is tall for an eladrin - nearly a head taller than a human. Her skin is the color of copper, her eyes are golden, and her copper hair cascades to her knees. She is the epitome of grace and beauty with a warm but strong voice .

Personality: Enigmatic, Strong, Helpful.

History: The copper dragon Gaulauntyr lost her mind and caused great devastation during the Rage of Dragons (1373 DR). She later recovered and returned after Mystra's death, using the name Tyrangal, involving herself in many affairs, primarily those involving the Spellplague. Her motives are cloaked in mystery, and she often acts through intermediaries. For the past few years she seems to have a particular interest in Eltugard in an effort to opposed the Order of Blue Fire.

Vote: Tyrangal wants to continue the ritual and detonate the Companion.

In Character Implication: If the PCs agree with her she agrees to permanently sacrifice herself in the ritual. Some PCs will also need to die, but could be raised. If the PCs disagree, she will leave to engage the reinforcements on the road.

Out of Character Effect: Without the dragon's breath weapon to strafe the battlefield, in any combat were there are minions, add two more minions.

BELLAVOUS

Male Quasit Familiar and comic relief

Flashes of a creature flit about your group. You catch sight of leather wings on a small creature before it disappears again to invisibility. A voice from no visible source addresses you.

Personality: Mischievous, Vengeful, Demonic.

History: Bellavous, and his brother Renceti (slain by Bellavous), were once familiars of the lich Arbosus who was an ally of Vacacarian. In the process of following Vacacarian's plan Arbosus abandoned the quasits to adventurers that were pursuing him. While Renceti went insane trying to win back the lich, and eventually Vacacarian, Bellavous decided to help the adventurers slay Arbosus, his brother Renceti, and now his final vengeance on the High Observer himself.

He treats any PC who may have bound him as a familiar as an equal partner in mischief and in no way sees himself as a servant.

Vote: BOOM!

In Character Implication: The quasits wants to detonant the Companion and destroy the city. If the PCs vote with him, he will summon demons to help him. If they vote against him, he will summon demons to harry them.

Out of Character Effect: Demons.

VOTING

When determining how the vote will proceed, considering the votes of each NPC and the PCs of the BI.

NPCs Voting to Detonate (3 votes)

- Nualla A'Ashemmi
- Lord Krieger
- Tyrangal
- Bellavous (His vote does not count)

NPCs Voting to Not Detonate (2 votes)

- Everyn Cadwy
- Taikos

Liahanna Conmara does not have a set vote, and the DM playing her should vote based on which way she was swayed by her conversations by the players. This should leave the vote to be 4 to 2 or 3 to 3 based on her vote. Once you have totaled the NPC votes, tally the votes by the tables in the BI and add them to the NPC total for a complete total. The BI proceeds based on the decision made by this vote.

ENDING THE ENCOUNTER

If the PCs wish to participate in a table- or Interactive-wide *Comrade's Succor* ritual, there is time now.

Based on the vote, apply the follow effects to Round Three:

Detonate:

- One automatic success towards the Assassins (3B) missions if the vote goes their way.
- An additional table must protect the Portal (3D) to succeed in that mission.
- Add comic relief describing demons trying to help.

Evacuate:

- The Evacuation (3A) mission receives one failure.

- Add an additional success to the Evacuation (3A) mission but every time a supervillians leaves a table, a reinforcing monster (a standard or 5 minions normally found in that encounter) appears in its place under the control of the table DM.
- Every encounter that has minions gains and additional 2 minions.
- Add comic relief describing demons trying to hinder the efforts.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

No treasure is found in this encounter.

MISSION 3A: EVACUATION

Primary Goal: Rescue two thirds of the civilians.

Secondary Goal: Destroy at least half of the rubble throwers

SKILL CHALLENGE COMPLEXITY 3

Aggressive: The Rubble Launchers fire twice per round.

Glory: Same as aggressive. The archers execute two civilians per round.

SETUP

In this encounter the PCs must save a group of civilians who have been detained by the Netherese before they are 'cleansed'. These civilians have been living in horrible conditions in a camp in the middle of the city, since Elturel was taken. However, when the PCs arrive at the scene they will find that they must work with the civilians to build a bridge, so that the civilians can run over to them before everyone is destroyed.

You have been tasked with saving a group of detainees from the Netherese, poor souls that have been captured ever since the city fell. There is now word that, because of the turn of events, these citizens must be purged and a large contingent of guards are heading to them from the North. Seeking to circumvent the large group of guards you head to civilians from the South, hopefully you will be able to get to them before the guards do.

Arriving at where the civilians are held you see some thirty men, women and children awaiting their grim fate. However, you also see something else. On your approach you see a huge chasm in front of them, obviously made from artillery fire, and what was once a scenic bridge within the city is now smashed to bits. Around the prisoners to the North, East, and West are turrets tracking their movements. It is no wonder the prisoners have not fled, the choice between falling to their deaths or being shot to death, both being not very appealing. There is rubble of destroyed homes and remnants of the bridge everywhere maybe you can fashion a make shift bridge to get the civilians across.

The moment the PCs approach, the guards are notice them and will begin to fire. This should alert the PCs that they do not have enough time to do something like cast a ritual, because they do not have a quiet moment where they are not in danger. Though this is a skill challenge, initiative should be tracked and the map at the back of this Encounter should be used.

The civilians on the other side of the chasm are very much willing to help the PCs, however, they do not know what to do. The PCs will need to make skill checks to direct them, along with foraging for items on their own side of the chasm. While this is happening, the Rubble launchers will be attacking the PCs each round hindering their progress. Therefore, it is important to track each group's movement to keep the scene moving along.

FEATURES OF THE AREA

Chasm: There is a huge 5 square chasm between the PCs and the civilians. The PCs are unable to jump over or fly of the chasm as it will provoke from five of the Rubble Launchers who can make an opportunity attack against the PC. Any PC that is hit falls to the bottom of the chasm taking 5d10 falling damage and must make a Hard DC Athletics check to climb up the side of the chasm. PCs should be warned of this difficulty (impossibility) in a subtle (or not so subtle) manner, such as a bird flying over the chasm and getting hit by ten cannons.

Rubble Launchers (10 artillery): Off the side of the map there are (10) rubble launchers that the enemies have set up to guard the civilians. At their initiative only one rubble launcher will attack the PCs. The launcher goes for an area where it can hit as many PCs as possible. Rubble launcher stat blocks can be found in the Appendix. If the PCs target the attacking rubble launcher and destroys it successfully, another launcher will take up its duties until all 10 are destroyed or the PCs succeed in clearing the civilians. .

Archers: Off the map are long bow archers closing in from the North. At the end of each round they will shoot one civilian who is closest to the Northern edge of the map. At the end of each round roll a number of d6s equal to half the number of round that have passed (round 1-2 = 1d6, rounds 3-4 = 2d6). Four ever d6 that comes up a "1," an additional civilian is slain.

If a PC has a power or ability that lets them take the damage or trade places with an attacked civilian, the archers have a bonus to hit equal to the AL+8 and do AL*2 damage. PCs may wish to target the archers, but stress that more and more of them are coming and killing them is not a likely solution.

Rubble: There are various rubble locations around the map that the PCs can search through to find objects to make a quick bridge. They also count as difficult terrain.

Civilians: Each civilian represented by a blue dot on the map, has a movement of 6 and is considered a minion. Their defenses are equal to 14. They are able to move within a PCs turn, as per information below.

Civilians who are not moved will simply cower in fear waiting for orders.

SKILL CHALLENGE: BUILDING BRIDGES

Goal: The PCs must build a bridge over the chasm and save as many civilians as they can.

Complexity: 8 (8 successes before 4 failures); 4 for each phase (scavenging and building)

Primary Skills: Diplomacy, Intimidate, Athletics, Endurance

Other Skills: Bluff, Stealth

Victory: The PCs manage to build a bridge with the civilians and get them across safely.

Defeat: The PCs do not manage to build a bridge, the civilians that are left are shot to death and the PCs must run for their lives.

Find Supplies

The PCs must first find objects in their rubble and order the civilians to search their side for enough materials to make a bridge. Each player and group should act in their initiative and get a normal round (as in combat).

The civilians are more than happy to help the PCs, but need to be told what to do. The PCs may order a group of three civilians at a time as a standard action. On a successful check, the PC is allowed to move their markers around the board and have them search through things. The civilians act right away once the check is made, being allowed a move and standard action to find an object in the rubble.

Diplomacy/Intimidate DC Easy (1 success, no maximum)

The PCs explains to the group of civilians what they need to do and the group of men/women get to work foraging for materials.

Perception/Dungeoneering DC Moderate (1 success, no maximum)

The PCs finds a useful item to build a bridge.

Useful items the PCs and civilians find:

- Rope
- Large wooden beams / metal support structures
 - they need 5 civilians to lift, two adventurers, or a PC that can make a Hard DC Athletics check
- Planks of wood
- Barrels and crates
- Remnants of houses that can be used as tying posts
- Nails, screws, rocks

Build the bridge

Having enough rubble, the PCs must now build a bridge working with the civilians across the chasm. This is a freeform part of the skill challenge and the PCs are encouraged to think of how they would want to build the bridge.

The civilians need to help the PCs build this bridge, otherwise it will not reach across the chasm. The PCs may order a group of three civilians at a time as a standard action. On a successful check, the PC is allowed to move their markers around the board and have them search through things. The civilians act right away once the check is made, being allowed a move and standard action to help build the bridge.

The bridge should takes at least three rounds to build.

Diplomacy/Intimidate DC Easy (1 success, no maximum)

The PCs explains to the group of civilians what they need to do and how they should build the bridge from their side.

Bluff/Intimidate DC Hard (1 success, no maximum)

The PC runs to a unoccupied space of the map drawing the cannon fire to themselves so that their companions can work in peace.

This means that the PC who makes the check will be targeted alone by the cannon instead of another group of PCs. Because the cannon changing positions, it grants one adventurer of the PC's choice one extra standard action to build the bridge.

Athletics DC Hard/Moderate (1 success, no maximum)

The PC begins to make the bridge working as quickly as they possibly can.

Dungeoneering DC Moderate (1 success, no maximum)

The PC makes sure the bridge is structurally sound and can hold the sheer amount of people that will cross it.

Getting them over

The PCs must now get the civilians over the bridge and to safety. PCs may forego their move action to make an extra check to get more civilians across the bridge. PCs may also use powers to move the civilians across the bridge, however, if the powers can damage the civilians it will kill them.

On a successful check, the PC is allowed to move 3 civilian markers around the board. The civilians act right away once the check is made, being allowed a move and standard action.

Diplomacy/Bluff/Intimidate DC Moderate (1 success, no maximum)

The PC guides the civilians over the bridge, making sure they come to no danger in the process.

If in time restrictive environments, this encounter can be called with half or more of the civilians are over the bridge.

ENDING THE ENCOUNTER

Success: The PCs make the bridge and get most of the civilians out alive.

The sound of rubble crashes down behind you as the group of civilians let out a cry in fear. There is a moment of quiet and as the smoke from the attack clears you see that a boulder has just missed you. "Keep going!" Someone screams and the group of civilians you saved cheer and continuing to run. With your group running as fast as they can, you hear arrows plinking down behind you, just too far away to actually hit. It seems bridges can be built, even during war.

Failure: The PCs do not manage to get the civilians over the bridge, the bridge (if built) is destroyed, and the civilians are slaughtered. Any PCs caught on the bridge while it is destroyed lose a healing surge climbing back up and running for their lives.

There is a ringing in your ear and dust in your eyes. You look to the bridge you were attempting to build and it has been blown to bits by the rubble launchers. The civilians on the other side let out screams of dismay and horror as they are flanked by the troops coming from them in the North. Through the haze of rubble you see bodies falling to the group as arrows whizz through the air. The force in the North is larger than expected, you'd better run while you still can.

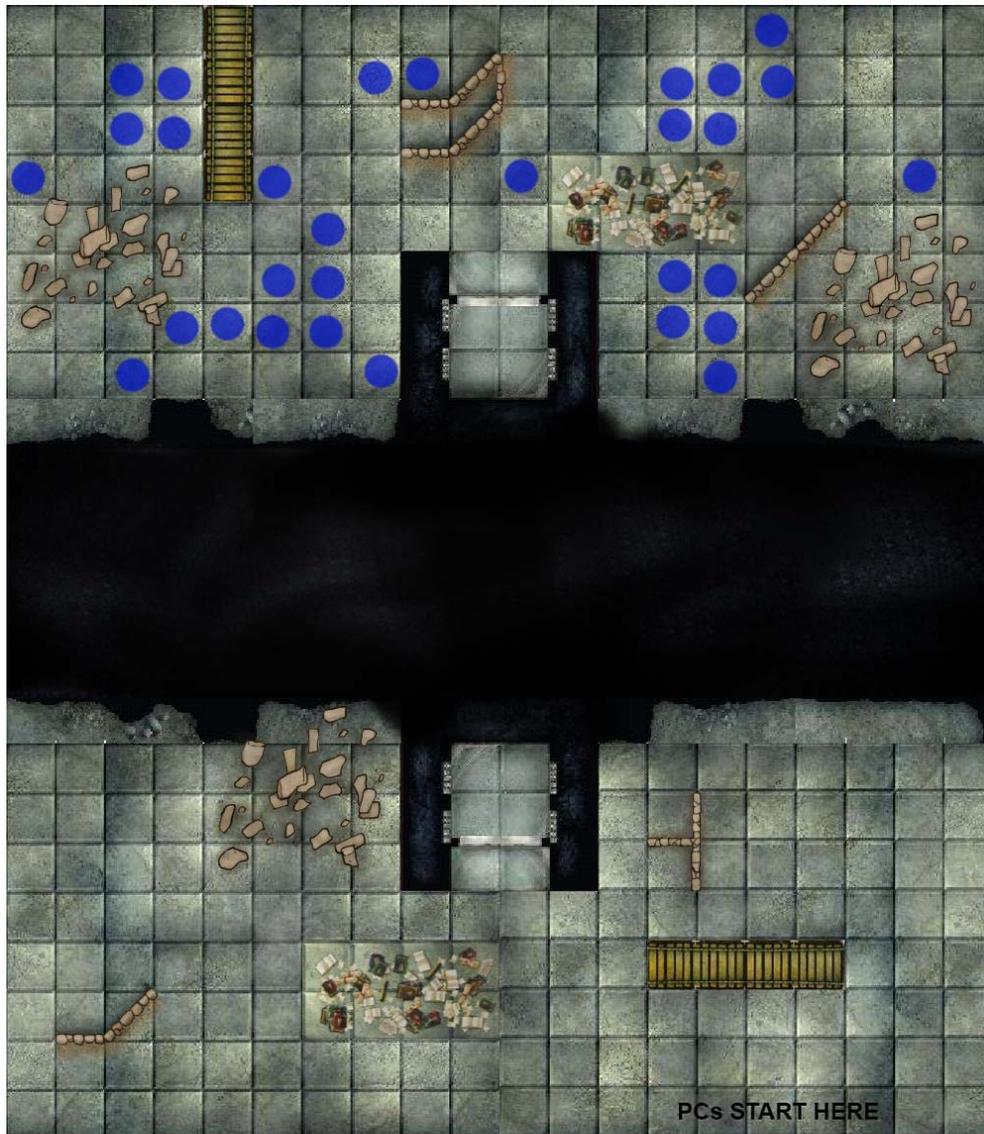
MILESTONE

This encounter counts toward a milestone.

TREASURE

No treasure is found in this encounter.

MISSION 3A: EVACUATION MAP



● - Civilian

MISSION 3B: ASSASSINS

Primary Goal: Defeat all of the creatures.

Secondary Goal: Recover the enemy dispatches.

CREATURES

This encounter includes the following creatures:

At heroic,

Plaguewhisper Captain of Torm (A)

Corrupt Paladins of Torm (B)

Spitting Yuan-ti (C)

Undead Cleric of Torm (D)

At paragon,

Plaguechanged Captain of Torm (A)

Warped Paladin of Torm (B)

FlameSpitting Yuan-ti (C)

Warped Undead Cleric of Torm (D)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: At heroic, apply a -1 penalty to all defenses, attack and damage rolls for the plaguewhisper Captain of Torm. At paragon, apply a -1 penalty to all defenses, attack and damage rolls for the plaguechanged Captain of Torm

Six PCs: At heroic, add one Corrupt Paladin of Torm four eyes of corrupted clerics of Torm. At paragon, add one Warped Paladin of Torm.

Aggressive: After 2 rounds, reinforcements arrive to help protect the Captain of Torm. The reinforcements are comprised a spiting yuan-ti, a paladins and a clerics of Torm of the same variety used in the encounter appear in the PCs' starting area. Roll initiative.

Glory: Same as aggressive. In addition, the arrival of the reinforcements invigorates and encourages all creatures giving them a +2 bonus to attacks and a +2 bonus to defenses until the end of the encounter.

SETUP

The PCs signed up for an assassination attempt on an enemy leader. When they enter the briefing area, read the following:

You approach a two story stone building that appears to be heavily fortified. You noticed messengers and officers entering the structure. After inside they appear to walk in to a swirling mass of greenish blue gas. Later they

emerge slightly wobbly but continue about their business.

If the party decided on using Stealth, Streetwise, or other reasonable disguise attempts to approach their prey quietly then have them role a group Stealth, Streetwise, or other appropriate check.

Results:

If **all** of the party members make the hard difficulty group check then they are able to start in the blue square (starting position #2) **and** get a surprise round.

If the party made the hard difficulty group check then they get to start in the blue square (starting position #2).

If the party fails the hard difficulty group check they start in the yellow square (starting position #1).

If the party fails the moderate difficulty group check they start in the yellow square (starting position #1) and are surprised.

If the party did not decide to approach quietly then they start in the yellow square (starting position #1) and neither side is surprised.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is brightly lit during the daytime. Inside the building is dim light.

Building: This was once a noble manor, but now it is in ruins. There is no ceiling and no second floor. The walls are 10 feet high (20 feet at Paragon tier) and all the doors are broken.

The dispatches are being carried by the Captain of Torm.

Wooden Draw Bridge: The bridge leading to the manor is sturdy and made of wood. It is currently down and stuck in that position. It stands 5 feet above the water.

Tainted Water: The water is murky, but shallow. It is difficult terrain. The water is rancid and any creature entering the water takes 10 acid and poison damage and ongoing 5 acid and poison damage (save ends). The creature cannot make a save until they leave the water. To climb out of the water requires an extra square of movement.

TACTICS

If the party starts in the away from the building in position #1 then both Yuan-ti will attack with ranged while the Paladin's prevent access to the building.

If the party starts in the building at position #2 then the Yuan-ti and Paladins will return to the Captain's aura to protect the Captain.

If it seems likely that the Captain is about to be defeated (or as soon as he is Bloodied), he uses a minor action to pull out the dispatches and a move action to start a fire on them. If not stopped or removed from the fire by the Captain's next round, they are destroyed.

All the creatures at both tiers fight to the death.

ENDING THE ENCOUNTER

Once the PCs defeat all the monsters, they should be encouraged to return for the next mission.

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

MISSION 3B: ASSASSINS

TILE SETS NEEDED

Moat Surrounded Keep from the Shattered Keeps Map Pack



Plaguewhisper Captain of Torm (A)
Corrupt Paladins of Torm (B)

Spitting/FlameSpitting Yuanti (C)
Corrupt Cleric of Torm (D)

MISSION 3C: DUNGEONS OF THE INQUISITOR

Primary Goal: Rescue at least two of the Dusk Talons.

Secondary Goal: Rescue all of the Dusk Talons.

The PCs have been tasked with rescuing some high value prisoners the corrupted Order are holding in the Dungeons of the Inquisitor.

The goal of this mission to escort the prisoners off of the map.

CREATURES

This encounter includes the following creatures at all ALs:

Wave One:

6 Bhaalspawn Grunts

1 Crawling Claw Swarm

1 Dayan, Vampire Necromancer

Wave Two (after 3 rounds):

5 Bhaalspawn Grunts

1 Crawling Claw Swarm

SCALING THE ENCOUNTER

Make the following modifications to the creatures"

Four PCs: Remove three Bhaalspawn grunts from wave one and the crawling claw swarm from wave two.

Six PCs: Add four Bhaalspawn grunts to both waves.

Aggressive: After 4 rounds, Wave Three appears comprised of the same a crawling claw swarm and 3 Bhaalspawn grunts. The creatures appear on the stairs. Roll for initiative.

Glory: Same as above, In addition, every round after that, 3 Bhaalspawn grunts appear.

SETUP

The PCs are in the hallway headed north into the larger room where the prisoners are being held. Allow the PCs to place themselves anywhere in the hallway between the six statues.

A gruff paladin runs over to you. "We have information that four Dusk Talon oppertives that did not make it out of the city during the original exodus, got themselves captured on purpose. They've been gathering intelligence all this time. We need to get them out. They're intel could be invaluable. Get yourselves over to the Dungeons of the Inquisitor. There's almost no one

there. It should be easy enough to cut them loose. Don't bother engaging any melees you might run across, just get those prisoners!"

The PCs easily move through the city avoiding combats and arrive at the Dungeons of the Inquisitor. It appears to have been deserted. Nearly all the prisoners are gone and most of the doors are open.

Finding their way inside, they hear shouting coming from the an interrogation chamber.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is dimly lit by a few hanging lanterns.

Chairs: There are two iron restraining chairs in a northern alcove used for interrogating prisoners. One of the the Dusk Talons is bound to it around each arm and at the waist. It takes three Moderate DC Theivery (to unlock) or Athletics (to break) checks to free the prisoner.

Pit: The pit in the center of the room is twenty feet deep (4 squares) and has the other three Dusk Talons in it. The walls are sheer and a Hard+5 DC Athletics check to climb.

Prisoners: Treat the four prisoners as minions with Defenses equal to 10+(AL/2). The prisoners call for aid and to be rescued, stressing the amount of time the PCs are wasting fighting the monsters when they have information that may affect the larger battle. The prisoners are badly injured and are currently Slowed due to their injuries, though they do not need any motivation to double move. If healed, their speed becomes 6. They always move towards the exit, avoiding Oppurtunity Attacks.

Stairs: The stairs go down to a level with more cells. There is nothing down there other than wave two.

Statues: There are statues of judgemental looking paladins in armor throughout the interrogation chamber and hallway. A creature adjacent to a statue can use it to take cover from any enemy not adjacent to them.

TACTICS

The monsters are not focused on injuring the prisoners, as they know they still have useful information that hasn't yet been found by interrogation. As such, they avoid injuring them unless not doing so would cost them their lives.

The Bhaalspawn grunts rush forward and engage as many PCs as possible with their *grabbing claws* followed up with a *bite* next round if they have a foe grabbed.

The crawling claw swarm stays near the largest concentration of PCs to take advantage of its aura.

Dayan is the least straight-forward of the of the opponents and has a wide array of powers to use. He generally tries to use *necromantic surge* early so his allies gain temporary hit points and then keep them within his aura to aid in their damage. If a PC moves adjacent to him before he has exhausted his ranged attacks, or after he is ready for melee, he uses *deft longsword* to try to slide the PC into the pit.

If Dayan is below 25%, his crawling claw swarms are defeated and things look grim, he will abandon the fight. All the other creatures at both tiers fight to the death, but do not chase the PCs if they leave the map.

ENDING THE ENCOUNTER

The encounter ends when the PCs either defeat all the monsters or get all of the surviving Dusk Talons off of the map.

When the PCs bring back the Dusk Talons, read the following:

"Well, they look a bit worse for wear, but we'll get right to questioning these brave fools and see if that can't help us out!"

MILESTONE

This encounter counts toward a milestone.

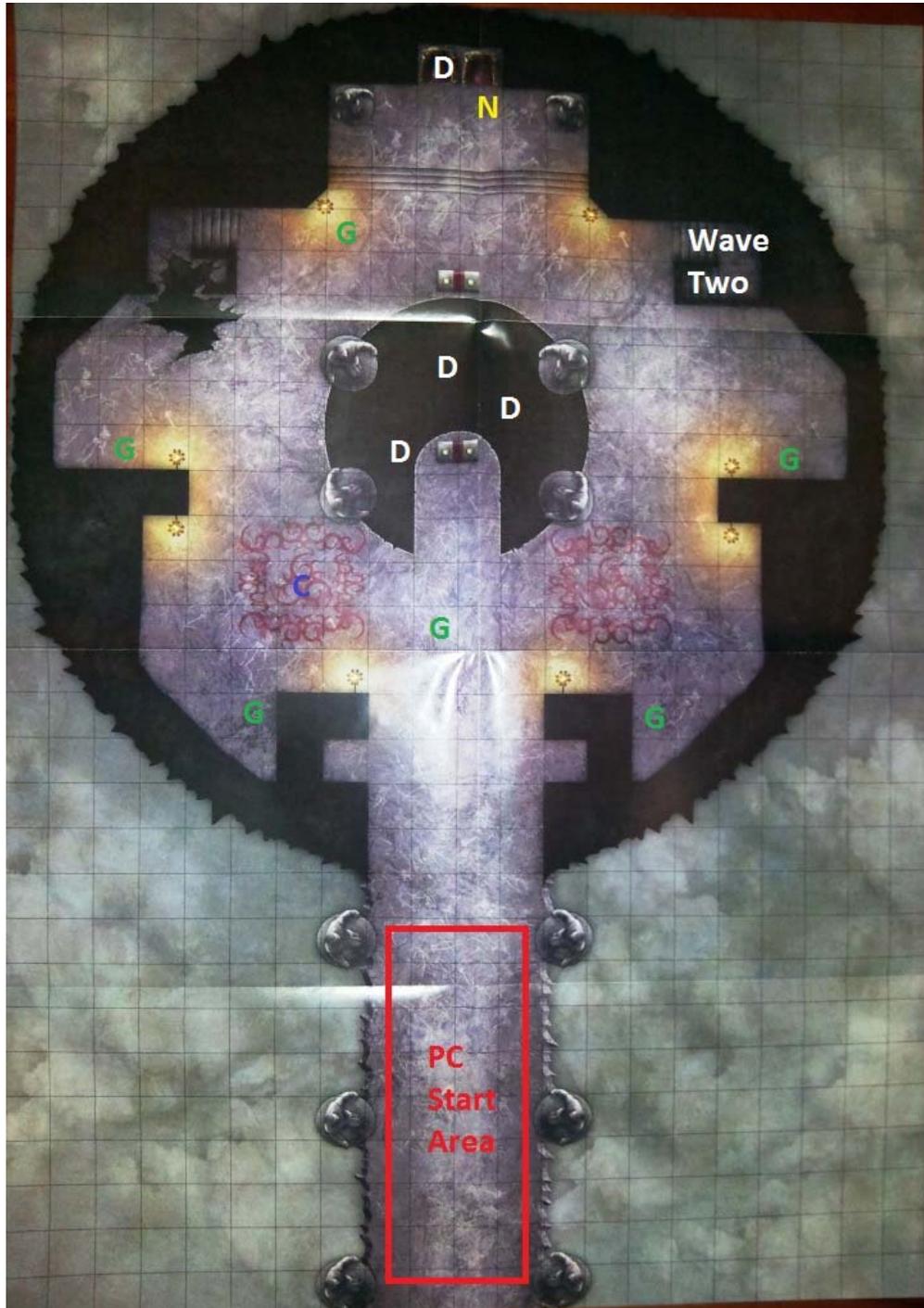
TREASURE

No treasure is found in this encounter.

MISSION 3C: DUNGEONS OF THE INQUISITOR MAP

TILE SETS NEEDED

Tower from the *Huanted Temples* Map Pack



- 6 Bhaalspawn Grunts (G)
- 1 Crawling Claw Swarm (C)
- 1 Dayan, Vampire Necromancer (N)
- 4 Dusk Talon Prisoners (D)

MISSION 3D: HOLD THE GATE, AGAIN

Primary Goal: Hold the gate for at least two complete waves (i.e. defeat the monsters from wave one and two).

Secondary Goal: Get at least 12 civilians through the gate.

CREATURES

This encounter includes the following creatures at all Adventure Levels:

Heroic tier **Paragon Tier APL 12-16**

Wave One **Wave One**
2 Nethril Spies 2 Yuan-ti Malison Sharp-eye
2 Nethril Battlestaves 1 Yuan-ti Abomination

Wave Two **Wave Two**
2 Nethril Spies 2 Yuan-ti Malison Sharp-eye
2 Nethril Battlestaves 1 Yuan-ti Abomination
1 Nethril Dreadnaught 1 Yuan-ti Mailson Incanter

Wave Three **Wave Three**
2 Nethril Spies 2 Yuan-ti Malison Sharp-eye
2 Nethril Battlestaves 1 Yuan-ti Abomination
1 Nethril Dreadnaught 1 Yuan-ti Mailson Incanter

Paragon tier 18

APL 18

Wave One

2 Yuan-ti Malison Sharp-eye
1 Yuan-ti Disciple of Zehir

Wave Two

2 Yuan-ti Malison Sharp-eye
1 Yuan-ti Disciple of Zehir
1 Yuan-ti Mailson Incanter

Wave Three

2 Yuan-ti Malison Sharp-eye
1 Yuan-ti Disciple of Zehir
1 Yuan-ti Mailson Incanter

APL 20

Wave One

2 Yuan-ti Disciple of Zehir
1 Yuan-ti Anathema

Wave Two

4 Yuan-ti Disciple of Zehir

Wave Three

2 Yuan-ti Disciple of Zehir

1 Yuan-ti Anathema

NOTE: If PC's kill all the monsters on the board and have a lull before the next wave (i.e. they do not need the time to heal or reposition), immediately advance the next wave onto the board.

This fight can easily run long, be mindful of the time. If it has taken over an hour two finish wave two, do not use wave three.

ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the soldiers (battlestaves at heroic and abominations at paragon <18) or disciple of Zehir (paragon 18-20) from wave one and two.

Six PCs: Add a Netheril spy (Heroic), abomination (Paragon <18) or a malison sharp-eye (Paragon 18-20) to the first wave.

Aggressive: Wave Two appears at the end of round 3 and enters initiative at the start of round 4. Wave Three appears at the end of round 7 and enters initiative at the start of round 8.

Glory: Wave Two appears at the end of round 2 and enters initiative at the start of round 3. Wave Three appears at the end of round 6 and enters initiative at the start of round 7.

SETUP

The PCs are tasked with holding the Gate for townsfolk and wounded alliance members to flee. The PCs must hold the gate for as long as they can. The gate was established in a destroyed temple.

Set the map on the table and have the players place their PCs miniatures in the starting area.

Once ready to begin, read the following:

The Lion's Den members have used the magic circle in their destroyed chapterhouse to make a temporary link between the city and the Morthac's Mansion outside the city. If you can hold the building, many more lives will be saved.

The enemies advance, as you ready to defend the Gate. The enemies are far too many to hold, but hold you must for the sake of the people. You watch as several groups of people are running towards your position, while you watch as soldiers and Yuan-ti horrors chase them.

You were told to hold the gate, and your job does not look very easy.

Place the enemies on the south part of the map near the ruined catapults.

Roll initiative and start the combat.

Wave two: At the end of round 4, place the next wave on the end of the map. They enter initiative at the start of round 5.

Wave Three: At the end of round 8, place the next wave on the end of the map. They enter initiative at the start of round 9.

CIVILIANS

Place 20 civilians randomly on the map, but not in the middle of the enemy. Note: all civilians have defenses 10, and 1 hit point. At the end of the round, all civilians move speed 4 towards the portal, double moving for total speed 8. PCs can use minor actions to make an Easy DC Diplomacy check to get the civilians to move in another way (such as avoiding an aura).

Rounds 3,5,7,9: Place 10 more civilians on the map.

Note: Keep track of how many civilians make it through the gate.

FEATURES OF THE AREA

Illumination: The area is brightly lit with the light of the companion.

Dais: The raised dais is difficult terrain, with broken stone and columns all over.

Portal: The Portal is in the center of the columns. Stepping into the portal and leaving is a move action.

Broken Catapult: The squares the broken catapult are in are treated as difficult terrain.

Walls: All the destroyed walls are two squares high. They can be climbed at the moderate DC. Any ranged or area attacks made from the top of these walls are at a -1 penalty due to the uneven footing.

Rocks: All rocks are hindering terrain, costing an extra square of movement to enter.

TACTICS

The enemies will attempt to injure as many PCs as possible, while moving closer to the gate and prevent evacuation thru the gate. They attack any civilian nearby if there is no immediate threat from a PC, or they can do so without using an action (such as an aura).

The Nethril forces move to melee as quick as possible.

The Yuan-ti Sharp-eyes use ranged when at all possible.

ENDING THE ENCOUNTER

The encounter ends when the PCs flee thru the portal.

MILESTONE

This encounter counts toward a milestone.

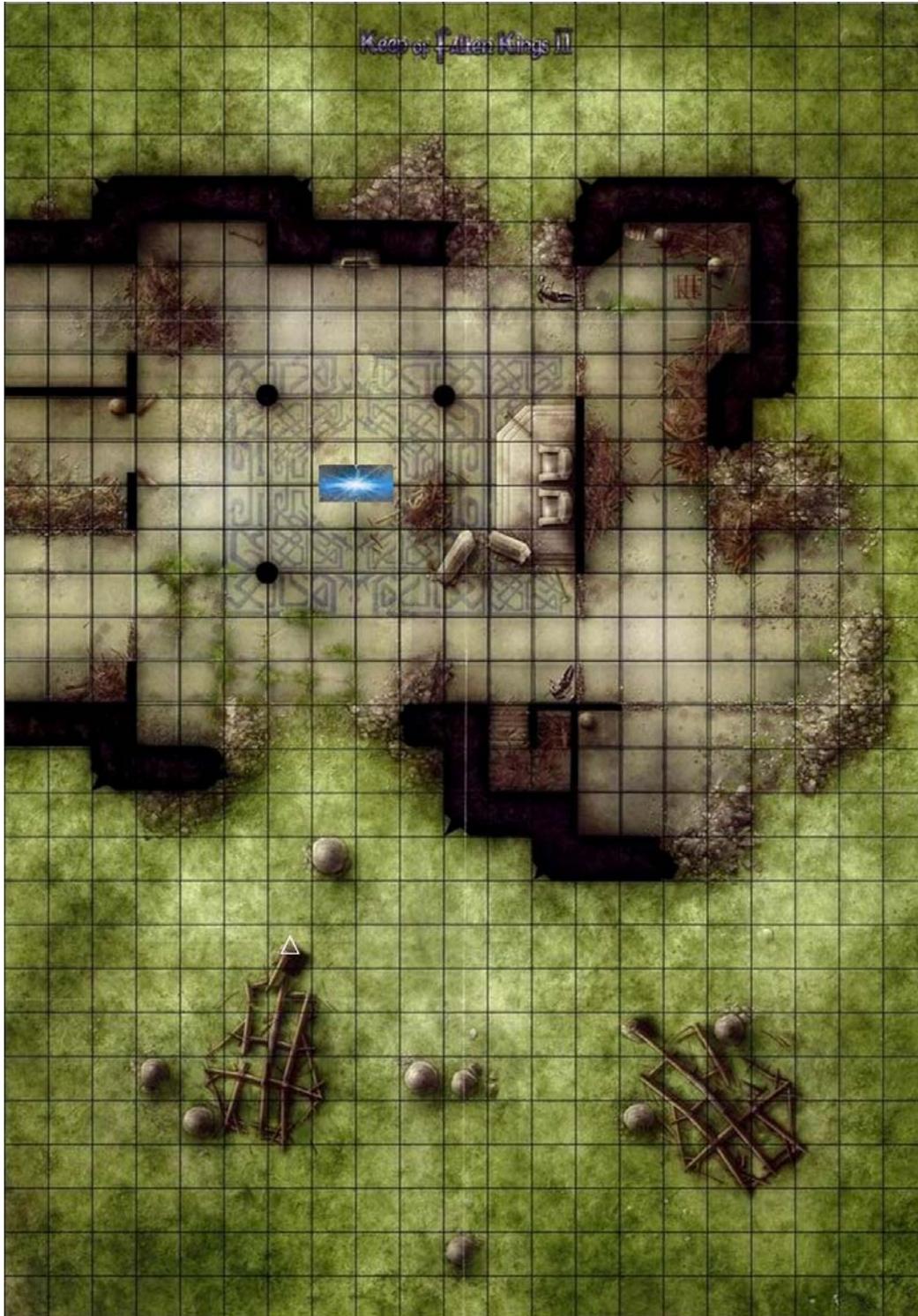
TREASURE

No treasure is found in this encounter.

MISSION 3D: HOLD THE GATE, AGAIN MAP

TILE SETS NEEDED

Keep of Fallen Kings poster map from *Shattered Keeps* map pack



The PCs may place themselves anywhere in the keep, the monsters approach from the south.

MISSION 3E: LET THE WARNING RING

Primary Goal: Alert the populace.

Secondary Goal: Defeat the soldiers.

SKILL CHALLENGE COMPLEXITY 2

CREATURES

This encounter includes the following creatures at all ALs:

of PCs x 4 soldiers in the first wave

of PCs x 2 soldiers in the second wave

Aggressive: There are 4 soldiers in the second round per PC.

Glory: As aggressive and there are 5 soldiers in the first round per PC.

SETUP

In this encounter the PCs must go door to door in Eturel and warn what remaining civilian there are that the Companion is going to explode or that the army is trying to organize an evacuation, and that the civilians must therefore flee. The PCs will soon realize that going door to door is not effective and they will be directed to the Bells of Summons. The PCs must scale a tower that contains one of the bells and send out a warning to the remaining citizens of Eturel before it is too late.

No map is provided or needed for this encounter due to the skill challenge and three dimensional nature of the mission.

With the Eturel's (destruction/evacuation) eminent, your mind turns to the innocent lives that will be lost if you fail. With the city's populace in sheer panic and enemies abound, there is only one course of action possible for you - go door to door getting people out of the city. Hopefully, some have enough wit to warn others before leaving themselves. You will have to wait and see.

This skill encounter is set in three scenes. The first scene deals with the PCs going door to door, until they receive information about the bell. The second scene deals with the PCs scaling the ruined tower, competing against a group of enemies. The final scene deals with the characters ringing the bell and the enemies they encounter.

SKILL CHALLENGE: CALLING IN THE END

Goal: The PCs must warn the citizens of Eturel to flee the city. They must do this by ringing the bell of summons.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Athletics, Diplomacy, Endurance, Intimidate

Other Skills: Bluff, Stealth

Victory: The PCs manage to ring the bell alerting the citizens of Eturel that they must flee the city immediately.

Defeat: The PCs do not manage to make it to the bell and do not ring it successfully. The citizens of Eturel are not warned in time and it is likely that most of them are going to die/be left behind.

Scene 1 - No we're not trying to sell you something...(1 group success)

The PCs begin to go door to door convincing people to leave their houses. Each PC should go to a door and try to convince people to leave their homes. If a majority of PCs convince the people to flee, it is counted as a success - otherwise it is counts as a failure.

The citizens are already scared and have mostly had their wills broken with the current invasion. Being paralyzed in fear is not easy to overcome and (time permitting) it is encouraged that the PCs speak some to the civilians, bolstering their courage, before sending them on their way.

Diplomacy/Bluff/Intimidate DC Moderate (1 success, no maximum)

The PCs convinces a family to leave their homes and flee the city.

Once the PCs have completed one round of convincing people to leave their homes read the following aloud:

You feel a small tug on the back of one of your shirt. Behind you stands a tiny human boy looking up at you, he can't be older than seven years old. "Cuse me big sirs/dames. Maybe that you can helps me gettin' my ol' grams out of our hoose?" He wipes a single tear rolling down his cheek.

Unable to resist the desperate plea of this little child you follow him quickly to an old house at the end of the road. Entering the house to see an old man barely able to stand on his walking stick, pattering around the house. Noticing you he speaks. "Ah good, you brought them Timothy. You give them back whatever you filched and be on your way getting your brothers and sisters! I need to talk to these idgits 'bout their foll hearty plan.

Timothy

- At Heroic Tier: Timothy gives back a magical item of one PC he has stolen it from
- At Paragon Tier: Level 11-20 Timothy is too scared of the PCs to steal anything (ever)

Old Man/Dervin

- The old man's name is Dervin and he 'watches over' some of the cities orphans that ran away from the orphanage*.
- He tells the PCs what they have already realized, that they will never be able to warn the all the citizens in time.
- Dervin says the PCs should instead ring one of the Bells of Summons, located around the city.
- In the days of old, the bell was used for things such as mass, trials, holy days, but also city wide information.
- The Bells of Summons placed around the city are no longer used and though not many 'youngsters' know about them - there are enough citizens that do.
- Ringing a Bell of Summons seven times will alert enough citizens of the city to flee that the word will be spread almost instantly.
- *If PCs insist on asking him what he is doing with a bunch of kids in his house or insinuate he is some kind of creep Dervin will put them in their place. Explaining that they run errands for him. Insight DC Hard - they steal things for him.

Scene 2 - Now all we have to do is get up there (3 successes)

The PCs arrive at the tower holding a Bell of Summons. During each round of this skill encounter the PCs must pass a group check in order to succeed. There are 4 enemies per PC in the first wave and a second wave arrives in round 3 numbering 2 per PC. If there are any PCs on the group, they move to attack them before climbing.

Arrive at the tower holding one of the Bells of Summons, you see that the imposing structure stands eight stories tall and has barely withstood the previous attack on Elturel. The entrance to the bell is completely caved in and bits of wall are missing from the tower. However, high above you see that the bell is still intact, it is still possible to warn the city! Going up the stairs Dervin described is going to be useless, you will have to scale the outside wall.

As you stand aside the tower figuring out the best way up, from across the courtyard you see a group of mutated knights and rogues dressed in black garb, they

spot you as well. They make a few quick remarks amongst themselves and some of them let out a laugh running for the tower and beginning to scale it. Realizing that they intend to get to the bell before you, you know must make it up before they do, otherwise all is lost.

The enemies have a head start on the PCs. Every round the PCs have a group failure, puts them one step behind. Each round the PCs fail counts as one step further for the enemies. The PCs beat the enemies if they complete Scene 2 with one group failure or less. The enemies get to the top first if the PCs have two or more group failures. Make sure to note down who makes it to the bell first (this is important for Scene 3).

If a PC has a creative idea that is plausible instead of making the checks below, the DM is permitted to allow it. However, it is important to make sure the PCs still feel the strain of the climb without making it too easy on them.

If the PC has a flying mount that they want to ride up to the top of the tower, they must make the check included in Round 2 for each round (1-3). The tower is 150 feet tall (30 squares). Note that PCs that fall do not fall 150, but rather only 30 feet to landings or windowsills (see below). PCs with movement powers such as teleportation can use them as appropriate.

Round 1 - Getting up (group check)

You begin to ascend the tower, it is hard going, but you know if the other group is going to meet you at the top - you need everyone there to beat them away from the bell.

Athletics DC Moderate (1 success, no maximum)

The PCs climb the tower with their party members getting ever closer to the bell.

If a PC fails this climb check they have the chance to fall three stories and take 3d10 falling damage. One PC who has successfully made the first Athletics check may make a second Moderate DC Athletics check to catch the falling party member. If the PC fails, both party members fall to the ground taking 3d10 damage.

PCs who use a movement power such as flight or teleportation automatically succeed on this skill check. Describe the enemy soldiers as using similar powers to the PCs so it has the illusion of a competitive, fair race.

Round 2 - Dodge (group check)

Around half way up the building now, you see that you are gaining on your enemies. However, they notice as well. Taking pieces of rubble from the wall they begin to hurl the pieces at your group, before continuing to climb.

Acrobatics/Endurance DC Moderate (1 success, no maximum)

The PCs dodges the falling pieces of rubble or takes the hit in stride continuing to climb up the wall.

If a PC fails this Acrobatics or Endurance check they take 4/6/8/10/12/14/16/18/20/22 damage. One PC who has passed their check and wishes to help their party member may choose to take the damage instead getting in the way of the coming boulder. Each PC may only do this once.

A PC who is hit must succeed in a second check at the easy DC or fall (taking 1d10 points of damage per 2 squares they fall).

Round 3 - One last push! (group check)

The bell is in sight, but you are tired from the climb and exhausted from dodging the various projectiles coming your way. One final push and you will be there

Athletics/Endurance DC Moderate (1 success, no maximum)

The PCs gives it their all and makes it up the tower and to the bell.

If a PC fails this Athletics or Endurance check they take AL+2 damage. One PC who has passed their check and wishes to help their party member may choose to take the damage instead getting in the way of the coming boulder. Each PC may only do this once.

Scene 3 - Ringing out the warning (3 successes)

The PCs must now ring the bell while the enemies actively try to push the bell over the side of the balcony. Though the bell is still intact, much of the building isn't and the PCs must literally push the bell back and forth to make it ring.

If the PCs make it up to the bell before the enemies:

Reaching you hand over the top of the balcony you pull yourself up, to see the gigantic bell standing before you. However, your foes are not far behind and you see their hands coming over the other side of the balcony. There isn't much time, you need to ring the bell quickly.

One PC must ring the bell for two rounds while the other PCs attend to the enemies. For each enemy that has made it over the wall the DC for this check increases by 3.

The PC ringing the bell:

Athletics DC Moderate (1 success, no maximum)

The PCs gives the bell a good shove and it begins to ring out over the city calling for evacuation.

The fighting PCs:

Arcana/Athletics/Nature DC Moderate (1 success, no maximum)

The PCs stab, use magical power, or the power of spirits to knock the enemies from the walls.

If a PC fails this check they lose 1 healing surge getting hit by their selected foe and the enemy makes it to the PCs attempting to ring the bell.

If the PCs fail to make it up to the bell before the enemies:

Reaching you hand over the top of the balcony you pull yourself up, just in time to feel the entire tower shake and a resounding clang echo through you bones. You see that the end of the support beam holding that was gigantic bell aloft has been hewn in two and the enemies let out a cheer. The only way for the bell to ring now is with a gigantic feat of strength, lifting the beam and literally pushing the bell alive.

One PC must hold up the wooden beam supporting the bell for two rounds and another PC must ring the bell. The other PCs attend to the enemies. For each enemy that has made it over the wall the DC for this check increases by 3.

The PC ringing/supporting the bell:

Athletics DC Hard (1 success, no maximum)

The PCs gives the bell a good shove and it begins to ring out over the city calling for evacuation. Or the PCs uses all of his/her strength to bare the weight of bell and beam while it is rung.

The fighting PCs:

Arcana/Athletics/Nature DC Moderate (1 success, no maximum)

The PCs stab, use magical power, or the power of spirits to knock the enemies from the walls.

If a PC fails this check they lose 1 healing surge getting hit by their selected foe and the enemy makes it to the PCs attempting to ring the bell.

ATTACKING INSTEAD OF CLIMBING

It is possible that some PCs may choose to attack rather climb or fly. In this case, spread the foes out equally on all four sides of the tower and keep them from being adjacent from each other to limit their exposure to area attacks. Use the following abbreviated stat block for attacks that target the climbers. Of course, should the PCs manage to eliminating all of the foes, that should also serve as a success.

Climbing Soldier		Level AL Minion
Medium natural humanoid (human)		
HP 1; A missed attack never damages a minion		Initiative +5
AC 12+AL, Fortitude 10+AL, Reflex 10+AL, Will 10+AL		Perception +1
Speed 6		
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +5+AL vs. AC		
Hit: 2+AL damage		
Str 16 (+3+AL/2)	Dex 14(+2+AL/2)	Wis 9 (-1+AL/2)
Con 12(+1+AL/2)	Int 10 (0+AL/2)	Cha 8 (-1+AL/2)
Alignment Evil		Languages Common

ENDING THE ENCOUNTER

Success: The PCs manage to ring the bell knocking all the enemies back and warning the citizen of Elturel for their sector.

The bell rings loud and clear across the city of Elturel. Moments later you see a door open, then another, and another as the citizens in your quarter of the city begin to leave their homes heeding the call to flee. From your vantage point you can see other tower containing bells, you can only hope your call will be replied in kind soon.

Failure: The enemies push the bell off the tower and the PCs are not able to warn the majority of the citizens to flee the city.

The bell rings crashes down from the tower, as you fight off the remaining enemies. There will be no call from this tower today nor for any days to come. From your vantage point you can see other tower containing bells, you can only hope others might send out the call to save what they can.

MILESTONE

This encounter counts toward a milestone.

TREASURE

No treasure is found in this encounter.

MISSION 3F: CONTAINMENT

The goal of this mission varies with the choice made by the BI. The PCs are to perform a ritual either to help screen the surrounding countryside from the detonation of the Companion, or they are to perform a ritual intended to bind the worst of the abominations to Elturel so that while they might be created, they can never leave.

Tables without Ritual Casters CANNOT attempt this mission. The primary goal of this mission is to complete the ritual, not kill the monsters.

Primary Goal: Complete the ritual.

Secondary Goal: Defeat the creatures.

CREATURES

This encounter includes the following creatures at all APLs (None of the creatures begin on the map):

Wave One:

4 Scaled Guardians

1 Ad'Kian

Wave Two (after 6 successes or 3 rounds):

2 Warwing Drakes

2 Scaled Guardians

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one scaled guardian from each wave and delay the approach of the second wave by one round.

Six PCs: Add one scaled guardian to each wave. Increase the arrival of wave two if needed.

Aggressive: Wave Two appears after 4 successes or 2 rounds.

Glory: Wave Two appears after 2 successes or 1 round.

SETUP

The PCs have been dispatched to enact a ritual on top of the Maiden's Leap. Having arrived without incident, they may set themselves up as they desire. They have just drawn the ritual circle when the encounter begins.

Your allied were able to get you past most of the fighting and insert you into The Garden just above Maiden's Leap, the great balcony that overlooks the falls. Moving quickly into position, you have a breathtaking vantage of not only the city, but the fighting that ravages it. All

across the city you can see the pitched battle and it is from this height clear that victory is not possible. Your foes' are legion. You can only hope you can bring some small measure of success to your cause.

The sound of running footsteps and battlecries draw your attention back to the tunnel where you passed just moments ago. You are trapped between foes and the frothing falls of the Maiden's Leap.

Wave one comes from the tunnel leading back to the Garden with the scaled guardians leading the way.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is brightly lit under the light of the Companion.

Balcony: The north and south edges of the balcony have a low wall that can be used take cover by crouching. In addition the low wall provides a +4 to save versus forced movement attempts to move a creature over the side. The eastern edge of the balcony has no such wall and is open to the rushing waters below. The balcony is too high above the water to climb back on to it if the PC jumps or is forced off of it into the water. It is a ten foot drop.

The balcony has no roof and flying creatures can enter it freely.

Ritual Circle: See The Ritual below.

Rubble: Rubble filled squares on the norther side of the tunnel are difficult terrain. The southern entrance is blocked by a boulder that can be moved with a Hard DC Athletics check, clearing that path.

Water: All of the white squares are water. PCs entering or beginning their turn in the water automatically move $2+AL/4$ squares (round down) in the direction of the current (as shown by the arrows). This movement can be prevented by succeeding on a Moderate DC Athletics check the round previous (i.e. its not possible the round you are pushed into the water). PCs can use a second move action to swim against the current with a second Moderate DC Athletics check.

If the PC comes to a square where the current splits, they can give up their Minor action to attempt to control the direction they are pulled with an Easy DC Athletics check. Those that fail or do not try are moved randomly (equal chance of either direction). PCs that fall off the map take $(AL+2)d10$ damage as they fall to the rocks below.

PCs can try to climb back into the north or south entrance of the tunnel by making a Moderate Athletics check as a move action when they are adjacent to a tunnel square. Of course if they are on the south side of

the tunnel, they will have to remove the boulder if they plan to get back inside. PCs cannot climb back in via the balcony. Each "drop" to the next level represents a 10 foot fall.

THE RITUAL

The PCs have been given a copy of the ritual they are to enact, but it requires that the group have at least one PC with the Ritual Caster feat. In order to succeed in the ritual, the party must complete the following conditions:

Focus: Once PC must be the focus. The focus cannot leave the ritual circle. If they do, whether purposefully or due to other's action, they lose all of their successes and must begin the ritual again. While in the ritual circle, the focus is partially protected by the energies of the ritual and gains a +2 bonus to all defenses.

Casting: The PCs must gain a total of 10 successes or cast for four rounds, whichever takes longer. The focus may enact the ritual using the skills and difficulties shown below, others can aid the caster in gaining successes, but the difficulty for them is increase one step (Easy becomes Moderate, Moderate becomes Hard, Hard becomes Hard+5). To do so requires that the secondary caster be within or adjacent to the ritual circle. If the secondary caster does not have the Ritual Caster feat, it increases the difficulty by one step. This penalty does not apply to attempts to aid. Casting takes a standard action, but may be attempted as a minor action by increasing the difficulty by one step.

Increases in difficulty are cumulative, and thus a caster who does not have the Ritual Caster feat and is not the focus may attempt to cast using Arcana as a minor action at the Hard+10 DC. (Three increases in difficulty: Moderate to Hard to Hard+5 to Hard +10).

Every failure removes one success.

Arcana/Nature/Religion DC Easy (1 success, no maximum)

You aid another caster in casting the ritual. They gain a +2 to their next Arcana, Nature or Religion check. There is no increase in difficulty to this check for not having the Ritual Caster feat.

Arcana/Nature/Religion DC Moderate (1 success, no maximum)

You gain one success towards the ritual.

Endurance DC Moderate (1 success, no maximum)

You sacrifice a portion of your life to aid in the ritual. This gives the focus a +5 bonus to their next Arcana, Nature or Religion check. Regardless of whether this check succeeds or fails, the PC loses a

healing surge. There is no increase in difficulty to this check for not having the Ritual Caster feat and the PC only needs line of sight to the focus (i.e. he or she does not need to be adjacent to the circle).

TACTICS

The first wave enters from the tunnel at the beginning of the encounter. The second wave flies in from the east toward the balcony after three rounds or six successes, whichever is sooner.

AT HEROIC:

The scaled guardians form a line an advance as a whole using their *bite* and *death bite* to spread out ongoing damage and to protect Ad'kian behind their line so he can attack without danger to himself.

Ad'kian moves forward only as far as necessary since he is vulnerable to melee attackers. He tries to stay behind his scaled guardians and begins with *swarming claws* to catch as many PCs in the zone as possible. If the PCs are not clumped, he uses it on the squares directly in front of the ritual circle to limit those that can help the focus (but not in the circle since he wants to push/slide the focus over the falls. He then uses his action point and uses *wind of death* sliding the focus towards the edge of the balcony. He tries to keep his undead allies within his aura. He continues to *wind of death* or *shadow claw* to slide the focus off the balcony.

The warwing drakes fly from the east and uses *flyby attack* on the focus or anyone is standing on the balcony.

AT PARAGON:

As heroic, Ad'kian uses *sympathetic energies* on a the focus or failing that, a fragile looking target. He saves the damage for those PCs who are likely to do a large amount of damage such as the party barbarian.

ENDING THE ENCOUNTER

The encounter ends when the PCs complete the ritual.

A rushing sound proceeds the build up of magical power and for a brief instant, the waterfall ceases to fall. Then a screaming flash of light explodes out from the circle, echoing across the entire city. You have done your work and must return to the fight.

MILESTONE

This encounter counts towards a milestone.

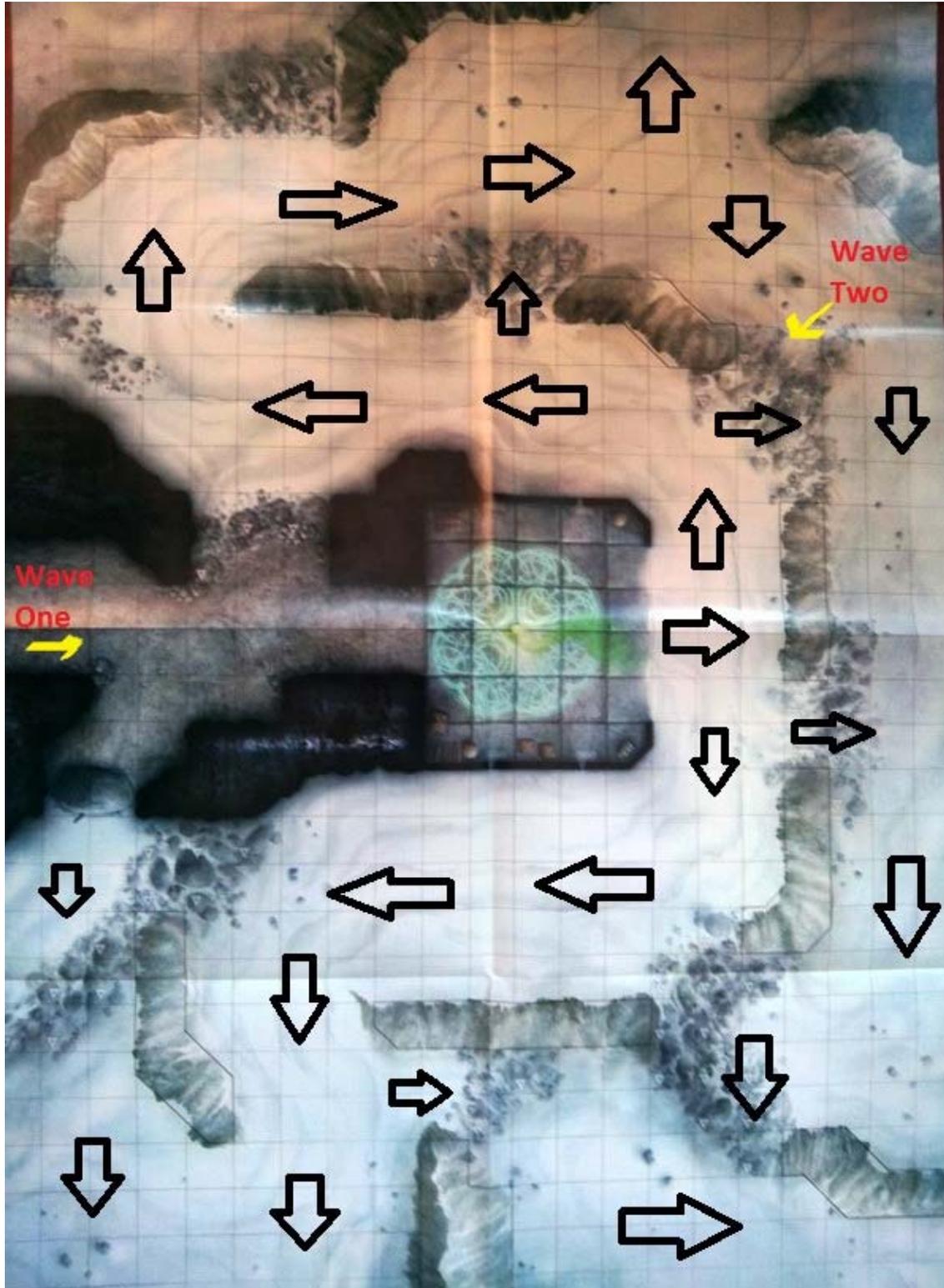
TREASURE

None.

MISSION 3F: CONTAINMENT MAP

TILE SETS NEEDED

Frozen Ritual Circle poster map from *Shatter Keeps* map pack



MISSION 4A: ENGAGE THE REINFORCEMENTS

In this encounter, the enemy reinforcements have begun to flood into the city. The goal varies with the choices made by the players.

If the Interactive has chosen not to detonate the Companion, the PCs have been sent to engage them in order to delay their approach so that the regular army can evacuate as many citizens as possible. The goal is to keep the monsters engaged and on the map (or defeated) until time expires.

If the Interactive has chosen to detonate the Companion, instead of holding the monster on their map, the goal is to push through and create a hole that the army can use to escape. This means they must defeat the creatures on the map. They fight until time expires and they flee, or they defeat all of the monsters.

CREATURES

This encounter includes the following creatures at all APLs:

Wave One:

- 6 Netherese Soldiers**
- 2 Lizardfolk Shockers**
- 1 Poisonscale Brawler**

Wave Two at AL 2:

- 1 Shadrixx, Black Dragon Wyrmling**
- 4 Shadow Ogres**

Wave Two at AL 4-20:

- 1 Shadrixx, Black Dragon**
- 2 Shadow Ogres**

SCALING THE ENCOUNTER

Adjust the timing the waves appropriately based on the strength of your table.

Four PCs: Remove one lizardfolk shocker from wave one and one shadow ogre from wave two.

Six PCs: Add one lizardfolk shocker to wave one and one shadow ogre to wave two.

Aggressive: At the beginning of the round after Wave Two arrives (or after 6 rounds), add Wave Three comprised of the same creatures that are in Wave One. Place in enemy start 2 on the map and roll initiative.

Glory: Same as aggressive. In addition, when Wave Two arrives apply to all creatures (including Wave Three) a +2 bonus to attacks and a +2 bonus to all defenses until the end of the encounter.

SETUP

If the Interactive plans to detonate the Companion:

The enemy reinforcements a legion. Thousands of reptilian horrors are streaming into the city, directed by Netherese battle mages and plaguetouched paladins flying the banner of the Order of Blue Fire. You must punch a hole through their lines if there is any hope of evacuating the civilians before your allies give the ultimate sacrifice and complete the ritual to detonate the Companion.

If the Interactive chose not to detonate the Companion:

The enemy reinforcements a legion. Thousands of reptilian horrors are streaming into the city, directed by Netherese battle mages and plaguetouched paladins flying the banner of the Order of Blue Fire. You must engage their front lines and delay their approach if there is any hope of evacuating the civilians before the city is overrun.

The city is under attack and the PCs have been sent into a dense urban area in the city and tasked with dealing with troops in that area.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is brightly lit under the light of the Companion.

Buildings: The residential neighborhood is filled with a number of single story buildings. They can be climbed as a move action with an Easy DC Athletics checks. Several of the buildings have planks connecting them. A small or medium creature can walk across them at half speed with a Moderate DC Acrobatics check, or full speed with a Hard DC Acrobatics check. Pushing a plank off a building is minor action if no one is on it, or a standard action against the target's Fortitude if there is a creature on the plank. With a successful hit, they fall for 1d10 points of damage and are prone.

Smoke: There are several spots of smoke from smoldering fires. These squares grant concealment.

Statuary: One of the buildings (DM's choice as to which building if using a map where it isn't clear) has four gargoyles on its roof. These can be pushed onto foes on the street in squares adjacent to the gargoyle with a STR+2 vs. Reflex attack that does 1d10+AL damage.

TACTICS

Wave One enters from the area labeled Enemy Start 1. The poisonscale brawler charges up the middle to reach the nearest foe, using his *feral grab* and *crushing grasp* as often as possible and resorting to his *greatclub* when he fails to grab.

The Netherese Soldiers work in groups of three to take advantage of their *dirty tactics* and block off street access to the lizardfolk shockers for as long as possible.

The lizardfolk shockers use *ball of lightning* if they can hit at least two PCs, otherwise they use *witch lightning*. They try to avoid melee as much as possible.

Wave two arrives after five rounds from Enemy Start 2, or one round after the PCs defeat all of wave one. The shadow ogres move to the largest concentration of PCs and *gran slam* immediately, followed by *jaugernaut push* if they have it. They try to force the PCs into a group, making them more vulnerable to the dragon and shockers area and close attacks.

Shadrixx's abilities vary with AL, but in general he is more effective close up and against groups. If the PCs are spread out, or if one of the PCs is on top of a building by his or herself, he will focus on that PC killing them and then moving on.

All of the creatures fight to the death.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated the monsters or time expires. To increase the feeling of tension, the Senior DM is encouraged to make regular announcements on time remaining or display a countdown clock. Move to conclusion.

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

MISSION 4A: ENGAGE THE REINFORCEMENTS MAP

TILE SETS NEEDED

Any City Street poster map (*Theives Quarter* is shown here)

Theives Quarter or *Market Square* from *City of Peril Fantastic Locations*, *City Streets* from *Gloomwrought Manor*, *Village* from *King of the Trollhaunt*, *Ruined Streets* from *VorRukoth* or many others



MISSION 4B: DETONATION

NOTE: At Winter Fantasy 2013, the PCs who participated in this encounter were slain, their permanently removed from play and received different rewards. For the general release this option is not available. PCs that choose to sacrifice themselves do, but that death is not permanent and they may be raised from the dead following normal rules.

CREATURES

This encounter includes the following creatures at all APLs:

X Shadow Figments

4 imaginary pilons of shade

X = twice the number of PC's at the table. This number may change as people sacrifice themselves.

SETUP

Before you start the encounter you should determine the following:

- Determine the initiative order and put the Shadow Figment minions in the middle of this order. Use a straight d20 roll-off to versus the middle PC in case there are 5 PCs to determine whether the PC or the minions act first (the minions are, at least partially, in the PCs mind. This is why they can break normal initiative rules.)
- This mission is intended to last roughly 20 minutes and then the PCs should return to their tables as Avatars of Sacrifice as explained below.

The PCs are joined by Tyrangal in her eladrin form as they gather at the center of the temple directly beneath the corrupted form of the companion.

You are joined by a somber looking copper haired eladrin woman. A simple nod her only greeting. "For those who do not yet know me, I am Tyrangal. We all know why we are here and I see no need to provide the moment with an extra garland of emotions. Know that I am proud to be joined by you in this. Let us go and spit light into the heart of darkness." With this the woman's form begins to shimmer and rise, making way for the hefty bulk of an ancient copper wyrm. In one of her building sized claws Tyrangal holds out a bright ball of light that thrums rhythmically. As the claw closes around it, the light

fails to dim but instead the wyrm's skin turns translucent, Light bleeding through, glowing, growing till her entire body seems to be made of nothing but pure blinding radiance. With her free claw Tyrangal beckons you over to touch the Heart of light.

Touching the heart of light will instantly consume their souls, effectively killing the players.

As you touch the thrumming radiance there is no heat, no cold, no..life... Your entire body fills with brightness and one by one all your companions join you in this state.

With a loud roar Tyrangal spears upwards towards the corrupted companion, dragging you along into her wake. Hitting the surface you notice no impact but everything goes dark for a short time. As your sight return you find yourself in your original form standing in the middle of an alien landscape. Parts of the floor are cracked open to reveal flows of radiance pouring from the very earth. In the center of the room is a nexus of pulsating light and from it Tyrangal's voice calls out. "My energies, they are not sufficient, I require your aid!"

Allow the PCs to place themselves anywhere within 5 squares of the nexus in the center of the map. Mark Tyrangal (the nexus) as bloodied.

At the start of each round spread X new shadow figments at the edge of the map. The first time these shadowy figments of the PCs imagination show up, read or paraphrase the following

At the very edge of your vision you see several creatures approach. Or do you? They were there a second ago. Dark hazy brutes wielding swords of shadow, sneaky shades crackling with dark energy, where did they go? Wait. There they are.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The area is very brightly lit.

Liquid Radiance: The "fire" areas on the map are filled with liquid radiance. Any creature that ends their turn in the area is assaulted by raw life energies and takes radiant damage equal to their level, but may spend a healing surge as a free action as they are fill.

Rubble: The rubble is five feet tall and requires a medium DC Athletics check to climb.

Radiant Nexus: The radiant nexus in the center contains the essence of Tyrangal.

Leaping darkness: The corrupted surroundings of Elturel fight the nexus of light.

Each round just before the shadow figments act, living darkness gathers from the surrounding area and leaps at the nexus, dealing damage to Tyrangal and all PCs within 4 squares of the nexus. The total damage consists of a number of charges.

- 4 PCs - 6 charges
- 5 PCs - 7 charges
- 6 PCs - 8 charges

If there are no additional targets Tyrangal takes her AL (30) in damage for each charge (180-240 points of damage). If there are more targets within the area each affected PC absorbs one charge and takes their AL points of damage.

Special: If there are any sustainable zones or auras in the area of Leaping darkness they too will be targeted by the jets of darkness, expending a charge and dispelling the effect.

The bright light of the nexus floods the entire area, yet shadows manage to gather regardless. Though you cannot see any source casting them, the damaged floors and walls show dark reflections of monstrous apparitions poised to pounce. Then as if by an unseen and unheard signal they all leap at once, an onslaught of shadow charging the nexus. As they hit the nexus, its light dims for a mere moment and it seems to shrink, then expand again, shining with renewed brightness as some of the shadows rebound in jets of dark energy that ground themselves in the nearest energy source.

DETONATING THE COMPANION

In order to detonate the Companion with enough force to cleanse Elturel and its surroundings Tyrangal needs to be kept alive for a number of rounds equal to the number of PCs at the table +1.

Additionally the PCs need to provide extra energy to the nexus through the use of one of the following skills: **Arcana**, **Religion** or **Endurance**

The PCs need one successful check for each of the PCs present, but not every PC need provide one.

The DC for a successful check is based on the PCs level and is hard DC when attempted as a minor action, medium DC when attempted as a move action and easy DC when attempted as a standard action. Each PC may only attempt a skill check once each round and only when adjacent to the nexus.

A failed check results in the PC taking their level in damage that cannot be avoided or lessened in any

way. Anyone attempting an endurance check will take this damage regardless of success or failure.

Once the PCs have made enough successful skill checks they can still provide more of their energy through additional skill checks. When doing so they will take damage as if they had made a failed check, but the successes do count. They may be used to offset failures at other tables..

PRESERVING TYRANGAL

Important! Make sure the players understand and know the following:

- As the Figments and leaping darkness reach the nexus they will damage Tyrangal. Make sure the PCs realize this and that Tyrangal needs to be alive to provide the fuse for the detonation they seek.
- Tyrangal has hit points, yet is no longer a creature. She cannot be affected by any healing or other effects other than sacrifice.
- At any time during a round 1 and only 1 PC can decide to sacrifice their remaining soul to Tyrangal as a free action. This will instantly kill the PC in question and restore some of Tyrangal's hitpoints.
- If the PC sacrificing themselves is bloodied Tyrangal regains 100 hitpoints, otherwise Tyrangal regains 200 hitpoints.

Send a PC making this sacrifice to the organizers' table where they will be provided with a copy of the Avater of Sacrifice (Handout #7) and sent back to their original table to further participate in the interactive. Make sure the PCs realize a sacrifice will not mean the end of their play experience in this BI, though their PC will die.

DM NOTE: The tracking of damage is an illusion for the player's benefit (much like the chance to gather the relics was). The intent was to make sure the players sacrifice seems important and that the fight appears pitched and in danger of failing. In the end, it is the DM's call if they succeed or not, but if the PCs sacrifice themselves, they should win. If they are not, they should fail.

TACTICS

The Shadow Figments head straight for the nexus, they will attempt to avoid the PCs but if they cannot they will engage. The figments are intelligent and will actively avoid triggering opportunity attacks and damaging zones/auras they are aware of.

The Figment's limited phasing will allow them to move through no more than one piece of solid matter once per round (max one square).

ENDING THE ENCOUNTER

The encounter ends at the end of the Xth round (number of PCs). If any of the PCs are still alive at this point their life-force is drawn into the nexus and you can send them to the organizers table.

After the PCs leave deal the leaping shadow damage to Tyrangal and resolve the actions of any remaining minions (possibly dealing yet more damage to Tyrangal).

Note the number of successful skill checks the PCs accumulated and whether Tyrangal still lived at the end and report this to the organizers.

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

MISSION 4B: DETONATION (LEVEL AL)

Shadow Figment		Level AL Minion
Small natural elemental (shadow)		XP n/a
HP 1 ; A missed attack never damages a minion		Initiative special
AC AL+15, Fortitude AL+13, Reflex AL+13 Will AL+13 Perception +10		
Speed 6 (cannot run)		Truevision
STANDARD ACTIONS		
m Shadow Discharge • At-Will		
<i>Attack:</i> Melee 1 (one creature); +(AL+13) vs. Lowest defence		
<i>Hit:</i> AL damage		
M Nexus Merge • At-Will		
<i>Attack:</i> Melee 1 (Tyrangal Nexus); always hits		
<i>Hit:</i> 30 damage		
<i>Effect:</i> The shadow figment dies.		
MINOR ACTIONS		
Goal Minded • At-Will		
<i>Effect:</i> The shadow figment gains phasing for the duration of this action and can shift 2 squares.		
Skills		
Str AL+10 (AL)	Dex AL+10 (AL)	Wis AL+10 (AL)
Con AL+10 (AL)	Int AL+10 (AL)	Cha AL+10 (AL)
Alignment Evil		Languages -

Important! The combat statistics of this minion are determined when it is attacking or being attacked and is then determined by the AL of the PC that is attacking or being attacked.

Note: This is a custom minion, tailor made for the Detonation encounter of ADCP5-1 Home's Last Light.

MISSION 4B: DETONATION MAP

TILE SETS NEEDED

Magma Temple poster map from *Haunted Temples* map pack



CONCLUDING THE ADVENTURE

The Battle for Elturel is over. Read the appropriate conclusion for the choice the PCs made and whether they succeeded or failed:

A) Detonate/Success - If the PCs voted to detonate the Companion and were able to keep Tyrangal alive long enough complete the ritual, read the following read aloud text:

Just as the last of your forces push past the enemy lines into the countryside, there is an unnatural silence that washes over the land. The Companion begins to thrum loudly and visibly swell. All across the battlefield, vaguely humanoid shaped bright lights, rise up and join with the Companion as the blue fire surrounding it flickers with licks of yellow. A brilliant red and yellow flame, shaped like a dragon rises up and flies into the Companion.

Several of the Netherese airships begin to rapidly sail away, but there is a burst of energy and the Companion flares yellow and the great draconic flame sails outward demolishing them in her fiery jaws before crashing back to the Companion. Then there is a great explosion that lays everything and everyone for miles flat, and Elturel is no more. At great sacrifice, the immediate threat has ended.

B) Detonate/Fail - If the PCs voted to detonate the Companion but were not able to keep Tyrangal alive long enough complete the ritual, read the following read aloud text:

Just as the last of your forces push past the enemy lines into the countryside, there is an unnatural silence that washes over the land. The Companion begins to thrum loudly and visibly swell. All across the battlefield, vaguely humanoid shaped bright lights, rise up and join with the Companion as the blue fire surrounding it flickers with licks of yellow. Expectantly the allied forces look up with hope... and then the Companion returns to dull black and blue flame. All is lost.

There are screams as the reptilian and shadowy horrors descend on the evacuees. It is a massacre. Many will escape, many more will be

lost. In the distance, Netherese airships can be seen on the horizon coming to claim their prize.

C) Evacuate/Success - If the PCs voted to leave the Companion and were able to break through, read the following read aloud text:

Pushing through the enemy lines your allies flee along the coast, through magical gates or into the river itself. In the distance a great copper dragon sail majestically over the battlefield, breath weapon and spells assaulting the approaching enemy reinforcements, but it appears as if her efforts may not be enough. With a great howl of arcane words, the dragon lets loose a spell the likes of which have not been seen since before the spellplague and in the great flash of light that follows, the dragon is utterly consumed. Everywhere the ash of her flaming corpse falls upon the enemy, there is death.

At great sacrifice, the immediate threat has ended.

D) Evacuate/Fail- If the PCs voted to leave the Companion and more than half the tables were unable to break through, read the following read aloud text:

Pushing through the enemy lines your allies flee along the coast, through magical gates or into the river itself. In the distance a great copper dragon sail majestically over the battlefield, breath weapon and spells assaulting the approaching enemy reinforcements, but it appears as if her efforts may not be enough. With a great howl of arcane words, the dragon lets loose a spell the likes of which have not been seen since before the spellplague and in the great flash of light that follows, the dragon is utterly consumed. Everywhere the ash of her flaming corpse falls upon the enemy, there is death.

But it is not enough, everywhere the Najaran reinforcements have broken through and in the distance, Netherese airships can be seen on the horizon coming to claim their prize.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 2

Maximum Possible XP: 850 XP

Base Gold per PC: 150 gp

ADVENTURE LEVEL 4

Maximum Possible XP: 1,200 XP

Base Gold per PC: 250 gp

ADVENTURE LEVEL 6

Maximum Possible XP: 1,700 XP

Base Gold per PC: 450 gp

ADVENTURE LEVEL 8

Maximum Possible XP: 2,400 XP

Base Gold per PC: 900 gp

ADVENTURE LEVEL 10

Maximum Possible XP: 3,400 XP

Base Gold per PC: 1,350 gp

ADVENTURE LEVEL 12

Maximum Possible XP: 4,800 XP

Base Gold per PC: 3,200 gp

ADVENTURE LEVEL 14

Maximum Possible XP: 6,800 XP

Base Gold per PC: 5,500 gp

ADVENTURE LEVEL 16

Maximum Possible XP: 9,500 XP

Base Gold per PC: 11,000 gp

ADVENTURE LEVEL 18

Maximum Possible XP: 13,600 XP

Base Gold per PC: 22,000 gp

ADVENTURE LEVEL 20

Maximum Possible XP: 19,000 XP

Base Gold per PC: 33,000 gp

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select from a list of Treasures.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same

Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.).

EACH PC SELECTS TWO OF THE FOLLOWING:

This adventure does not have standard treasure bundles. Instead the awards are listed on the story award certificate. Each PC receives ADCP35 and then may choose either ADCP36, or the More Gold option (which is listed on the story award).

STORY AWARDS

ADCP35 Destruction of Elturel

You fought in the battle to reclaim the city of Elturel from the corrupted High Observer of Torm and his Najaran and Netherese allies. The initial assault on the city proceeded well, with some forces securing the outskirts while others conducted a daring aerial raid. You breached the walls and destroyed the vats used to create the horrifying Bhaalspawn, but failed to secure enough artifacts to cleanse the Companion. The copper dragon Tyrangal volunteered to lead a ritual that would

destroy the Companion, rather than have it remain in the hands of the enemy with a detonation that would eradicate the city. Others wished to leave the Companion as it was and evacuate as many citizens as possible. Regardless of your decision, you evacuated some of the citizens, but thousands more perished in the explosion or to the advancing foes. Whether you made the right decision or not is a question that only the judgment of history can answer.

At some point during the battle you recovered a magic item from a fallen foe. This Story Award allows you to choose a single Common or Uncommon permanent magic item from an LFR player resource with an item level up to your character level + 2 (maximum item level 22). You must choose the item before you play your next adventure. The item counts as one of your two Treasure selections for this adventure, but it does not cost you a found-item slot.

ADCP36 Tyrangal's Sacrifice

As the energy of the ritual to destroy the Companion tore through her body and soul, or while engaging your foes outside the city with all the magic she had accumulated over thousands of years, Tyrangal made a dying wish. She wished that her commitment to defeat the Order of Blue Fire would live on in you. As one of your two Treasure selections for this adventure, you may choose one (and only one) of the following boons. This boon costs you a found-item slot, but it is an exception to the normal LFR rule limiting you to one active boon at a time.

Tyrangal's Perseverance	Uncommon
<i>You get knocked down, but you get up again.</i>	
Legendary Boon	
Property	
Gain a +2 item bonus to Intimidate and Perception checks.	
Utility Power (Healing) ◆ Daily (Immediate Reaction)	
<i>Trigger:</i> You are knocked prone from an attack.	
<i>Effect:</i> You stand up from prone and can spend a healing surge.	
Reference: <i>Dragon Magazine</i> 389 (Unconquerable)	

Tyrangal's Righteousness	Uncommon
<i>Nothing feels more righteous to you than defeating those who would corrupt the natural world.</i>	
Legendary Boon	
Property	
When you use your second wind, you can make a saving throw against one effect that a save can end.	
Utility Power (Healing) ◆ Daily (Free Action)	
<i>Trigger:</i> You drop an enemy to 0 hit points.	
<i>Effect:</i> You can spend a healing surge or regain the use of an expended encounter attack power. If the enemy was aberrant or undead, you can do both.	
Reference: <i>Dragon Magazine</i> 412 (Nature's Fervor)	

Tyrangal's Faith	Uncommon
<i>A sense of benevolent reverence fills and sustains you whenever you recall Tyrangal's selflessness.</i>	
Legendary Boon	
Property	
Your number of healing surges increases by one.	
Utility Power (Healing) ◆ Daily (Immediate Interrupt)	
<i>Trigger:</i> You drop below 1 hit point but do not die.	
<i>Effect:</i> Roll 1d6. On a 3 or higher, you regain hit points as if you had spent a healing surge, plus additional hit points equal to three times the d6 result. On a 2 or lower, you instead gain a +2 bonus on your next death save made during this encounter.	
Reference: <i>Dragon Magazine</i> 408 (Flickers of Faith).	

If you do not want to choose any of these three boons as your second Treasure for the adventure, you may instead choose the More Gold option for the AL you played.

AL 2: 50 gp	AL 12: 1,000 gp
AL 4: 75 gp	AL 14: 1,750 gp
AL 6: 150 gp	AL 16: 3,500 gp
AL 8: 300 gp	AL 18: 7,000 gp
AL 10: 450 gp	AL 20: 11,000 gp

APPENDIX I: MISSION CONSEQUENCES (FAVORABLE)

Each of the following consumable powers may be used by any PC (in other words, you don't need to decide who is "carrying" these benefits, even the ones that are described as potions or other physical items). The character activating the benefit uses the action specified, if any, and then makes any targeting decisions and/or die rolls required. All abilities are only usable once; though some can be used once per PC (as noted in the text).

ROUND ONE APPROACH MISSIONS

- **Mission 1Aa - Bust Through the Border:** The army finally arrives! If there is a minion on your map, they are killed by supporting fire by allied archers. If there are no minions, one other monster takes its level in damage.
- **Mission 1Ab - Hold the Portal:** The supplies have been delivered. At the end of this mission every character is issued a special curative potion. Drinking the potion as a Minor action provides 10 (AL 2-8), 15 (AL 10-16), or 20 (AL 18-20) points of surgeless healing. These potions expire by the end of the interactive.
- **Mission 1Ac - Drop Zone:** This mission unlocks Mission 1Ba for those tables that succeeded in this mission, only.
- **Mission 1Ad - We're With You:** The PCs are provided with a sneaky entrance into the next encounter. All PCs gain a +4 bonus to their next Initiative roll.

ROUND ONE ASSAULT MISSIONS

- **Mission 1Ba - Scout Behind the Walls:** This mission unlocks Mission 1Bb for the entire interactive, only.
- **Mission 1Bb - Sabotage the Spawning Vats:** Many of the Essence of Bhaal undead are destroyed and the army is better equipped to deal with the disease. The next saving the PC makes to resist a disease during this interactive is made with a +5 bonus.
- **Mission 1Bc - Take the Towers:** Now with a better vantage on the fight, the PCs are better informed about what might be coming their way. The PCs gain a free Move action for movement at the beginning of their next mission after the monsters have been placed on the map.
- **Mission 1Bd - Breach the Walls:** A great explosion rocks the city as the wall goes down. All monsters must make a saving throw or be knocked prone.

- **Mission 1Be - Thank You for Flying Air Netheril:** With the sky ship taken, the allies are bombing the area. As a Minor action, the PCs can call for an artillery strike. They designate a burst 2 in which a bomb is dropped 10 initiative points after the Minor action is used. All creatures in the burst take 4d6+AL damage.
- **Mission 1Bf - Recover the Relics:** None.

ROUND THREE MISSIONS

- **Mission 3A - Evacuation:** A number of evacuees thank the PCs for aiding them and participate in a ritual to reinvigorate their saviors. All PCs regain one spent healing surge.
- **Mission 3B - Assassins:** A cry of joy goes out among the army as the corrupted monsters falter before your great tactics! All PCs gain an action point.
- **Mission 3C - Dungeons of the Inquisitor:** The Dusk Talons provide critical information that allows the adventures to dodge out of danger at the last minute. As an immediate interrupt each PC can gain a +2 to all Defenses until the end of their next turn.
- **Mission 3D - Hold the Gate, Again:** The gate has been held and the turn is turning in the PCs' favor. As a Minor action the PC can gain a +4 bonus to their next attack roll. If they roll a critical (not use an ability to make the roll automatically a critical), they do an additional critical die.
- **Mission 3E - Warn the Populace:** As the evacuees flee, they point out a number of helpful details about the city. The PC can reroll one skill check made during their current mission.
- **Mission 3F - Containment:** The mystical energies of the ritual surge through the PCs as it is completed. The PCs gain resist 5 (Heroic) or 10 (Paragon) versus elemental damage (acid, cold, fire, lightning, or thunder) until the end of their next turn.

APPENDIX 2: MISSION CONSEQUENCES (UNFAVORABLE)

Each of the following consumable powers is available to the monsters during the second round of the battle. Inflict these unhappy circumstances on the PCs at whatever time you think appropriate, or as described (for the Battlefield Effects). Do not use multiple triggered powers back-to-back, though - give them a couple of rounds to recover. When a power refers to "the triggering creature" that means whichever creature you chose to spend its minor action to activate that effect.

ROUND ONE APPROACH MISSIONS

- **Mission 1Aa - Bust Through the Border:** The enemy army was able to fall back in an orderly fashion and prepare traps and ambushes for the PCs. The DM should add 2 traps per PC to the current map. All DCs related to the trap are DC 12+AL, have +AL to hit, and do AL damage. The monsters know where the traps are and do not trigger them.
- **Mission 1Ab - Hold the Portal:** Able to control their flank the Order of Blue Fire rains blue flame on the PCs doing 1 healing surge in damage to the PCs. If a PC has the story away **SPEC66 Morthac's Crystal Lost**, they take 1 healing surge +AL in damage.
- **Mission 1Ac - Drop Zone:** The enemy is alerted to the attack and gain a +4 bonus to Initiative in the next mission.
- **Mission 1Ad - We're With You:** The monsters get the drop on the PC's approach. The monsters gain a free Move action for movement at the beginning of their next mission after the PCs have been placed on the map.

ROUND ONE ASSAULT MISSIONS

- **Mission 1Ba - Scout Behind the Walls:** This mission unlocks Mission 1Bb for the entire interactive, only however the monsters are prepared for the attack an additional two Bhaalspawn Grunts have been deployed to the map.
- **Mission 1Bb - Sabotage the Spawning Vats:** A way of disease sweeps the battle. All PCs make a saving through or contract the Essence of Bhaal (or advance the infection one step).
- **Mission 1Bc - Take the Towers:** The enemies are prepared for the attack. Once during this encounter the DM can roll twice for one attack and take the better roll.
- **Mission 1Bd - Breach the Walls:** The monsters take the device and use it against the PCs' position. In the explosion all PCs must save or fall prone.

- **Mission 1Be - Thank You for Flying Air Netheril:** With the sky ship held, the enemies are bombing the area. As a Minor action, the one creature can call for an artillery strike. They designate a burst 2 in which a bomb is dropped 10 initiative points after the Minor action is used. All creatures in the burst take 4d6+AL damage.
- **Mission 1Bf - Recover the Relics:** None.

ROUND THREE MISSIONS

- **Mission 3A - Evacuation:** The rubble launchers are turned on the PCs. At the beginning of this round fire one rubble launcher of your tables AL at a PC of your choosing.
- **Mission 3B - Assassins:** The enemies are well led and gain a surprise round at the beginning of the next mission. PCs that have abilities or items that prevent them from being surprised also get to act in this surprise round.
- **Mission 3C - Dungeons of the Inquisitor:** The Dusk Talons provide critical information to the monsters that allows them to dodge out of danger at the last minute. As an immediate interrupt each monster can gain a +2 to all Defenses until the end of their next turn.
- **Mission 3D - Hold the Gate, Again:** Put ten innocent citizens stampeding through your map. They are minions that die if attacked. Any logical attempted (judged by the DM) can be used to escort them off the map.
- **Mission 3E - Warn the Populace:** The scared citizens warn the monsters about your approach; seeking their favor. One monster can reroll a missed attack this encounter.
- **Mission 3F - Containment:** The mystical energies of the disrupted ritual surge through the monsters as it fails. The monsters do an additional 5 poison and necrotic damage (or 10 at Paragon) until the end of their next turn.

APPENDIX 3: ROUTING CONSEQUENCES

Each of the following effects are applied to every table in the event of a table route. Inflict these unhappy circumstances on the PCs immediately. In the event of multiple routes, do not use multiple triggered powers back-to-back, though - give them a couple of rounds to recover. When a power refers to "the triggering creature" that means whichever creature you chose to spend its minor action to activate that effect.

ROUND ONE APPROACH MISSIONS

- **Mission 1Aa - Bust Through the Border:** One of the battlefronts is no longer needed to deal with the invaders! 3 kobold nagaguards of your AL are immediately deployed to each map approaching from the West.
- **Mission 1Ab - Hold the Portal:** Allied supplies are distributed to monsters. One monster of the DM's choice gains a healing surge and the ability to second. At the DM's option, they may second wind as a free action immediately, otherwise normal action use rules apply.
- **Mission 1Ac - Drop Zone:** Failed paratroopers drop from the sky. Every PC is targeted with a AL+2 vs Reflex attack or takes 1d10+AL damage as they are hit by a falling ally and knocked prone. The paratrooper is killed.
- **Mission 1Ad - We're With You:** The enemy does not need to deal with an insurgency. 3 Netherese Soliders of your AL are immediately deployed to each map approaching from the North.

ROUND ONE ASSAULT MISSIONS

- **Mission 1Ba - Scout Behind the Walls:** The monsters begin scouring all battlefields for the routed PCs. 1 Bhaalspawn Zombie of your AL is immediately deployed to each map approaching from the South.
- **Mission 1Bb - Sabotage the Spawning Vats:** The spawning vats are functioning at full capacity. 1 yuan-ti conglomeration of your AL is immediately deployed to each map approaching from the South.
- **Mission 1Bc - Take the Towers:** The towers are able to rain down death on the battlefield. Every PC immediately takes 1 healing surge worth of damage.
- **Mission 1Bd - Breach the Walls:** The alchemical charge is dropped as routing PCs that flee through your map. The DM map place an alchemical mud pit in a Burst 1. Any PC in that burst gets a save to move out of the mud. The mud is difficult terrain and does AL/2 fire damage to anyone who enters or begins their turn in the mud.

- **Mission 1Be - Thank You for Flying Air Netheril:** With the sky ship held, the enemies are bombing the area. As a Minor action, the one creature can call for an artillery strike. They designate a burst 2 in which a bomb is dropped 10 initiative points after the Minor action is used. All creatures in the burst take 4d6+AL damage.
- **Mission 1Bf - Recover the Relics:** The temple breached but not taken, the golems are free to roam. 3 Minor Stone Golems of your AL are immediately deployed to each map approaching from the East.

ROUND THREE MISSIONS

- **Mission 3A - Evacuation:** The civilians are afraid to risk running with the PCs and can be caught in the crossfire. If there are any civilians on your map, 1 immediately dies. If there are no civilians on the map, on PC of the DM's choice is demoralized and must roll twice on their next attack and take the lowest. (Tell the player this after they choose their power).
- **Mission 3B - Assassins:** The monsters respond to their leaders tactics. The next monster to hit does an additional AL damage.
- **Mission 3C - Dungeons of the Inquisitor:** Undead swarm up from the dungeons below. 3 Bhaalspawn Grunts of your AL are immediately deployed to each map approaching from the East.
- **Mission 3D - Hold the Gate, Again:** The enemies claim the mansion and are able to use the many items to reinvigorate their allies. All monsters heal AL hit points.
- **Mission 3E - Warn the Populace:** The civilians are afraid to risk running with the PCs and can be caught in the crossfire. If there are any civilians on your map, 1 immediately dies. If there are no civilians on the map, on PC of the DM's choice is demoralized and must roll twice on their next attack and take the lowest. (Tell the player this after they choose their power).
- **Mission 3F - Containment:** No longer concerned with protecting the ritual site, a warwing drake flies of your AL is immediately deployed to each map approaching from a direction of the DM's choice.

APPENDIX 4: DIFFICULTY CLASS BY ADVENTURE LEVEL

If a DC is listed in the adventure as a numeric value (such as "DC 15") then you should use that value for all ALs.
If a DC is listed with a non-numeric description (such as "Easy DC") then you should use the values below.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

(Explanation: The DCs for each AL are equal to the core rules DCs for challenges of that character level. To keep things simple, we do not recalculate the DCs for each individual PC based on his or her level; we just use the DCs that would be appropriate if the average party level was equal to the Adventure Level being played.)

APPENDIX 5: AL 2 STAT BLOCKS

MISSION 1AA: THROUGH THE BORDER

Plaguetouched Eladrin Arcane Archer		Level 3 Artillery
Medium fey humanoid (plaguetouched, eladrin)		XP 150
HP 39; Bloodied 19		Initiative +5
AC 15, Fortitude 14, Reflex 16, Will 14		Perception +6
Speed 6		low-light vision
Saving Throw +5 against charm effects		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d6 + 3 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Attack: Ranged 20/40 (two creatures); +8 vs. AC or Reflex (whichever is lower)		
Hit: 1d8 damage plus 1d4 fire damage.		
A Eldritch Burst (force) • Recharge 4-6		
Attack: Area burst 1 within 20; +8 vs. Fortitude		
Hit: 1d10 + 4 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
The eladrin arcane archer teleports 5 squares.		
Str 12 (+2)	Dex 18 (+5)	Wis 11 (+1)
Con 15 (+3)	Int 17 (+4)	Cha 15 (+3)
Alignment Unaligned Languages Common, Elven		
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .		

Wyrmwarpred Atrocity		Level 3 Brute
Small aberrant humanoid (reptile)		XP 150
HP 54; Bloodied 27		Initiative +3
AC 15, Fortitude 15, Reflex 15, Will 13		Perception +0
Speed 6		Darkvision
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d6 + 6 damage.		
M Double Attack • At-Will		
The atrocity makes two claw attacks.		
MINOR ACTIONS		
Shifty • At-Will		
The atrocity shifts 1 square.		
TRIGGERED ACTIONS		
M Fearsome Outburst		
Trigger: The atrocity is bloodied.		
Attack (free action): Melee 1 (one creature); +7 vs. AC		
Hit: 2d10 + 4 damage.		
C Death Burst (acid)		
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.		
Attack (no action): Close burst 2 (creatures in burst); +3 vs. Reflex		
Hit: 1d10 + 2 acid damage, and the target takes a -1 penalty to attack rolls (save ends).		
Skills Stealth +6, Thievery +6		
Str 19 (+5)	Dex 15 (+3)	Wis 8 (0)
Con 14 (+3)	Int 9 (0)	Cha 13 (+2)
Alignment Evil Languages Common, Draconic		
Note: <i>Draconomicon: Chromatic Dragons</i> .		

Kobold Nagaguard		Level 2 Minion
Small natural humanoid (reptile)		XP 31
HP 1; A missed attack never damages a minion		Initiative +4
AC 16, Fortitude 14, Reflex 14, Will 11		Perception +1
Speed 6		Darkvision
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 5 damage		
r Javelin (Weapon) • Encounter		
Attack: Ranged 10/20 (one creature); +6 vs. AC		
Hit: 5 damage		
MINOR ACTIONS		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
TRIGGERED ACTIONS		
Spinning Slash		
Trigger: The kobold nagaguard hits with a short sword attack.		
Attack (no action): The kobold nagaguard deals 2 damage to one other enemy adjacent to it.		
Skills Stealth +6, Thievery +6		
Str 8 (0)	Dex 16 (+4)	Wis 10 (+1)
Con 14 (+3)	Int 9 (0)	Cha 10 (+1)
Alignment Unaligned Languages -		
Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; <i>Dungeon Delve</i> .		

Plaguetouched Pikeman		Level 3 Soldier
Medium natural humanoid (plaguetouched, human)		XP 150
HP 46; Bloodied 23		Initiative +5
AC 19, Fortitude 16, Reflex 14, Will 13		Perception +2
Speed 6		
STANDARD ACTIONS		
m Pike (weapon) • At-Will		
Attack: Melee 2 (one creature); +10 vs. AC		
Hit: 1d10 + 4 damage, plus the target is marked until the end of the pikeman's next turn.		
M Prisoner's Lament (weapon) • At-Will		
Attack: Melee 2 (one grabbed, restrained, or immobilized creature); +12 vs. AC		
Hit: 1d10 + 8 damage, plus the target takes a -2 penalty to skill checks and saves until the end of the pikeman's next turn.		
TRIGGERED ACTIONS		
M Pinning Pike (weapon)		
Trigger: A marked target makes an attack that does not include the pikeman.		
Attack (opportunity): Melee 2 (triggering creature); +10 vs. AC		
Hit: 1d10 + 4 damage, plus the target is immobilized until the end of the pikeman's next turn.		
C Clearing Pike (weapon)		
Trigger: The pikeman is bloodied.		
Attack (no action): Close burst 2 (enemies in burst); +10 vs. Reflex		
Hit: 1d10 + 4 damage, and the target is pushed 2 squares.		
Plaguetouched Resilience • Encounter		
Effect: The pikeman rolls a saving throw against the triggering effect.		
Skills Athletics +9		
Str 17 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 14 (+3)	Int 8 (0)	Cha 7 (-1)
Alignment Evil Languages Common		
Note: Based on Hobgoblin Deathwatcher, made human and plaguetouched; <i>Dungeon Magazine</i> 179.		

MISSION 1A: HOLD THE PORTAL

Venom-Maw Hydra (H)		Level 3 Solo Brute	
Large natural beast (reptile, water)		XP 750	
HP 112; Bloodied 56		Initiative +6	
AC 17, Fortitude 17, Reflex 15, Will 14		Perception +10	
Resist 5 poison			
Speed 7, swim 10		All-around vision, Darkvision	
Saving Throw +5, Action Points 2			
TRAITS			
All-Around Vision			
Enemies can't gain combat advantage by flanking the hydra.			
Many Headed			
While stunned or dominated, the hydra can take free actions.			
Regenerating Heads			
The hydra starts an encounter with four heads. When the hydra hit points first go below 84, 56 and 28, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.			
Threatening Reach			
The hydra can make opportunity attacks against enemies within 2 squares of it.			
STANDARD ACTIONS			
m Bite • At-Will			
Attack: Melee 2 (one creature); +8 vs. AC			
Hit: 2d10 damage, and when bloodied ongoing 5 poison damage (save ends).			
R Venomous Spit (Poison) • At-Will			
Attack: Ranged 10 (one creature); +6 vs. Reflex; This attack does not provoke opportunity attacks.			
Hit: 2d8 +1 poison damage and the target falls prone.			
Hydra Fury • At-Will			
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has one head, it gains a +5 bonus to damage rolls.			
TRIGGERED ACTIONS			
M Snapping Jaws • At-Will			
Trigger: An enemy ends its turn within 2 squares of the hydra.			
Effect (free action): The hydra uses bite once against the triggering enemy.			
Skills Stealth +10			
Str 25 (+8)	Dex 20 (+6)	Wis 18 (+5)	
Con 24 (+11)	Int 2 (-3)	Cha 8 (+2)	
Alignment Unaligned		Languages -	

5 Yuan-ti Sharpshooters (S)		Level 3 Minion Artillery	
Medium natural humanoid (reptile)		XP 38	
HP 1; a missed attack never damages a minion		Initiative +3	
AC 17, Fortitude 16, Reflex 16, Will 15		Perception +4	
Resist 5 poison			
Speed 6		Darkvision	
TRAITS			
Chameleon Defense			
The yuan-ti has partial concealment from creatures more than 3 squares away from it.			
STANDARD ACTIONS			
m Poison Touch • At-Will			
Attack: Melee 1 (one creature); +6 vs. Fortitude			
Hit: 1 poison damage.			
r Poison Arrows • At-Will			
Attack: Ranged 20 (one creature); +8 vs. Reflex			
Hit: 5 poison damage.			
A Exploding Arrows • At-Will			
Attack: Area burst 1 within 20 (enemies in burst); +8 vs. Reflex			

Hit: 3 fire and poison damage.		
Miss: Half damage.		
Str 9 (0)	Dex 14 (+3)	Wis 17 (+6)
Con 20 (+6)	Int 28 (+10)	Cha 26 (+9)
Alignment Evil		Languages Common, Draconic
Note: Re-flavored lich remnant as a yuan-ti.		

Yuan-ti Beastmaster		Level 2 Controller (Leader)	
Large natural humanoid (reptile)		XP 125	
HP 42; Bloodied 21		Initiative +5	
AC 16, Fortitude 15, Reflex 13, Will 14		Perception +7	
Resist 5 poison			
Speed 8		Low-light vision	
TRAITS			
Chameleon Defense			
The yuan-ti has partial concealment from creatures more than 3 squares away from it.			
O Zehir's Agony • Aura 5			
An enemy that starts its turn within the aura takes 5 poison damage.			
STANDARD ACTIONS			
m Trident (weapon) • At-Will			
Attack: Melee 3 (one creature); +5 vs. AC			
Hit: 2d6 + 6 damage, and the target falls prone.			
C Beast Mastery • At-Will			
Effect: Close burst 5 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.			
C Attraction Spray (charm) • Encounter			
Attack: Close burst 1 (enemies in the burst); +5 vs. Will			
Hit: The target is dominated until the end of the beastmaster's next turn.			
MINOR ACTIONS			
A Hurl Net (weapon) • At-Will (1/round)			
Attack: Area burst 1 within 5 (creatures in the burst); +5 vs. Reflex			
Hit: The target is restrained until the end of the beastmaster's next turn.			
Skills Athletics +10, Dungeoneering +11, Nature +11, Stealth +9			
Str 21 (+5)	Dex 18 (+4)	Wis 22 (+5)	
Con 20 (+5)	Int 12 (+1)	Cha 11 (0)	
Alignment Evil		Languages Common, Draconic	
Equipment 6 nets, trident			
Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony.			

MISSION 1Ac: DROP ZONE

Plaguewhisperer Evangelist of Torm (E)		Level 2 Elite Controller	
Large aberrant humanoid (human)		XP 250	
HP 86; Bloodied 43		Initiative +2	
AC 16, Fortitude 15, Reflex 14, Will 15		Perception +2	
Speed 5, fly 7		Darkvision	
Saving Throw +2, Action Points 1			
TRAITS			
O Whispers of Doubt • Aura 5			
The aura is difficult terrain for enemies. An enemy that ends its turn must make a basic attack against its nearest ally as a free action or take 5 psychic damage.			
Feast of Flame			
Whenever the evangelist takes fire damage, it gains a +4 power bonus to damage rolls until the end of its next turn.			
STANDARD ACTIONS			
m Flailing Tentacle • At-Will			
Attack: Melee 2 (one creature); +7 vs. AC			
Hit: 1d10 + 5 damage.			
Effect: The evangelist can slide the target 1 square.			

M Double Attack • At-Will		
Effect: The evangelist uses flailing tentacle twice.		
R Stinging Words (psychic) • At-Will		
Attack: Ranged 10 (one or two creature); +5 vs. Will		
Hit: 1d6 + 3 psychic damage, and the target is dazed until the end of its next turn.		
C Blue Fire Cascade (fire) • Recharge when first bloodied		
Attack: Close burst 2 (creatures in the burst); +5 vs. Reflex		
Hit: 1d10 + 7 fire damage.		
Effect: Any creature that makes an attack against the evangelist before the evangelist's next turn takes 5 fire damage.		
MINOR ACTIONS		
Stirring Message (charm) • Recharge when no creature is dominated by this power		
Attack: Ranged 10 (one dazed creature); +5 vs. Will		
Hit: The target is dominated (save ends).		
Skills Arcana +9, Dungeoneering +7		
Str 17 (+4)	Dex 12 (+2)	Wis 12 (+2)
Con 19 (+5)	Int 17 (+4)	Cha 18 (+5)
Alignment Evil Languages - Common, telepathy 10		
Note: Based on the Aboleth Plaguewhisper from <i>Dungeon</i> 195.		

4 Eyes of Corrupted Clerics of Torm (C)		Level 4 Minion
Artillery		
Tiny aberrant animate		XP 44
HP 1; a missed attack never damages a minion		Initiative +5
AC 18, Fortitude 14, Reflex 19, Will 16		Perception +7
Speed 5, fly 8 (hover)		All-around vision, Darkvision
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the clerics		
STANDARD ACTIONS		
r Eye Rays (varies) • At-Will		
Attack: Ranged 5 (one creature); +9 vs. Reflex		
Hit: 6 damage of random type, determined by rolling a d4: 1-cold, 2-fire, 3-necrotic, 4-radiant.		
Str 1 (-3)	Dex 17 (+5)	Wis 10 (+2)
Con 11 (+2)	Int 7 (+0)	Cha 7 (+0)
Alignment Unaligned Languages -		
Note: Based on Beholkerkin, Spectator from <i>Dungeon</i> 206.		

Corrupted Paladins of Torm Mass (P)		Level 2 Elite Brute
Large aberrant animate (human)		XP 250
HP 102; Bloodied 51		Initiative -1
AC 13, Fortitude 16, Reflex 11, Will 12		Perception +2
Resist 5 psychic		
Speed 5 can't shift		Darkvision
Saving Throw +2, Action Points 1		
TRAITS		
O Clutching Claws • Aura 1		
Each enemy that starts its turn within the aura is slowed until the end of its next turn. Each enemy that ends its turn in the aura takes 5 damage.		
STANDARD ACTIONS		
m Horrific Embrace • At-Will		
Attack: Melee 2 (one creature); +5 vs. AC		
Hit: 1d10 + 5 damage, and the target is grabbed. The paladin mass can have up to two creatures grabbed at the same time.		
M Many-Armed Horror • At-Will		
The paladin mass makes a horrific embrace attack against each enemy adjacent to it.		
M Absorb(healing) • At-Will		
Attack: Melee (one or two creatures grabbed by the mass); +3 vs.		

Fortitude		
Hit: The target is pulled into the paladin's mass space and takes ongoing 5 damage until it is expelled. If it has a creature absorbed at the start of its turn, the paladin mass gains 5 temporary hit points. The paladin mass can move normally while creatures are absorbed within it.		
While absorbed, the target has line of sight and line of effect only to the paladin mass, and no creature has line of sight or effect to the target. The target can only make at-will attacks. When any target is drops to 0 hp or below while absorbed, the paladin mass regains 45 hit points. An absorbed target can escape by succeeding on a DC 16 Athletics or Acrobatics check. If the paladin mass takes 12 or more damage from a single attack, all absorbed targets are expelled into an unoccupied square adjacent to the paladin mass; absorbed creatures are also expelled when the paladin mass drops to 0 hit points.		
The paladin mass can instead absorb a paladin corpse by moving into its space. At the start of its next turn, the mass regains 10 hit points.		
MOVE ACTIONS		
Spawn Corrupt Paladin • Recharge 5 6		
A corrupt paladin appears in an unoccupied square adjacent to the paladin mass and makes a melee or ranged basic as a free action. Thereafter it acts on the goblin mass' initiative count. The paladin mass loses 10 hit points.		
TRIGGERED ACTIONS		
Death Burst • Encounter		
Trigger: When the paladin mass is reduced to 0 hit points.		
Attack: Close burst 1 (creatures); +3 vs. Reflex		
Hit: 1d8 + 7 damage.		
Effect: The area of the burst is filled with dismembered paladin parts and is difficult terrain.		
Str 19 (+5)	Dex 7 (-1)	Wis 13 (+2)
Con 21 (+6)	Int 2 (-3)	Cha 2 (-3)
Alignment Evil Languages -		
Note: Based on the Goblin Mass from <i>Dungeon</i> 177. Upgraded speed and got rid of swim speed.		

Corrupt Paladin		Level 1 Skirmisher
Medium aberrant humanoid (human)		XP 100
HP 30; Bloodied 15		Initiative +4
AC 17, Fortitude 14, Reflex 14, Will 12		Perception +0
Speed 6		Darkvision
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 4 necrotic damage.		
R Hurl Flesh • Encounter		
Attack: Ranged 5/10 (one creature); +6 vs. AC		
Hit: 1d8 + 4 necrotic damage.		
MOVE ACTIONS		
Reintegrate • Encounter (only while adjacent to paladin mass)		
The corrupt paladin regains 7 hit points.		
TRIGGERED ACTIONS		
Corrupted Effort • Encounter		
Trigger: The corrupt paladin misses with an attack.		
Effect: The corrupt paladin gains a +4 bonus to the attack.		
Str 16 (+3)	Dex 14 (+2)	Wis 10 (+0)
Con 14 (+2)	Int 8 (-1)	Cha 7 (-2)
Alignment evil Languages Common		
Note: Re-flavored corrupt goblin warrior from <i>Dungeon</i> 177. Replaced goblin tactics with heroic effort-like racial trait.		

MISSION 1A: WE'RE WITH YOU

Werewolf Bravo	Level 3 Brute
Medium natural humanoid (shapechanger)	XP 150
HP 56; Bloodied 28	Initiative +3
AC 15, Fortitude 16, Reflex 15, Will 14	Perception +1
Speed 6	
TRAITS	
Bravo's Fury	
The bravo's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Requirement:</i> The bravo must be in wolf or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d6 + 2 damage, and target falls prone.	
m Falchion (weapon) • At-Will	
<i>Requirement:</i> The bravo must be in human or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 4d4 + 4 damage. If the bravo scores a critical hit, this attack instead deals 2d4+20 damage.	
M Howling Frenzy • Recharge when first bloodied	
<i>Effect:</i> The uses bite twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Skills Athletics +9, Bluff +8, Stealth +8	
Str 17 (+4)	Dex 15 (+3) Wis 11 (+1)
Con 16 (+4)	Int 10 (+1) Cha 14 (+3)
Alignment Unaligned Languages - Common	
Note: Based on the Jackalwere Bravo from <i>Monster Manual 3</i> .	

Werewolf Warrior	Level 3 Minion Soldier
Medium natural humanoid (shapechanger)	XP 38
HP 1; a missed attack never damages a minion.	Initiative +5
AC 19, Fortitude 16, Reflex 17, Will 14	Perception +1
Speed 6	
TRAITS	
Combat Advantage	
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Requirement:</i> The warrior must be in wolf or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 5 damage.	
m Short Sword (weapon) • At-Will	
<i>Requirement:</i> The warrior must be in human or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 3 damage and the target grants combat advantage to the next attack made against it before the start of the warriors next turn.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Skills Athletics +9, Stealth +8	
Str 17 (+4)	Dex 15 (+3) Wis 11 (+1)
Con 14 (+3)	Int 10 (+1) Cha 14 (+3)

Alignment Unaligned **Languages** - Common
Note: Based on the Jackalwere Harrier from *Monster Manual 3*.

Nisal, Werewolf Boss	Level 4 Controller
Medium natural humanoid (shapechanger)	XP 175
HP 54; Bloodied 27	Initiative +5
AC 18, Fortitude 15, Reflex 16, Will 16	Perception +3
Speed 6	
TRAITS	
Combat Advantage	
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Requirement:</i> The boss must be in wolf or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d6+4 damage, and the target falls prone.	
m Short Sword (weapon) • At-Will	
<i>Requirement:</i> The boss must be in human or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6+5 damage.	
C Vicious Howl (thunder) • At-Will	
<i>Requirement:</i> The boss must be in wolf or hybrid form.	
<i>Attack:</i> Close blast 3 (enemies in blast); +7 vs. Fortitude	
<i>Hit:</i> 1d6+3 thunder damage, and the target falls prone.	
r Gaze of Sleep (sleep) • Recharge 5-6	
<i>Attack:</i> Ranged 5(one creature); +7 vs. Will	
<i>Hit:</i> The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw against the effect.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Skills Bluff +10, Diplomacy +10, Insight +8, Streetwise +8	
Str 15 (+4)	Dex 17 (+5) Wis 13 (+3)
Con 14 (+4)	Int 14 (+4) Cha 16 (+5)
Alignment Unaligned Languages Common	
Note: Based on the Jackalwere Deceiver from <i>Monster Manual 3</i> .	

MISSION 1BA: SCOUT BEHIND THE WALLS

Netherese Soldier	Level 2 Minion
Medium natural humanoid (human)	XP 31
HP 1; A missed attack never damages a minion	Initiative +5
AC 16, Fortitude 16, Reflex 15, Will 13	Perception +1
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 3 damage (5 damage with combat advantage)	
Str 16 (+4)	Dex 14 (+3) Wis 9 (0)
Con 12 (+2)	Int 10 (+1) Cha 8 (0)
Alignment Evil Languages Common, Netherese	
Note: Re-flavored Grand Melee Gladiator; Dragon Magazine Annual.	

Bhaalspawn Zombie		Level 2 Brute
Medium natural animate (undead)		XP 125
HP 40; Bloodied 20		Initiative -1
AC 13, Fortitude 13, Reflex 9, Will 10		Perception +0
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant		
Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d6+2 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
Attack: Melee 1 (one creature); +4 vs. Reflex		
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+3)	Dex 6 (-1)	Wis 8 (0)
Con 10 (+1)	Int 5 (-2)	Cha 3 (-3)
Alignment Unaligned Languages -		
Note: Re-flavored Zombie with Bhaalspawn theme; Monster Manual.		

MISSION 1B: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator		Level 3 Artillery
Medium natural humanoid (aquatic, reptile)		XP 150
HP 34; Bloodied 17		Initiative +6
AC 15, Fortitude 15, Reflex 16, Will 14		Perception +8
Resist 5 poison		
Speed 6, swim 4		
STANDARD ACTIONS		
m Spear (weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 + 5 damage		
r Magic Missile (force) • At-Will		
Attack: Range 20 (one creature); +8 vs. Reflex		
Hit: 2d4 + 2 force damage		
R Missile Barrage (force) • At-Will		
Effect: The infiltrator makes two magic missile attacks.		
A Force Implosion (force) • Encounter		
Attack: Area burst 2 within 20 squares (each creature in the burst); +8 vs. Reflex		
Hit: 2d6 + 5 force damage		
Miss: Half damage.		
MINOR ACTIONS		
Change Shape (polymorph) • At-Will		
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.		
Skills Bluff +11, Insight +7		
Str 15(+3)	Dex 18 (+5)	Wis 12 (+2)
Con 16(+4)	Int 14 (+3)	Cha 20 (+6)
Alignment evil Languages Common, Draconic		
Equipment leather armor, spear		
Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.		

Bloodfire Ooze (level 3)		Level 3 Elite Brute
Large elemental beast (fire, ooze)		XP 300
HP 116; Bloodied 58		Initiative +2

AC 15, Fortitude 17, Reflex 14, Will 13	Perception +6
Speed 6	Blindsight 20
Immune fire, Vulnerable 5 cold	
Saving Throws +2; Action Points 1	
TRAITS	
Bloodfire Aura (fire) • Aura 2	
Any creature that ends its turn in the aura takes 5 fire damage	
Demonic Fire	
Fire damage dealt by the bloodfire ooze ignores 5 points of a target's fire resistance.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d8 + 5 fire damage.	
C Fiery Eruption (fire) • Recharge 5 6	
Attack: Close burst 3 (creatures in burst); +6 vs. Reflex	
Hit: 2d6 fire damage, and ongoing 5 fire damage (save ends).	
MINOR ACTIONS	
C Sulfuric Breath (poison) • At-Will (1/round)	
Attack: Close blast 3 (creatures in blast); +6 vs. Fortitude	
Hit: 1d10 + 2 poison damage.	
TRIGGERED ACTIONS	
Boiling Blood (fire) • Encounter	
Trigger: The bloodfire ooze is bloodied.	
Effect (Immediate Reaction): The bloodfire ooze recharges fiery eruption and uses it.	
Str 15 (+3)	Dex 13 (+2)
Con 18 (+5)	Int 1 (-4)
Wis 11 (+1)	Cha 4 (-2)
Alignment Chaotic Evil Languages -	

Bhaalspawn Zombie		Level 2 Brute
Medium natural animate (undead)		XP 125
HP 40; Bloodied 20		Initiative -1
AC 13, Fortitude 13, Reflex 9, Will 10		Perception +0
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant		
Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d6+2 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
Attack: Melee 1 (one creature); +4 vs. Reflex		
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+3)	Dex 6 (-1)	Wis 8 (0)
Con 10 (+1)	Int 5 (-2)	Cha 3 (-3)
Alignment Unaligned Languages -		
Note: Re-flavored Zombie with Bhaalspawn theme; Monster Manual.		

Bhaalspawn Grunts		Level 4 Minion Soldier
Medium natural humanoid (undead)		XP 44
HP 1; a missed attack never damages a minion.		Initiative +7

AC 20, Fortitude 18, Reflex 16, Will 14	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
m Grabbing Claws • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 5 damage, and the target is grabbed (escape DC 15) if the Bhaalspawn grunt has no creature grabbed.	
M Bite (disease) • At-Will	
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +9 vs. AC	
Hit: 8 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 18 (+6)	Dex 14 (+4)
Con 18 (+6)	Int 7 (0)
	Wis 11 (+2)
	Cha 10 (+2)
Alignment chaotic evil Languages Common	
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.	

Yuan-ti Conglomeration	Level 2 Elite Brute
Large natural animate (reptile, undead)	XP 250
HP 94; Bloodied 47	Initiative +5
AC 14, Fortitude 14, Reflex 14, Will 13	Perception +3
Immune disease, poison; Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 7	
Action Points 1	
STANDARD ACTIONS	
m Bite (disease, poison) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d4+3 damage and ongoing 5 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
m Scimitar (charm) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8+3 damage (crit 1d8+11) plus 5 poison damage	
M Snake Strike • At-Will	
The yuan-ti conglomeration makes a bite and a scimitar attack.	
MOVE ACTIONS	
Conglomeration (healing) • Encounter	
Effect: The yuan-ti conglomeration absorbs a dead body, healing 2 points of damage and gaining a +2 bonus to attacks and damage until the end of the conglomeration's next turn.	
Str 16 (+4)	Dex 16 (+4)
Con 17 (+4)	Int 3 (-3)
	Wis 14 (+3)
	Cha 3 (-3)
Alignment evil Languages -	

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

MISSION IBC: TAKE THE TOWERS

4 Black Reaver Zombie	Level 1 Lurker
Medium natural humanoid (blind, undead)	XP 100
HP 27; Bloodied 13	Initiative +8
AC 15, Fortitude 13, Reflex 15, Will 12	Perception +0
Speed 7,	Blindsight
Immune blinded, disease, gaze, poison Resist 10 necrotic	
TRAITS	
Scoured by Light	
A black reaver that takes radiant damage cannot use <i>shadow burst</i> until the end of its next turn.	
STANDARD ACTIONS	

m Bite (necrotic) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 damage. Plus 1d4 necrotic damage or plus 3d4 necrotic damage against a creature that could not see the zombie at the start of the zombie's turn.		
MOVE ACTIONS		
Shadow Burst (teleportation, zone) • Recharge 4,5,6		
Effect: The black reaver teleports 5 squares, and then creates a zone in a close burst 1 that lasts until the start of its next turn. The zone blocks line of sight for all creatures except the zombie, and any other creature except the zombie is blinded while within the zone.		
Skills Stealth +9		
Str 10(+0)	Dex 19 (+4)	Wis 10 (+0)
Con 15 (+2)	Int 8 (-1)	Cha 12 (+1)
Alignment Chaotic Evil Languages Common		

4 Zombie Shambler	Level 1 Minion Brute	
Medium natural animate (undead)	XP 25	
HP 1; a missed attack never damages a minion	Initiative -1	
AC 13, Fortitude 14, Reflex 11, Will 11	Perception -1	
Speed 4,	Darkvision	
Immune disease, poison		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 5		
TRIGGERED ACTIONS		
Deathless Hunger • Encounter		
Trigger: The zombie is reduced to 0 hit points		
Effect: (no action) Roll a d20 on a 15 or higher, the zombie is instead reduced to 1 hit point.		
Str 18 (+4)	Dex 8 (-1)	Wis 8 (-1)
Con 15(+4)	Int 1 (-5)	Cha 3 (-4)
Alignment unaligned Languages -		

Corpse of Despair	Level 2 Brute	
Medium natural animate(undead)	XP 125	
HP 46; Bloodied 23	Initiative +1	
AC 14, Fortitude 15, Reflex 11, Will 12	Perception +1	
Speed 4, climb 5 (spider climb)	Darkvision	
Immune disease, poison Resist 10 necrotic Vulnerable 5 radiant		
TRAITS		
Death of Hope (psychic)		
A dazed target hit by the corpse of despair also takes ongoing 5 psychic damage (save ends)		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +5 vs. AC		
Hit: 1d10 +6 damage.		
M Crushing Despair • At-Will		
Attack: Melee 1 (one creature); +5 vs. AC		
Hit: 1d8+5 damage, and the target is dazed (save ends).		
Str 19 (+5)	Dex 10 (+1)	Wis 13 (+2)
Con 16 (+4)	Int 2 (-3)	Cha 1 (-4)
Alignment unaligned Languages -		

1-2 Lizardfolk Shocker	Level 2 Artillery
Medium natural humanoid (reptile)	XP 125
HP 32; Bloodied 16	Initiative +5
AC 16, Fortitude 14, Reflex 16, Will 12	Perception +1
Speed 6 (swamp walk)	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	

<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 2 damage.	
R Witch Lightning (lightning, radiant) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +7 vs. Reflex	
<i>Hit:</i> 1d8 + 1 damage and each enemy within 2 squares of the target takes 2 lightning damage.	
A Ball of Lightning (lightning) • Encounter	
<i>Attack:</i> Area burst 2 within 20 (creatures in burst); +7 vs. Reflex	
<i>Hit:</i> 1d8+1 lightning damage, and ongoing 5 lightning damage (save ends).	
TRIGGERED ACTIONS	
Sudden Jolt (lightning, radiant) • At-Will	
<i>Trigger:</i> An enemy within 20 squares of the shocker hits it with a ranged or area attack.	
<i>Effect:</i> (Immediate Reaction) Close burst 10 (triggering enemy in burst). The target takes 5 lightning and radiant damage.	
Str 14 (+3)	Dex 18 (+5) Wis 10 (+1)
Con 14 (+3)	Int 8 (+0) Cha 8 (+0)
Alignment unaligned Languages Draconic	
Equipment greatclub	

Yuan-ti Cabalist		Level 2 Soldier	
Medium natural humanoid (reptile)		XP 250	
HP 44; Bloodied 22		Initiative +5	
AC 18, Fortitude 16, Reflex 14, Will 13		Perception +4	
Speed 7		Resist 10 poison	
TRAITS			
A Whipping Trail • Aura 1			
Any enemy that starts its turn in the aura is slowed until the start of its next turn.			
STANDARD ACTIONS			
m Venomite Pick (poison, weapon) • At-Will			
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC			
<i>Hit:</i> 1d8 + 3 damage plus 2 poison damage			
<i>Effect:</i> The target is marked until the end of the yuan-ti's next turn			
R Snakebite Crossbow (poison, weapon) • At-Will			
<i>Attack:</i> Ranged 15 (one creature); +7 vs. AC			
<i>Hit:</i> 1d8+2 and ongoing 5 poison damage (save ends).			
Skills: Arcana +10, Nature +9, Thievery +8			
Str 22 (+7)	Dex 14 (+3)	Wis 16 (+4)	
Con 20 (+6)	Int 18 (+5)	Cha 12 (+2)	
Alignment Evil		Languages Common, Draconic	
Equipment crossbow, 10 crossbow bolt 10x, war pick			

Yuan-ti Ignan		Level 2 Elite Soldier	
Large Elemental humanoid (fire, reptile)		XP 250	
HP 84; Bloodied 42		Initiative +4	
AC 18, Fortitude 16, Reflex 13, Will 14		Perception +8	
Speed 6		Darkvision	
Resist 10 fire, Saving Throws +2, Action Points 1			
TRAITS			
Body of Flame			
Any creature that hits the yuan-ti ignan with a melee attack gains vulnerable 5 fire until the end of its next turn.			
STANDARD ACTIONS			
m Mace (fire, weapon) • At-Will			
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC			
<i>Hit:</i> 1d8 + 5 plus 3 fire damage and the target is marked until the end of the yuan-ti's next turn.			
MINOR ACTIONS			
M Tail Slap (fire) • At-Will (1/round)			
<i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex			
<i>Hit:</i> 1d8+4 damage plus 2 fire damage, and the target is grabbed.			

M Burning Constriction fire) • At-Will (1/round)		
<i>Restriction:</i> Target must be grabbed by the yuan-ti		
<i>Attack:</i> Melee (creature grabbed); +7 vs. Fortitude		
<i>Hit:</i> 1d4 + 2 damage plus 1d4 fire damage and until the end of the yuan-ti's turn, it can move the grabbed target with it as a move action.		
Str 21 (+6)	Dex 13 (+2)	Wis 14 (+3)
Con 18 (+5)	Int 6 (-1)	Cha 11 (+1)
Alignment Evil		Languages Common, Draconic, Primordial
Equipment mace		

Udmuela, Guardian Naga		Level 2 Elite Artillery	
Large immortal magical beast (reptile)		XP 250	
HP 68; Bloodied 34		Initiative +5	
AC 14, Fortitude 14, Reflex 15, Will 13		Perception +8	
Speed 6		Darkvision	
Saving Throws +2, Action Points 1			
STANDARD ACTIONS			
m Tail Slap • At-Will			
<i>Attack:</i> Melee 2 (one creature); +8 vs. AC			
<i>Hit:</i> 1d8 + 5 damage and the target is pushed 2 squares.			
R Word of Pain (psychic) • At-Will			
<i>Attack:</i> Ranged 20 (one or two creatures); +7 vs. Will			
<i>Hit:</i> 1d6 + 5 damage and the target is immobilized (save ends).			
C Spit Poison (poison) • Recharge 5-6			
<i>Attack:</i> Close blast 3 (enemies in burst); +7 vs. Fortitude			
<i>Hit:</i> 1d6+2 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).			
A Thunderstrike (thunder) • Recharge 5-6			
<i>Attack:</i> Area burst 1 within 20 (enemies in burst); +5 vs. Fortitude			
<i>Hit:</i> 1d8+7 damage and the target is dazed (save ends).			
<i>Miss:</i> Half damage			
Skills Arcana +11, History +11, Insight +9			
Str 16 (+4)	Dex 18 (+5)	Wis 14 (+3)	
Con 15 (+3)	Int 18 (+5)	Cha 12 (+2)	
Alignment Evil		Languages Common, Draconic, Supernal	

MISSION IBD: BREACH THE WALLS

Sail Snake		Level 2 Brute	
Medium natural beast (reptile)		XP 125	
HP 45; Bloodied 22		Initiative +5	
AC 14, Fortitude 13, Reflex 15, Will 13		Perception +6	
Immune fear; Resist 10 poison			
Speed 4, climb 4, fly 6 (clumsy)			
STANDARD ACTIONS			
m Bite • At-Will			
<i>Attack:</i> Melee 1 (one creature); +5 vs. AC			
<i>Hit:</i> 2d6 + 4 damage			
C Venom Spray • Recharge 6			
<i>Attack:</i> Close blast 3 (creatures in blast); +3 vs. Fortitude			
<i>Hit:</i> Target is blinded (save ends)			
Str 12(+2)	Dex 19 (+5)	Wis 10 (+1)	
Con 15(+3)	Int 2 (-3)	Cha 14 (+3)	
Alignment Unaligned		Languages -	
Note: Fortress of the Yuan-ti.			

Plaguetoached Eladrin Arcane Archer		Level 3 Artillery	
Medium fey humanoid (plaguetoached, eladrin)		XP 150	
HP 39; Bloodied 19		Initiative +5	
AC 15, Fortitude 14, Reflex 16, Will 14		Perception +6	
Speed 6		low-light vision	
Saving Throw +5 against charm effects			
STANDARD ACTIONS			

m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d6 + 3 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Attack: Ranged 20/40 (two creatures); +8 vs. AC or Reflex (whichever is lower)		
Hit: 1d8 damage plus 1d4 fire damage.		
A Eldritch Burst (force) • Recharge 4-6		
Attack: Area burst 1 within 20; +8 vs. Fortitude		
Hit: 1d10 + 4 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
The eladrin arcane archer teleports 5 squares.		
Str 12 (+2)	Dex 18 (+5)	Wis 11 (+1)
Con 15 (+3)	Int 17 (+4)	Cha 15 (+3)
Alignment Unaligned Languages Common, Elven		
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .		

Concealed Pit		Level 1 Warder
Trap		XP 100
Detect Perception 14		Initiative --
Immune attacks		
TRIGGERED ACTIONS		
m Attack • At-Will		
Trigger: A medium or smaller creature enters a pit square.		
Attack (immediate reaction): Melee 1 (triggering creature); +4 vs. Reflex		
Hit: The target falls 2 squares (10 feet) into the pit, taking 1d10 falling damage, and is knocked prone. Climbing out of the pit requires a DC 10 Athletics check.		
Miss: The target returns to the square it last occupied and its movement ends.		
Effect: After the trap has triggered, the pit is no longer hidden.		
Note: Increase Perception DC; <i>Dungeon Magazine</i> 178.		

MISSION 1B: THANK YOU FOR FLYING AIR NETHERIL (PARAGON ONLY)

This mission is for Paragon tier only. There are no Heroic stat blocks for this mission.

MISSION 1B: RECOVER THE RELICS

Holy Door Guardian		Level 2 Solo Controller (leader)
Huge natural animate (blind, construct)		XP 625
HP 144; Bloodied 72		Initiative -7
AC 16, Fortitude 12, Reflex 13, Will 15		
Speed 0		Perception +8
Immune conditions, forced movement, gaze;		Tremorsense 20
Resist 5 all; Saving Throws +2, Action Points 2		
TRAITS		
Door Defense • Aura 5		
While within the aura, allies gain +2 bonus to attack rolls and damage rolls.		
Construct Bond		
Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.		
STANDARD ACTIONS		
C Invoke Pain (psychic) • At-Will		
Attack: Close burst 5, or 10 while bloodied (one or two enemies in burst); +5 vs. Fortitude		

Hit: 1d10 + 4 damage and the target takes a -2 penalty to attack and damage rolls (save ends).		
Miss: Half damage and the target takes no penalty to attack and damage rolls.		
C Invoke Fealty (charm) • Recharge when first bloodied		
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +5 vs. Will		
Hit: 1d10 + 4 damage and Holy Door Guardian slides the target 1 square and the target falls prone.		
C Invoke Obedience (charm, psychic) • Recharge when first bloodied		
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +5 vs. Will		
Hit: 1d10 + 4 damage and the target is dominated until the end of its next turn.		

MINOR ACTIONS		
Call Stone Golem • Recharge 6		
Effect: The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10 squares of the Holy Door Guardian. It acts immediately.		
Call Minor Stone Golem • At-will (1/round)		
Effect: The Holy Door Guardian summons 4 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.		
TRIGGERED ACTIONS		
Invoke Rebuke (psychic, radiant) • At-will		
Trigger: An enemy hits the Holy Door Guardian.		
Effect (Immediate Reaction): The triggering enemy takes 5 psychic and radiant damage, and ongoing 5 psychic and radiant damage (save ends).		
Skills Bluff +10, Diplomacy +10, Insight +8		
Str -5 (-7)	Dex -5 (-7)	Wis 14 (+3)
Con 12 (+2)	Int 14 (+3)	Cha 18 (+5)
Alignment lawful good Languages Common		

Stone Golem		Level 2 Elite Soldier
Large natural animate (construct)		XP 250
HP 82; Bloodied 41		Initiative -2
AC 18, Fortitude 16, Reflex 14, Will 12		
Speed 6 (cannot shift)		Perception -4
Immune disease, poison		Darkvision
Saving Throws +2, Action Points 1		
STANDARD ACTIONS		
M Slam • At-Will		
Attack: Melee 2 (one creature); +7 vs. AC		
Hit: 1d6 + 6 damage, and the golem can push the target 1 square		
m Double-Attack • At-Will		
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.		
m Golem Rampage • Recharge 5-6		
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.		
TRIGGERED ACTIONS		
C Death Burst • Encounter		
Trigger: The stone golem drops to 0 hit points.		
Attack (no action): Close burst 1 (creatures in burst); +7 vs. AC		
Hit: 1d12 + 4 damage.		
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.		
Str 17 (+4)	Dex 0 (-4)	Wis 1 (-4)
Con 17 (+4)	Int -4 (-6)	Cha -4 (-6)
Alignment unaligned Languages -		

Minor Stone Golem		Level 2 Minion Soldier	
Large natural animate (construct)		XP 31	
HP 1; a missed attack never damages a minion			
AC 18, Fortitude 16, Reflex 14, Will 12		Initiative -2	
Speed 6 (cannot shift)		Perception -4	
Immune disease, poison		Darkvision	
STANDARD ACTIONS			
M Slam • At-Will			
Attack: Melee 2 (one creature); +7 vs. AC			
Hit: 5 damage, and the golem can push the target 1 square			
m Double-Attack • At-Will			
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.			
TRIGGERED ACTIONS			
C Death Burst • Encounter			
Trigger: The stone golem drops to 0 hit points.			
Attack (no action): Close burst 1 (creatures in burst); +7 vs. AC			
Hit: 5 damage.			
Effect: The golem is destroyed.			
Str 17 (+4)	Dex 0 (-4)	Wis 1 (-4)	
Con 17 (+4)	Int -4 (-6)	Cha -4 (-6)	
Alignment unaligned		Languages -	

MISSION 3A: EVACUATION

Rubble Launcher	
HP 60	
Initiative +4	
AC 16, Fortitude 14, Reflex 14, Will 14;	
STANDARD ACTIONS	
B Launch Rubble (weapon) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst); +5 vs. Reflex	
Hit: 2d6+3	

MISSION 3B: ASSASSINS

PlagueWhisper Captain of Torm (A)		Level 2 Elite	
Medium aberrant humanoid (human)		XP 250	
HP 86; Bloodied 43		Initiative +2	
AC 16, Fortitude 15, Reflex 14, Will 15		Perception +22	
Speed 6		Darkvision	
Saving Throw +2, Action Points 1			
TRAITS			
O Sickening Swirl • Aura 3			
Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty. Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful Endurance checks they are immune to the aura but still suffer the sight penalty. A player may chose to spend a standard action to make an Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other than the center - which he as already done at the start. He must still be in the aura for the anchoring to be in effect.			
STANDARD ACTIONS			
m • Captain's Remark At-Will			
Attack: Melee 2 (one creature); +7 vs. AC			
Hit: 1d10 + 5 damage.			
Effect: The Captain can slide the target 1 square.			

M Double Attack • At-Will		
Effect: The Captain can use his Captain's Remark twice.		
R Stinging Words • At-Will		
Attack: Ranged 5/10; +9 vs. AC		
Hit: 2d6 + 5 damage		
C Captain's Affliction (poison) • Recharge 		
Attack: Close burst 3 (creatures in the burst); +5 vs. Fortitude		
Hit: 1d10+7 poison damage.		
MOVE ACTIONS		
Slip Away • (only while in Captain's Aura)		
The Captain or an ally can shift 3 squares but must remain in the aura.		
MINOR ACTIONS		
Coughing Spasm (poison) • Recharge when no creature is affected by this power		
Attack: Ranged 5 (one dazed creature affected by Captain's Aura); +5 vs. Fortitude		
Hit: The target is weakened (save ends).		
Skills Athletics +13, Endurance +14		
Str 17 (+4)	Dex 12 (+2)	Wis 12 (+2)
Con 19 (+5)	Int 17 (+4)	Cha 18 (+5)
Alignment Evil		Languages - Common
Equipment chainmail, pike		
Note: Based on the Aboleth Plaguewhisper from <i>Dungeon</i> 195.		

Corrupted Paladin of Torm (B)		Level 2 Solider	
Medium aberrant humanoid (human)		XP 200	
HP 40; Bloodied 20		Initiative +3	
AC 15, Fortitude 15, Reflex 13, Will 14		Perception +4	
Resist 5 poison		Darkvision	
Speed 5			
TRAITS			
O Unholy Bravado • Aura 1			
(Fear) aura 1; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn			
STANDARD ACTIONS			
m Spear • At-Will • Necrotic, Weapon			
Attack: Melee 2 (one creature); +7 vs. AC			
Hit: 1d6+2 plus 5 necrotic damage.			
M Death Stab • At-Will • Necrotic, Weapon			
+7 vs AC; 2d6+2 necrotic damage, and the target is knocked prone.			
C Necrotic Strike • Standard, Recharge  • Necrotic, Weapon			
+7 vs AC; 2d6+2 damage, and ongoing 5 necrotic damage (save ends).			
MINOR ACTIONS			
Punish the Righteous • At-Will (1/round)			
Targets one enemy adjacent to the Paladin; the target gains vulnerable 5 necrotic until the end of the Paladin's next turn.			
Str 18 (+6)	Dex 12 (+3)	Wis 11 (+2)	
Con 16 (+5)	Int 10 (+2)	Cha 15 (+4)	
Alignment Evil		Languages - Common, Abyssal	
Note: Based on the Arzaanezra, Paladin of Slaughter from Fortress of the Yuan-ti, page(s) 14.			

Spitting Yuan-ti		Level 2 Artillery	
Medium natural humanoid (reptile), yuan-ti		XP 200	
HP 32; Bloodied 16		Initiative +5	
AC 16, Fortitude 14, Reflex 15, Will 12		Perception +6	
Resist 5 poison			
Speed 7			
STANDARD ACTIONS			
m Scimitar • At-Will • Weapon			
Attack: Melee 1 (one creature); + vs. AC			
Hit: 2d8.			
R Crossbow • At-Will • Poison, Weapon			

Attack: Ranged 15 (one creature); +9 vs AC Hit: 1d6+2, ongoing 5 poison damage (save ends), and knocked prone.
C Shattering Bolt • Poison, Weapon • Recharge
Attack: Area burst 1 within 15 (creatures in burst); +7 vs Reflex Hit: 2d8 + 2 damage, ongoing 5 poison damage (save ends)
MINOR ACTIONS
Mental Rebuke (psychic) • At-Will (1/round) Attack: Ranged 20 (one creature); +5 vs Will Hit: Until the end of the Yuan-ti's next turn, the target takes 5 psychic damage each time it makes an attack against a Yuan-ti.
Skills Arcana +6, Athletics +6, History +6, Stealth +8
Str 18 (+5) Dex 20 (+6) Wis 16 (+3) Con 14 (+2) Int 19 (+5) Cha 18 (+4)
Alignment Evil Languages - Common, Draconic
Equipment 30 poisoned bolts, crossbow, scimitar
Note: Based on the Senjarik from Dungeon Magazine 190.

Undead Cleric of Torm (D) Level 4 Elite
Medium natural humanoid (undead, human) XP 400
HP 78; Bloodied 39 Initiative +4
Regeneration 5 (if the Cleric takes radiant damage, regeneration doesn't function on its next turn)
AC 16, Fortitude 15, Reflex 14, Will 6 Perception +5
Immune disease, poison; Resist 5 necrotic;
Speed 5 Darkvision
Action Points 1
STANDARD ACTIONS
m Shielding Mace • At-Will • Weapon Attack: Melee 1 +7 vs. AC, 2d6, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.
R Plague of Doom • At-Will • Necrotic +8 vs Reflex; 1d6+2 necrotic damage, and the target takes a -2 penalty to defenses until the end of the Cleric's next turn.
C Undying Breath • Standard, Recharge • Healing On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.
TRIGGERED ACTIONS
Unholy Aid • (immediate interrupt, when affected by a condition; recharge) The Cleric removes the condition.
Str 18 (+5) Dex 12 (+1) Wis 18 (+5) Con 15 (+3) Int 14 (+2) Cha 15 (+2)
Alignment Evil Languages - Common
Equipment chainmail, mace
Note: Based on the Mummy Lord from Monster Manual page(s) 192.

MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts Level 4 Minion Soldier
Medium natural humanoid (undead) XP 44
HP 1; a missed attack never damages a minion. Initiative +7
AC 20, Fortitude 18, Reflex 16, Will 14 Perception +7
Speed 6 Darkvision
STANDARD ACTIONS
m Grabbing Claws • At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 5 damage, and the target is grabbed (escape DC 15) if the Bhaalspawn grunt has no creature grabbed.
M Bite (disease) • At-Will Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +9

vs. AC Hit: 8 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).
Str 18 (+6) Dex 14 (+4) Wis 11 (+2) Con 18 (+6) Int 7 (0) Cha 10 (+2)
Alignment chaotic evil Languages Common
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Crawling Claw Swarm Level 4 Soldier
Medium natural animate (swarm, undead) XP 175
HP 53; Bloodied 26 Initiative +7
AC 20, Fortitude 16, Reflex 17, Will 14 Perception +5
Vulnerable 10 against close and area attacks tremorsense 10
Immune disease, poison; Resist half damage from melee and ranged attacks
Speed 8, climb 4
TRAITS
Swarm Attack • Aura 1 The crawling claw swarm makes a swarm of claws attack as a free action against enemy that starts its turn within the aura.
STANDARD ACTIONS
m Swarm of Claws • At-Will Attack: Melee 1 (one creature); +9 vs. Reflex Hit: 1d8+5 damage, and the target is immobilized until the start of crawling claw swarms next turn.
Str 15 (+4) Dex 16 (+5) Wis 10 (+2) Con 13 (+3) Int 3 (-2) Cha 6 (0)
Alignment Unaligned Languages --
Note: Open Grave.

Dayan, Vampire Necromancer Level 3 Elite Controller
Medium natural humanoid (undead) XP 300
HP 84; Bloodied 42 Initiative +4
AC 17, Fortitude 14, Reflex 15, Will 16 Perception +8
Vulnerable 5 radiant Darkvision
Immune disease, poison; Resist 10 necrotic
Speed 7, climb 4 (spider climb)
Saving Throws +2; Action Points 1
TRAITS
Unholy Strength (necrotic) • Aura 2 Any undead ally in the aura deals 5 extra necrotic damage.
STANDARD ACTIONS
m Deft Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +8 vs. AC Hit: 2d8+2 damage. Effect: After the attack, Dayan slides the target up to 2 squares.
Embolden Undead • At-Will Effect: Dayan can use <i>deft longsword</i> twice, or he can use <i>deft longsword</i> once and allow one undead ally within 5 squares of him to make a basic attack as a free action.
C Word of Beguilement (charm, psychic) • Recharge 5-6 Attack: Close blast 3 (enemies in the blast); +6 vs. Will Hit: 2d8+5 psychic damage, and until the end of its next turn, the target is slowed and takes a -2 penalty to attack rolls it makes against Dayan.
C Necromantic Surge (necrotic) • Recharge when first bloodied Attack: Close blast 5 (enemies in the blast); +6 vs. Fortitude Hit: 2d6+4 necrotic damage, and the target is dazed (save ends). Miss: Half damage. Effect: Undead allies in the blast gain 10 temporary hit points.
MINOR ACTIONS

M Bite • At-Will (1/round)		
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +8 vs. AC		
Hit: 1d10+3 damage, and Dayan regains 5 hit points.		
TRIGGERED ACTIONS		
Mist Form (polymorph) • Encounter		
Trigger: Dayan takes damage while bloodied.		
Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.		
Skills Arcana +10, Bluff +10, Stealth +9		
Str 14 (+3)	Dex 16 (+4)	Wis 14 (+3)
Con 10 (+1)	Int 18 (+5)	Cha 18 (+5)
Alignment Evil Languages Common, Netherese		
Note: Removed irrelevant traits; Halls of Undermountain.		

MISSION 3D: HOLD THE GATE, AGAIN

Nethril Spies	Level 1 Lurker
Medium natural humanoid	XP 100
HP 23; Bloodied 11	Initiative +7
AC 15, Fortitude 11, Reflex 13, Will 12	Perception +7
Speed 6	
STANDARD ACTIONS	
m Poisoned Dagger (poison, weapon) • At-Will	
Attack: Melee 1 (one creature) +6 vs. AC	
Hit: 2d4 + 4 damage and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.	
r Fastlight Strike (radiant) • At Will	
Requirement: The spy must be visible	
Attack: Ranged 5 (one creature) +4 vs. Will	
Hit: 3d6 + 5 damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both)	
Miss: Half damage, and the target is blinded until the end of its next turn.	
Witchcloak • At Will	
Effect: The Spy becomes invisible until the end of its next turn or until immediately after it attacks.	
Skills Stealth +8, Thievery +8	
Str 12 (+1)	Dex 17 (+3)
Con 11 (+0)	Int 7 (-2)
	Wis 15 (+2)
	Cha 9 (-1)
Alignment evil Languages Common, shou	
Equipment: leather armor, poisoned dagger	
Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale	

Nethril Battlestaves	Level 3 Soldier
Medium natural humanoid	XP 150
HP 46; Bloodied 23	Initiative +7
AC 19, Fortitude 15, Reflex 17, Will 13	Perception +1
Speed 6	
STANDARD ACTIONS	
M quarterstaff (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6+4 damage, and the target is slowed until the end of its next turn.	
Effect: The battlestaff marks the target until the end of the target's next turn.	
M Staff Sweep (weapon) • At-Will	
Attack: Melee 2 (one creature) +6 vs. Reflex	
Hit: 1d6+4 damage, and the target falls prone.	
M Slap Down • Recharge 4 5 6	

Effect: The battlestaff uses quarterstaff and staff sweep.		
TRIGGERED ACTIONS		
Menacing Glare • At Will		
Trigger: An enemy within 5 squares of the battlestaff marks it.		
Effect: (Free action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.		
Skills Athletics +8, Stealth +10		
Str 15 (+3)	Dex 18 (+5)	Wis 10 (+1)
Con 14 (+3)	Int 8 (+0)	Cha 8 (+0)
Alignment Evil Languages Common, Shou		
Equipment: leather armor, quarterstaff		
Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale.		

Nethril Dreadnaught	Level 4 Elite Brute (Leader)
Medium natural humanoid	XP 350
HP 130; Bloodied 65	Initiative +3
AC 16, Fortitude 18, Reflex 14, Will 16 Perception +5	
Speed 6	
TRAITS	
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 stunned until the end of the target's next turn.	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature) +9 vs. AC	
Hit: 2d10+5 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares adjacent to the target.	
TRIGGERED ACTIONS	
m Low Blow (weapon) • At Will (1/round)	
Attack: Melee 2. +7 vs. Fortitude	
Hit: 3d6 + 5 damage, and the target falls prone.	
r You Fight Now! • Recharge when first bloodied.	
Effect: Ranged 5 (one ally). The target can charge as a free action.	
Skills Athletics +13, Intimidate +6	
Str 23 (+8)	Dex 13 (+3)
Con 15 (+4)	Int 10 (+2)
	Wis 16 (+5)
	Cha 8 (+1)
Alignment evil Languages Common, shou	
Equipment: halberd, scale armor	
Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.	

MISSION 3F: CONTAINMENT

Warwing Drake	Level 4 Skirmisher
Large natural beast (reptile)	XP 175
HP 56; Bloodied 28	Initiative +6
AC 18, Fortitude 17, Reflex 15, Will 15	Perception +9
Immune fear (while flying)	
Speed 8, fly 8, overland flight 12	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10+4 damage.	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6+4 damage.	
M Flyby Attack • At-Will	
Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke	

opportunity attacks when moving away from the target of the either attack.

Skills Athletics +11

Str 18 (+6) **Dex** 15 (+4) **Wis** 14 (+4)

Con 16 (+5) **Int** 6 (0) **Cha** 14 (+4)

Alignment Unaligned **Languages** -

Note: Warwing Drake, reoved mount for space; Dungeon Magazine 165.

Scaled Guardian Level 2 Soldier

Medium natural humanoid (undead) XP 125

HP 38; **Bloodied** 19 **Initiative** +7

AC 18, **Fortitude** 14, **Reflex** 16, **Will** 13 **Perception** +1

Speed 8, climb 4

Resist 10 necrotic; **Vulnerable** 5 radiant

STANDARD ACTIONS

m Bite(poison) • **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d6+2 damage, and ongoing 5 poison damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

TRIGGERED ACTIONS

M Death Bite (necrotic) • **At-Will**

Trigger: A creature takes damage from the ongoing poison of the guardian's bite.

Attack (opportunity action): Melee 1 (the triggering creature); +5 vs. AC

Hit: 2d6+1 damage, and the target is dazed and takes ongoing 5 necrotic damage (save ends both).

Skills Stealth +10

Str 13 (+2) **Dex** 18 (+5) **Wis** 10 (+1)

Con 14 (+3) **Int** 9 (0) **Cha** 11 (+1)

Alignment Chaotic Evil **Languages** Common, Primordial

Note: Marauders of the Dune Sea.

Ad'Kian Level 3 Elite Controller (Leader)

Medium natural humanoid (human) XP 300

HP 86; **Bloodied** 43 **Initiative** +1

AC 17, **Fortitude** 14, **Reflex** 15, **Will** 15 **Perception** +4

Speed 6

Resist 6 necrotic

Action Point 1

Saving Throws +2

TRAITS

Death Master • **Aura** 5

All undead allies within the aura gain a +1 bonus to attack rolls and resist 5 radiant.

STANDARD ACTIONS

m Staff (weapon) • **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6+1 damage.

r Shadow Claw (implement, necrotic) • **At-Will**

Attack: Ranged 10 (one creature); +7 vs. Fortitude

Hit: 1d10+4 necrotic damage and Ad'kian slides the target 2 squares.

R Decaying Whisper (implement, necrotic) • **Recharge** 4-6

Attack: Ranged 10 (one creature); +7 vs. Fortitude

Hit: 2d10+3 necrotic damage and the target is slowed and takes ongoing 5 necrotic damage (save ends both).

R Wind of Death (implement, necrotic) • **At-Will**

Requirement: Decaying Whisper must be available.

Effect: Ad'kian uses shadow claw and decaying whisper.

A Swarming Claws (implement, necrotic) • **Encounter**

Attack: Area Burst 1 within 10 (enemies within burst); +7 vs. Reflex

Hit: 2d6+3 damage and the target is immobilized (save ends).

Miss: Half damage.

Effect: The burst becomes a zone that lasts until the end of the

encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 5 damage.

TRIGGERED ACTIONS

M Shadow Fury

Trigger: Ad'kian is bloodied.

Attack (no action): Decaying whisper recharges and Ad'kian immediately uses wind of death.

Skills Arcana +9, Bluff +6, Intimidate +6, Religion +9

Str 12 (+2) **Dex** 11 (+1) **Wis** 16 (+4)

Con 11 (+1) **Int** 16 (+4) **Cha** 11 (+1)

Alignment Evil **Languages** Common, Netherese

Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death and shadow fury; Dungeon Magazine 182.

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier Level 2 Minion

Medium natural humanoid (human) XP 31

HP 1; A missed attack never damages a minion **Initiative** +5

AC 16, **Fortitude** 16, **Reflex** 15, **Will** 13 **Perception** +1

Speed 6

TRAITS

Dirty Tactics

A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.

STANDARD ACTIONS

m Short Sword (Weapon) • **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 3 damage (5 damage with combat advantage)

Str 16 (+4) **Dex** 14 (+3) **Wis** 9 (0)

Con 12 (+2) **Int** 10 (+1) **Cha** 8 (0)

Alignment Evil **Languages** Common, Netherese

Note: Re-flavored Grand Melee Gladiator; Dragon Magazine Annual.

Lizardfolk Shocker Level 3 Artillery

Medium natural humanoid (reptile) XP 150

HP 38; **Bloodied** 19 **Initiative** +5

AC 17, **Fortitude** 15, **Reflex** 17, **Will** 13 **Perception** +1

Speed 6 (swampwalk)

STANDARD ACTIONS

m Greatclub (weapon) • **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6+4 damage.

r Witch Lightning (lightning, radiant) • **At-Will**

Attack: Ranged 20 (one creature); +8 vs. Reflex

Hit: 1d8+3 lightning and radiant damage, and each enemy within 2 squares of the target takes 5 lightning damage.

A Ball of Lightning (lightning) • **Encounter**

Attack: Area burst 2 within 20 (creatures in the burst); +8 vs. Reflex

Hit: 1d8+3 lightning damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage.

TRIGGERED ACTIONS

Sudden Jolt (lightning, radiant) • **At-Will**

Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack.

Effect (immediate reaction): Close burst 20 (triggering enemy in the burst). The target takes 4 lightning and radiant damage.

Str 14 (+3) **Dex** 18 (+5) **Wis** 10 (+1)

Con 14 (+3) **Int** 8 (0) **Cha** 8 (0)
Alignment Unaligned **Languages** Draconic
Note: Monster Vault:Threats to the Nentir Vale.

Poisonscale Brawler **Level 3 Brute**
Medium natural humanoid (reptile) XP 150
HP 55; **Bloodied** 27 **Initiative** +3
AC 15, **Fortitude** 15, **Reflex** 13, **Will** 12 **Perception** +1
Speed 6 (swampwalk)
STANDARD ACTIONS
m Club (weapon) • At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d6+7 damage.
M Crushing Grasp • At-Will
Attack: Melee1 (one creature grabbed by the brawler); +6 vs.Fortitude
Hit: 3d6+7.
Miss: Half damage.
MINOR ACTIONS
M Feral Grab • At-Will (1/round)
Requirement: The brawler must not be grabbing a creature.
Attack: Melee1 (one creature that isn't grabbed); +6 vs.Reflex
Hit: The brawler grabs the target (escape DC 13).
Skills Athletics +10, Stealth +8
Str 18 (+5) **Dex** 15 (+3) **Wis** 10 (+1)
Con 15 (+3) **Int** 7 (-1) **Cha** 8 (0)
Alignment Unaligned **Languages** Draconic
Note: Monster Vault.

Shadrixx, Black Dragon Wyrmling **Level 2 Elite Lurker**
Medium natural magical beast (aquatic, dragon) XP 250
HP 68; **Bloodied** 34 **Initiative** +10
AC 18, **Fortitude** 16, **Reflex** 18, **Will** 16 **Perception** +3
Resist 5 acid **Darkvision**
Speed 6, fly 6 (clumsy), overland flight 8, swim 6
Saving Throws +2; **Action Points** 1
STANDARD ACTIONS
m Bite (acid) • At-Will
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d6+3 damage, and the target takes ongoing 5 acid damage (save ends)
m Claw • At-Will
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d4+3 damage.
M Double Attack • At-Will
The wyrmling makes two claw attacks.
C Breath Weapon (Acid) • Recharge when first bloodied
Attack: Close blast 4 (enemies in blast); +6 vs. Reflex
Hit: 1d12+3 acid damage, and ongoing 5 acid damage and a -4 penalty to AC (save ends both).
TRIGGERED ACTIONS
M Tail Slash • At-Will
Trigger: An enemy misses the dragon with a melee attack.
Attack (immediate reaction): Melee 2 (triggering enemy); +7 vs. AC

Hit: 1d6+4 damage, and the target is pushed 1 square.
Skills Nature +7, Stealth +11
Str 16 (+4) **Dex** 20 (+6) **Wis** 15 (+3)
Con 16 (+4) **Int** 12 (+2) **Cha** 10 (+1)
Alignment Evil **Languages** Draconic
Note: Draconomicon: Chromatic Dragons.

Shadow Ogre **Level 2 Brute**
Large natural humanoid (shadow, giant) XP 125
HP 50; **Bloodied** 25 **Initiative** +3
AC 14, **Fortitude** 16, **Reflex** 13, **Will** 12 **Perception** +1
Speed 8
STANDARD ACTIONS
m Greatclub (weapon) • At-Will
Attack: Melee 2 (one creature); +7 vs. AC
Hit: 2d10+4 damage.
r Rock (weapon) • At-Will
Attack: Ranged 10 (one creature); +7 vs. AC
Hit: 2d6+3 damage.
M Grand Slam (weapon) • Encounter
Attack: Melee 2 (one creature); +7 vs. AC
Hit: 2d10+2 damage, and the ogre pushes the target up to 2 squares and knocks it prone.
Miss: Half damage, and the target falls prone.
MOVE ACTIONS
Shadow Step (teleport)
Effect: The ogre teleports 4 squares and gains concealment until the end of its next turn.
Str 21 (+6) **Dex** 14 (+3) **Wis** 11 (+1)
Con 20 (+6) **Int** 4 (-2) **Cha** 6 (-1)
Alignment Chaotic evil **Languages** Giant
Note: Added shadow step; Monster Vault.

APPENDIX 6: AL 4 STAT BLOCKS

MISSION 1AA: THROUGH THE BORDER

Plaguetouched Eladrin Arcane Archer		Level 5 Artillery
Medium fey humanoid (plaguetouched, eladrin)		XP 200
HP 51; Bloodied 25	Initiative +6	
AC 17, Fortitude 16, Reflex 18, Will 16	Perception +7	
Speed 6	low-light vision	
Saving Throw +5 against charm effects		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d6 + 4 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Attack: Ranged 20/40 (two creatures); +10 vs. AC or Reflex (whichever is lower)		
Hit: 1d10 damage plus 1d6 fire damage.		
A Eldritch Burst (force) • Recharge 4-6		
Attack: Area burst 1 within 20; +10 vs. Fortitude		
Hit: 1d10 + 5 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
The eladrin arcane archer teleports 5 squares.		
Str 12 (+3)	Dex 18 (+6)	Wis 11 (+2)
Con 15 (+4)	Int 17 (+5)	Cha 15 (+4)
Alignment Unaligned Languages Common, Elven		
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .		

Wyrmwarpred Atrocity		Level 5 Brute
Small aberrant humanoid (reptile)		XP 200
HP 74; Bloodied 37	Initiative +4	
AC 17, Fortitude 17, Reflex 17, Will 15	Perception +1	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6 + 7 damage.		
M Double Attack • At-Will		
The atrocity makes two claw attacks.		
MINOR ACTIONS		
Shifty • At-Will		
The atrocity shifts 1 square.		
TRIGGERED ACTIONS		
M Fearsome Outburst		
Trigger: The atrocity is bloodied.		
Attack (free action): Melee 1 (one creature); +8 vs. AC		
Hit: 2d10 + 5 damage.		
C Death Burst (acid)		
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.		
Attack (no action): Close burst 2 (creatures in burst); +5 vs. Reflex		
Hit: 1d10 + 3 acid damage, and the target takes a -1 penalty to attack rolls (save ends).		
Skills Stealth +7, Thievery +7		
Str 19 (+6)	Dex 15 (+4)	Wis 8 (+1)
Con 14 (+4)	Int 9 (+1)	Cha 13 (+3)
Alignment Evil Languages Common, Draconic		
Note: <i>Draconomicon: Chromatic Dragons</i> .		

Kobold Nagaguard		Level 4 Minion
Small natural humanoid (reptile)		XP 44
HP 1; A missed attack never damages a minion	Initiative +5	
AC 18, Fortitude 16, Reflex 16, Will 13	Perception +2	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 6 damage		
r Javelin (Weapon) • Encounter		
Attack: Ranged 10/20 (one creature); +8 vs. AC		
Hit: 6 damage		
MINOR ACTIONS		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
TRIGGERED ACTIONS		
Spinning Slash		
Trigger: The kobold nagaguard hits with a short sword attack.		
Attack (no action): The kobold nagaguard deals 3 damage to one other enemy adjacent to it.		
Skills Stealth +7, Thievery +7		
Str 8 (+1)	Dex 16 (+5)	Wis 10 (+2)
Con 14 (+4)	Int 9 (+1)	Cha 10 (+2)
Alignment Unaligned Languages -		
Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; <i>Dungeon Delve</i> .		

Plaguetouched Pikeman		Level 5 Soldier
Medium natural humanoid (plaguetouched, human)		XP 200
HP 62; Bloodied 31	Initiative +6	
AC 21, Fortitude 18, Reflex 16, Will 15	Perception +3	
Speed 6		
STANDARD ACTIONS		
m Pike (weapon) • At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 1d10 + 5 damage, plus the target is marked until the end of the pikeman's next turn.		
M Prisoner's Lament (weapon) • At-Will		
Attack: Melee 2 (one grabbed, restrained, or immobilized creature); +14 vs. AC		
Hit: 1d10 + 9 damage, plus the target takes a -2 penalty to skill checks and saves until the end of the pikeman's next turn.		
TRIGGERED ACTIONS		
M Pinning Pike (weapon)		
Trigger: A marked target makes an attack that does not include the pikeman.		
Attack (opportunity): Melee 2 (triggering creature); +12 vs. AC		
Hit: 1d10 + 5 damage, plus the target is immobilized until the end of the pikeman's next turn.		
C Clearing Pike (weapon)		
Trigger: The pikeman is bloodied.		
Attack (no action): Close burst 2 (enemies in burst); +12 vs. Reflex		
Hit: 1d10 + 5 damage, and the target is pushed 2 squares.		
Plaguetouched Resilience • Encounter		
Effect: The pikeman rolls a saving throw against the triggering effect.		
Skills Athletics +10		
Str 17 (+5)	Dex 15 (+4)	Wis 12 (+3)
Con 14 (+4)	Int 8 (+1)	Cha 7 (0)
Alignment Evil Languages Common		
Note: Based on Hobgoblin Deathwatcher, made human and plaguetouched; <i>Dungeon Magazine 179</i> .		

MISSION 1AB: HOLD THE PORTAL

Venom-Maw Hydra (H)	Level 5 Solo Brute
Large natural beast (reptile, water)	XP 1000
HP 192; Bloodied 96	Initiative +7
AC 19, Fortitude 19, Reflex 17, Will 16	Perception +11
Resist 5 poison	
Speed 7, swim 10	All-around vision, Darkvision
Saving Throw +5, Action Points 2	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the hydra.	
Many Headed	
While stunned or dominated, the hydra can take free actions.	
Regenerating Heads	
The hydra starts an encounter with four heads. When the hydra hit points first go below 144, 192 and 48, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.	
Threatening Reach	
The hydra can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 2d10+1 damage and ongoing 5 poison damage (save ends).	
R Venomous Spit (Poison) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. Reflex; This attack does not provoke opportunity attacks.	
Hit: 2d8 +1 poison damage and the target falls prone.	
Hydra Fury • At-Will	
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has two heads, it gains a +5 bonus to damage rolls. If it only has one head, it gains a +10 bonus to damage rolls.	
TRIGGERED ACTIONS	
M Snapping Jaws • At-Will	
Trigger: An enemy ends its turn within 2 squares of the hydra.	
Effect (free action): The hydra uses bite once against the triggering enemy.	
Skills Stealth +11	
Str 25 (+9)	Dex 20 (+7) Wis 18 (+6)
Con 24 (+10)	Int 2 (-2) Cha 8 (+1)
Alignment Unaligned	Languages -

5 Yuan-ti Sharpshooters (S)	Level 5 Minion Artillery
Medium natural humanoid (reptile)	XP 50
HP 1; a missed attack never damages a minion	Initiative +4
AC 19, Fortitude 18, Reflex 18, Will 17	Perception +5
Resist 5 poison	
Speed 6	Darkvision
TRAITS	
Chameleon Defense	
The yuan-ti has partial concealment from creatures more than 3 squares away from it.	

MISSION 1AC: DROP ZONE

Plaguewhisperer Evangelist of Torm (E)	Level 4 Elite Controller
Large aberrant humanoid (human)	XP 350
HP 118; Bloodied 59	Initiative +3
AC 18, Fortitude 17, Reflex 16, Will 17	Perception +3
Speed 5, fly 7	Darkvision

STANDARD ACTIONS		
m Poison Touch • At-Will		
Attack: Melee 1 (one creature); +8 vs. Fortitude		
Hit: 2 poison damage.		
r Poison Arrows • At-Will		
Attack: Ranged 20 (one creature); +10 vs. Reflex		
Hit: 6 poison damage.		
A Exploding Arrows • At-Will		
Attack: Area burst 1 within 20 (enemies in burst); +10 vs. Reflex		
Hit: 4 fire and poison damage.		
Miss: Half damage.		
Str 9 (+1)	Dex 14 (+4)	Wis 17 (+7)
Con 20 (+7)	Int 28 (+11)	Cha 26 (+10)
Alignment Evil		Languages Common, Draconic
Note: Re-flavored lich remnant as a yuan-ti.		

Yuan-ti Beastmaster	Level 4 Controller (Leader)
Large natural humanoid (reptile)	XP 175
HP 60; Bloodied 30	Initiative +6
AC 18, Fortitude 17, Reflex 15, Will 16	Perception +8
Resist 5 poison	
Speed 8	Low-light vision
TRAITS	
Chameleon Defense	
The yuan-ti has partial concealment from creatures more than 3 squares away from it.	
O Zehir's Agony • Aura 5	
An enemy that starts its turn within the aura takes 5 poison damage.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 3 (one creature); +7 vs. AC	
Hit: 2d6 + 7 damage, and the target falls prone.	
C Beast Mastery • At-Will	
Effect: Close burst 10 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.	
C Attraction Spray (charm) • Encounter	
Attack: Close burst 1 (enemies in the burst); +7 vs. Will	
Hit: The target is dominated until the end of the beastmaster's next turn.	

MINOR ACTIONS		
A Hurl Net (weapon) • At-Will (1/round)		
Attack: Area burst 1 within 5 (creatures in the burst); +7 vs. Reflex		
Hit: The target is restrained (save ends).		
TRIGGERED ACTIONS		
Poison Defense • At-Will		
Trigger: The beastmaster is hit by the attack.		
Effect (Immediate Interrupt): The beastmaster gains resist 5 to all damage against the triggering attack.		
Skills Athletics +11, Dungeoneering +12, Nature +12, Stealth +10		
Str 21 (+6)	Dex 18 (+5)	Wis 22 (+6)
Con 20 (+6)	Int 12 (+2)	Cha 11 (+1)
Alignment Evil		Languages Common, Draconic
Equipment 6 nets, trident		
Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony.		

Saving Throw +2, Action Points 1		
TRAITS		
O Whispers of Doubt • Aura 5		
The aura is difficult terrain for enemies. An enemy that ends its turn must make a basic attack against its nearest ally as a free action or take 5 psychic damage.		
Feast of Flame		

Whenever the evangelist takes fire damage, it gains a +4 power bonus to damage rolls until the end of its next turn.

STANDARD ACTIONS

m Flailing Tentacle • At-Will

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 1d10 + 7 damage.

Effect: The evangelist can slide the target 1 square.

M Double Attack • At-Will

Effect: The evangelist uses flailing tentacle twice.

R Stinging Words (psychic) • At-Will

Attack: Ranged 10 (one or two creature); +7 vs. Will

Hit: 1d8 + 6 psychic damage, and the target is dazed until the end of its next turn.

C Blue Fire Cascade (fire) • Recharge when first bloodied

Attack: Close burst 2 (creatures in the burst); +7 vs. Reflex

Hit: 2d8 + 7 fire damage.

Effect: Any creature that makes an attack against the evangelist before the evangelist's next turn takes 5 fire damage.

MINOR ACTIONS

Stirring Message (charm) • Recharge when no creature is dominated by this power

Attack: Ranged 10 (one dazed creature); +7 vs. Will

Hit: The target is dominated (save ends).

Skills Arcana +10, Dungeoneering +8

Str 17 (+5)

Dex 12 (+3)

Wis 12 (+3)

Con 19 (+6)

Int 17 (+5)

Cha 18 (+6)

Alignment Evil **Languages** - Common, telepathy 10

Note: Based on the Aboleth Plaguewhisper from *Dungeon* 195.

4 Eyes of Corrupted Clerics of Torm (C) Level 6 Minion Artillery

Tiny aberrant animate XP 63

HP 1; a missed attack never damages a minion **Initiative** +5

AC 20, **Fortitude** 16, **Reflex** 21, **Will** 18 **Perception** +7

Speed 5, fly 8 (hover) All-around vision, Darkvision

TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the clerics

STANDARD ACTIONS

r Eye Rays (varies) • At-Will

Attack: Ranged 5 (one creature); +11 vs. Reflex

Hit 7 damage of random type, determined by rolling a d4: 1-cold, 2-fire, 3-necrotic, 4-radiant.

Str 1 (-2)

Dex 17 (+6)

Wis 10 (+3)

Con 11 (+3)

Int 7 (+1)

Cha 7 (+1)

Alignment Unaligned **Languages** -

Note: Based on Beholerkin, Spectator from *Dungeon* 206.

Corrupted Paladins of Torm Mass (P) Level 4 Elite Brute

Large aberrant animate (human) XP 350

HP 142; **Bloodied** 71 **Initiative** +0

AC 15, **Fortitude** 18, **Reflex** 13, **Will** 14 **Perception** +3

Resist 5 psychic

Speed 5 can't shift Darkvision

Saving Throw +2, **Action Points** 1

TRAITS

O Clutching Claws • Aura 1

Each enemy that starts its turn within the aura is slowed until the end of its next turn. Each enemy that ends its turn in the aura takes 5 damage.

STANDARD ACTIONS

m Horrific Embrace • At-Will

Attack: Melee 2 (one creature); +7 vs. AC

Hit: 2d6 + 5 damage, and the target is grabbed. The paladin mass can have up to two creatures grabbed at the same time.

M Many-Armed Horror • At-Will

The paladin mass makes a horrific embrace attack against each enemy adjacent to it.

M Absorb(healing) • At-Will

Attack: Melee (one or two creatures grabbed by the mass); +5 vs. Fortitude

Hit: The target is pulled into the paladin's mass space and takes ongoing 5 damage until it is expelled. If it has a creature absorbed at the start of its turn, the paladin mass gains 5 temporary hit points. The paladin mass can move normally while creatures and absorbed within it.

While absorbed, the target has line of sight and line of effect only to the paladin mass, and no creature has line of sight or effect to the target. The target can only make at-will attacks. When any target is drops to 0 hp or below while absorbed, the paladin mass regains 45 hit points. An absorbed target can escape by succeeding on a DC 18 Athletics or Acrobatics check. If the paladin mass takes 14 or more damage from a single attack, all absorbed targets are expelled into an unoccupied square adjacent to the paladin mass; absorbed creatures are also expelled when the paladin mass drops to 0 hit points.

The paladin mass can instead absorb a paladin corpse by moving into its space. At the start of its next turn, the mass regains 10 hit points.

MOVE ACTIONS

Spawn Corrupt Paladin • Recharge 5 6

A corrupt paladin appears in an unoccupied square adjacent to the paladin mass and makes a melee or ranged basic as a free action. Thereafter it acts on the goblin mass' initiative count. The paladin mass loses 10 hit points.

TRIGGERED ACTIONS

Death Burst • Encounter

Trigger: When the paladin mass is reduced to 0 hit points.

Attack: Close burst 1 (creatures); +5 vs. Reflex

Hit: 2d8 + 5 damage.

Effect: The area of the burst is filled with dismembered paladin parts and is difficult terrain.

Str 19 (+6)

Dex 7 (+0)

Wis 13 (+3)

Con 21 (+7)

Int 2 (-2)

Cha 2 (-2)

Alignment Evil

Languages -

Note: Based on the Goblin Mass from *Dungeon* 177. Upgraded speed and got rid of swim speed.

Corrupt Paladin Level 1 Skirmisher

Medium aberrant humanoid (human) XP 100

HP 30; **Bloodied** 15 **Initiative** +4

AC 17, **Fortitude** 14, **Reflex** 14, **Will** 12 **Perception** +0

Speed 6 Darkvision

STANDARD ACTIONS

m Claws • At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d8 + 4 necrotic damage.

R Hurl Flesh • Encounter

Attack: Ranged 5/10 (one creature); +6 vs. AC

Hit: 1d8 + 4 necrotic damage.

MOVE ACTIONS

Reintegrate • Encounter (only while adjacent to paladin mass)

The corrupt paladin regains 7 hit points.

TRIGGERED ACTIONS

Corrupted Effort • Encounter

Trigger: The corrupt paladin misses with an attack.

Effect: The corrupt paladin gains a +4 bonus to the attack.

Str 16 (+3)

Dex 14 (+2)

Wis 10 (+0)

Con 14 (+2)

Int 8 (-1)

Cha 7 (-2)

Alignment evil

Languages Common

Note: Reflavored corrupt goblin warrior from *Dungeon 177*. Replaced goblin tactics with heroic effort-like racial trait.

MISSION 1AD: WE'RE WITH YOU

Werewolf Bravo	Level 5 Brute
Medium natural humanoid (shapechanger)	XP 200
HP 76; Bloodied 38	Initiative +4
AC 17, Fortitude 18, Reflex 17, Will 16	Perception +2
Speed 6	
TRAITS	
Bravo's Fury	
The bravo's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.	
STANDARD ACTIONS	
m Bite • At-Will	
Requirement: The bravo must be in wolf or hybrid form.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 3 damage, and target falls prone.	
m Falchion (weapon) • At-Will	
Requirement: The bravo must be in human or hybrid form.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 4d4 + 5 damage. If the bravo scores a critical hit, this attack instead deals 2d4+21 damage.	
M Howling Frenzy • Recharge when first bloodied	
Effect: The uses bite twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Skills Athletics +10, Bluff +9, Stealth +9	
Str 17 (+5)	Dex 15 (+4) Wis 11 (+2)
Con 16 (+5)	Int 10 (+2) Cha 14 (+4)
Alignment Unaligned Languages - Common	
Note: Based on the Jackalwere Bravo from <i>Monster Manual 3</i> .	

Werewolf Warrior	Level 5 Minion Soldier
Medium natural humanoid (shapechanger)	XP 50
HP 1; a missed attack never damages a minion.	Initiative +6
AC 21, Fortitude 18, Reflex 19, Will 16	Perception +2
Speed 6	
TRAITS	
Combat Advantage	
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
m Bite • At-Will	
Requirement: The warrior must be in wolf or hybrid form.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage.	
m Short Sword (weapon) • At-Will	
Requirement: The warrior must be in human or hybrid form.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 4 damage and the target grants combat advantage to the next attack made against it before the start of the warriors next turn.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	

Skills Athletics +10, Stealth +9		
Str 17 (+5)	Dex 15 (+4)	Wis 11 (+2)
Con 14 (+4)	Int 10 (+2)	Cha 14 (+4)
Alignment Unaligned Languages - Common		
Note: Based on the Jackalwere Harrier from <i>Monster Manual 3</i> .		

Nisal, Werewolf Boss	Level 6 Controller
Medium natural humanoid (shapechanger)	XP 250
HP 70; Bloodied 35	Initiative +6
AC 20, Fortitude 17, Reflex 18, Will 18	Perception +4
Speed 6	
TRAITS	
Combat Advantage	
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
m Bite • At-Will	
Requirement: The boss must be in wolf or hybrid form.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6+5 damage, and the target falls prone.	
m Short Sword (weapon) • At-Will	
Requirement: The boss must be in human or hybrid form.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6+6 damage.	
C Vicious Howl (thunder) • At-Will	
Requirement: The boss must be in wolf or hybrid form.	
Attack: Close blast 3 (enemies in blast); +9 vs. Fortitude	
Hit: 1d6+4 thunder damage, and the target falls prone.	
r Gaze of Sleep (sleep) • Recharge 5-6	
Attack: Ranged 5(one creature); +9 vs. Will	
Hit: The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw against the effect.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Skills Bluff +11, Diplomacy +11, Insight +9, Streetwise +9	
Str 15 (+5)	Dex 17 (+4) Wis 13 (+4)
Con 14 (+5)	Int 14 (+5) Cha 16 (+6)
Alignment Unaligned Languages Common	
Note: Based on the Jackalwere Deceiver from <i>Monster Manual 3</i> .	

MISSION 1BA: SCOUT BEHIND THE WALLS

Netherese Soldier	Level 4 Minion
Medium natural humanoid (human)	XP 44
HP 1; A missed attack never damages a minion	Initiative +6
AC 18, Fortitude 18, Reflex 17, Will 15	Perception +2
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4 damage (6 damage with combat advantage)	
Str 16 (+5)	Dex 14 (+4) Wis 9 (+1)
Con 12 (+3)	Int 10 (+2) Cha 8 (+1)
Alignment Evil Languages Common, Netherese	

Note: Reflavored Grand Melee Gladiator; Dragon Magazine Annual.

Bhaalspawn Zombie		Level 4 Brute
Medium natural animate (undead)		XP 175
HP 60; Bloodied 30		Initiative +0
AC 15, Fortitude 15, Reflex 11, Will 12		Perception +1
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant		
Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6+3 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
Attack: Melee 1 (one creature); +6 vs. Reflex		
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+4)	Dex 6 (0)	Wis 8 (+1)
Con 10 (+2)	Int 5 (-1)	Cha 3 (-2)
Alignment Unaligned Languages -		
Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.		

MISSION 1BB: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator		Level 5 Artillery
Medium natural humanoid (aquatic, reptile)		XP 200
HP 46; Bloodied 23		Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 17		Perception +8
Resist 5 poison		
Speed 6, swim 4		
STANDARD ACTIONS		
m Spear (weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d8 + 6 damage		
r Magic Missile (force) • At-Will		
Attack: Ranged 20 (one creature); +10 vs. Reflex		
Hit: 2d4 + 3 force damage		
R Missile Barrage (force) • At-Will		
Effect: The infiltrator makes two magic missile attacks.		
A Force Implosion (force) • Encounter		
Attack: Area burst 2 within 20 squares (each creature in the burst); +10 vs. Reflex		
Hit: 2d6 + 7 force damage		
Miss: Half damage.		
MINOR ACTIONS		
Change Shape (polymorph) • At-Will		
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.		
Skills Bluff +12, Insight +8		
Str 15(+4)	Dex 18 (+6)	Wis 12 (+3)
Con 16(+5)	Int 14 (+4)	Cha 20 (+7)
Alignment evil Languages Common, Draconic		
Equipment leather armor, spear		
Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.		

Bloodfire Ooze (level 6)		Level 6 Elite Brute
Large elemental beast (fire, ooze)		XP 500
HP 176; Bloodied 88		Initiative +4
AC 18, Fortitude 20, Reflex 17, Will 16		Perception +8
Speed 6		Blindsight 20
Immune fire, Vulnerable 10 cold		
Saving Throws +2; Action Points 1		
TRAITS		
Bloodfire Aura (fire) • Aura 2		
Any creature that ends its turn in the aura takes 5 fire damage		
Demonic Fire		
Fire damage dealt by the bloodfire ooze ignores 5 points of a target's fire resistance.		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d10 + 7 fire damage.		
C Fiery Eruption (fire) • Recharge 5 6		
Attack: Close burst 3 (creatures in burst); +9 vs. Reflex		
Hit: 2d8 + 2 fire damage, and ongoing 5 fire damage (save ends).		
MINOR ACTIONS		
C Sulfuric Breath (poison) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +9 vs. Fortitude		
Hit: 2d6 + 4 poison damage.		
TRIGGERED ACTIONS		
Boiling Blood (fire) • Encounter		
Trigger: The bloodfire ooze is bloodied.		
Effect (Immediate Reaction): The bloodfire ooze recharges fiery eruption and uses it.		
Str 15 (+5)	Dex 13 (+4)	Wis 11 (+3)
Con 18 (+7)	Int 1 (-2)	Cha 4 (+0)
Alignment Chaotic Evil Languages -		

Bhaalspawn Zombie		Level 4 Brute
Medium natural animate (undead)		XP 175
HP 60; Bloodied 30		Initiative +0
AC 15, Fortitude 15, Reflex 11, Will 12		Perception +1
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant		
Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6+3 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
Attack: Melee 1 (one creature); +6 vs. Reflex		
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+4)	Dex 6 (0)	Wis 8 (+1)
Con 10 (+2)	Int 5 (-1)	Cha 3 (-2)
Alignment Unaligned Languages -		
Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.		

Bhaalspawn Grunts		Level 6 Minion Soldier	
Medium natural humanoid (undead)		XP 63	
HP 1; a missed attack never damages a minion.		Initiative +8	
AC 22, Fortitude 20, Reflex 18, Will 16		Perception +8	
Speed 6		Darkvision	
STANDARD ACTIONS			
m Grabbing Claws • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 6 damage, and the target is grabbed (escape DC 16) if the Bhaalspawn grunt has no creature grabbed.			
M Bite (disease) • At-Will			
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +11 vs. AC			
Hit: 9 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
Str 18 (+7)	Dex 14 (+5)	Wis 11 (+3)	
Con 18 (+7)	Int 7 (+1)	Cha 10 (+3)	
Alignment chaotic evil Languages Common			
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.			

Yuan-ti Conglomeration		Level 4 Elite Brute	
Large natural animate (reptile, undead)		XP 350	
HP 134; Bloodied 67		Initiative +6	
AC 16, Fortitude 16, Reflex 16, Will 15		Perception +4	
Immune disease, poison; Resist 10 necrotic		Darkvision	
Vulnerable 5 radiant			
Speed 7			
Action Points 1			
STANDARD ACTIONS			
m Bite (disease, poison) • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 1d4+4 damage and ongoing 5 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
m Scimitar (charm) • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 1d8+4 damage (crit 1d8+12) plus 5 poison damage			
M Snake Strike • At-Will			
The yuan-ti conglomeration makes a <i>bite</i> and a <i>scimitar</i> attack.			
MOVE ACTIONS			
Conglomeration (healing) • Encounter			
Effect: The yuan-ti conglomeration absorbs a dead body, healing 4 points of damage and gaining a +2 bonus to attacks and +4 bonus to damage until the end of the conglomeration's next turn.			
Str 16 (+5)	Dex 16 (+5)	Wis 14 (+4)	
Con 17 (+5)	Int 3 (-2)	Cha 3 (-2)	
Alignment evil Languages -			

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

MISSION IBC: TAKE THE TOWERS

4 Black Reaver Zombie		Level 3 Lurker	
Medium natural humanoid (blind, undead)		XP 150	
HP 39; Bloodied 19		Initiative +9	
AC 17, Fortitude 16, Reflex 17, Will 14		Perception +1	
Speed 7,		Blindsight	
Immune blinded, disease, gaze, poison Resist 10 necrotic			
TRAITS			
Scoured by Light			

A black reaver that takes radiant damage cannot use <i>shadow burst</i> until the end of its next turn.		
STANDARD ACTIONS		
m Bite (necrotic) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 damage plus 1d6 necrotic damage or plus 3d4 necrotic damage against a creature that could not see the zombie at the start of the zombie's turn.		
MOVE ACTIONS		
Shadow Burst (teleportation, zone) • Recharge 4,5,6		
Effect: The black reaver teleports 5 squares, and then creates a zone in a close burst 1 that lasts until the start of its next turn. The zone blocks line of sight for all creatures except the zombie, and any other creature except the zombie is blinded while within the zone.		
Skills Stealth +10		
Str 10(+1)	Dex 19 (+5)	Wis 10 (+1)
Con 15 (+3)	Int 8 (+0)	Cha 12 (+2)
Alignment Chaotic Evil Languages Common		

4 Zombie Shambler		Level 3 Minion Brute	
Medium natural animate (undead)		XP 38	
HP 1; a missed attack never damages a minion		Initiative +0	
AC 15, Fortitude 16, Reflex 13, Will 13		Perception +0	
Speed 4,		Darkvision	
Immune disease, poison			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +6 vs. AC			
Hit: 6			
TRIGGERED ACTIONS			
Deathless Hunger • Encounter			
Trigger: The zombie is reduced to 0 hit points			
Effect: (no action) Roll a d20 on a 15 or higher, the zombie is instead reduced to 1 hit point.			
Str 18 (+5)	Dex 8 (+0)	Wis 8 (+0)	
Con 15(+5)	Int 1 (-4)	Cha 3 (-3)	
Alignment unaligned Languages -			

Corpse of Despair		Level 4 Brute	
Medium natural animate(undead)		XP 175	
HP 66; Bloodied 33		Initiative +2	
AC 16, Fortitude 17, Reflex 13, Will 14		Perception +2	
Speed 4		Darkvision	
Immune disease, poison Resist 10 necrotic Vulnerable 5 radiant			
TRAITS			
Death of Hope (psychic)			
A dazed target hit by the corpse of despair also takes ongoing 5 psychic damage (save ends)			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d8 +6 damage.			
M Crushing Despair • At-Will			
Attack: Melee 1 (one creature); +5 vs. AC			
Hit: 1d8+7 damage, and the target is dazed (save ends).			
Str 19 (+6)	Dex 10 (+2)	Wis 13 (+3)	
Con 16 (+5)	Int 2 (-2)	Cha 1 (-3)	
Alignment unaligned Languages -			

1-2 Lizardfolk Shocker		Level 4 Artillery	
Medium natural humanoid (reptile)		XP 175	
HP 44; Bloodied 22		Initiative +6	
AC 18, Fortitude 16, Reflex 18, Will 14		Perception +2	

Speed 6 (swamp walk)
STANDARD ACTIONS
m Greatclub (weapon) • At-Will
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d6 + 4 damage.
R Witch Lightning(lightning, radiant)• At-Will
Attack: Ranged 20 (one creature); +9 vs. Reflex
Hit: 1d8 + 3 damage and each enemy within 2 squares of the target takes 4 lightning damage.
A Ball of Lightning (lightning)• Encounter
Attack: Area burst 2 within 20 (creatures in burst); +9 vs. Reflex
Hit: 1d8+3 lightning damage, and ongoing 5 lightning damage (save ends).
TRIGGERED ACTIONS
Sudden Jolt (lightning, radiant) • At-Will
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or area attack.
Effect: (Immediate Reaction) Close burst 10 (triggering enemy in burst). The target takes 5 lightning and radiant damage.
Str 14 (+4) Dex 18 (+6) Wis 10 (+2)
Con 14 (+5) Int 8 (+1) Cha 8 (+1)
Alignment unaligned Languages Draconic
Equipment greatclub

Yuantí Cabalist	Level 4 Soldier
Medium natural humanoid (reptile)	XP 175
HP 60; Bloodied 30	Initiative +5
AC 20, Fortitude 18, Reflex 16, Will 15	Perception +4
Speed 7	
Resist 10 poison	
TRAITS	
A Whipping Trail • Aura 1	
Any enemy that starts its turn in the aura is slowed until the start of its next turn.	
STANDARD ACTIONS	
m Venomite Pick (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage plus 3 poison damage	
Effect: The target is marked until the end of the yuan-ti's next turn	
R Snakebite Crossbow (poison, weapon) • At-Will	
Attack: Ranged 15 (one creature); +9 vs. AC	
Hit: 2d6+2 and ongoing 5 poison damage (save ends).	
Skills: Arcana +11, Nature +10, Thievery +9	
Str 22 (+8) Dex 14 (+4) Wis 16 (+5)	
Con 20 (+7) Int 18 (+6) Cha 12 (+3)	
Alignment Evil Languages Common, Draconic	
Equipment crossbow, 10 crossbow bolt 10x, war pick	

Yuan-ti Ignan	Level 4 Elite Soldier
Large Elemental humanoid (fire, reptile)	XP 350
HP 116; Bloodied 58	Initiative +5
AC 20, Fortitude 18, Reflex 15, Will 16	Perception +9
Speed 6	Darkvision
Resist 10 fire, Saving Throws +2, Action Points 1	
TRAITS	
Body of Flame	
Any creature that hits the yuan-ti ignan with a melee attack gains vulnerable 5 fire until the end of its next turn.	
STANDARD ACTIONS	
m Mace (fire, weapon)• At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 plus 4 fire damage and the target is marked until the end of the yuan-ti's next turn.	
MINOR ACTIONS	

M Tail Slap (fire) • At-Will (1/round)
Attack: Melee 1 (one creature); +9 vs. Reflex
Hit: 2d6+4 damage plus 3 fire damage, and the target is grabbed.
M Burning Constriction fire) • At-Will (1/round)
Restriction: Target must be grabbed by the yuan-ti
Attack: Melee (creature grabbed); +9 vs. Fortitude
Hit: 1d8 + 2 damage plus 1d4 fire damage and until the end of the yuan-ti's turn, it can move the grabbed target with it as a move action.
Str 21 (+6) Dex 13 (+2) Wis 14 (+3)
Con 18 (+5) Int 6 (-1) Cha 11 (+1)
Alignment Evil Languages Common, Draconic, Primordial
Equipment mace

Udmuela, Guardian Naga	Level 2 Elite Artillery
Large immortal magical beast (reptile)	XP 250
HP 92; Bloodied 46	Initiative +6
AC 16, Fortitude 16, Reflex 17, Will 15	Perception +9
Speed 6	Darkvision
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Tail Slap • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 1d6 + 5 damage and the target is pushed 2 squares.	
R Word of Pain (psychic) • At-Will	
Attack: Ranged 20 (one or two creatures); +9 vs. Will	
Hit: 1d8 + 5 damage and the target is immobilized (save ends).	
C Spit Poison (poison) • Recharge 5-6	
Attack: Close blast 3 (enemies in burst); +9 vs. Fortitude	
Hit: 1d8+2 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).	
A Thunderstrike (thunder) • Recharge 5-6	
Attack: Area burst 1 within 20 (enemies in burst); +7 vs. Fortitude	
Hit: 1d8+9 damage and the target is dazed (save ends).	
Miss: Half damage	
Skills Arcana +12, History +12, Insight +10	
Str 16 (+5) Dex 18 (+6) Wis 14 (+4)	
Con 15 (+4) Int 18 (+6) Cha 12 (+4)	
Alignment Evil Languages Common, Draconic, Supernal	

MISSION IBD: BREACH THE WALLS

Sail Snake	Level 4 Brute
Medium natural beast (reptile)	XP 175
HP 65; Bloodied 32	Initiative +6
AC 16, Fortitude 15, Reflex 17, Will 15	Perception +7
Immune fear; Resist 10 poison	
Speed 4, climb 4, fly 6 (clumsy)	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 5 damage	
C Venom Spray • Recharge 6	
Attack: Close blast 3 (creatures in blast); +5 vs. Fortitude	
Hit: Target is blinded (save ends)	
Str 12(+3) Dex 19 (+6) Wis 10 (+2)	
Con 15(+4) Int 2 (-2) Cha 14 (+4)	
Alignment Unaligned Languages -	
Note: Fortress of the Yuan-ti.	

Plaguetouched Eladrin Arcane Archer	Level 5 Artillery
Medium fey humanoid (plaguetouched, eladrin)	XP 200
HP 51; Bloodied 25	Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 16	Perception +7

Speed 6	low-light vision
Saving Throw +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d6 + 4 damage.	
r Scorching Arrows (fire, weapon) • At-Will	
Attack: Ranged 20/40 (two creatures); +10 vs. AC or Reflex (whichever is lower)	
Hit: 1d10 damage plus 1d6 fire damage.	
A Eldritch Burst (force) • Recharge 4-6	
Attack: Area burst 1 within 20; +10 vs. Fortitude	
Hit: 1d10 + 5 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
The eladrin arcane archer teleports 5 squares.	
Str 12 (+3)	Dex 18 (+6)
Con 15 (+4)	Int 17 (+5)
Wis 11 (+2)	Cha 15 (+4)
Alignment Unaligned Languages Common, Elven	
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .	

Concealed Spiked Pit	Level 3 Warder
Trap	XP 150
Detect Perception 16	Initiative--
Immune attacks	
TRIGGERED ACTIONS	
m Attack • At-Will	
Trigger: A medium or smaller creature enters a pit square.	
Attack (immediate reaction): Melee 1 (triggering creature); +6 vs. Reflex	
Hit: The target falls 2 squares (10 feet) into the pit, taking 1d10+1 falling damage, and is knocked prone. Climbing out of the pit requires a DC 11 Athletics check.	
Miss: The target returns to the square it last occupied and its movement ends.	
Effect: After the trap has triggered, the pit is no longer hidden.	
Note: Increase Perception DC and added spikes; <i>Dungeon Magazine</i> 178.	

MISSION 1B: THANK YOU FOR FLYING AIR NETHERIL (PARAGON ONLY)

This mission is for Paragon tier only. There are no Heroic stat blocks for this mission.

MISSION 1B: RECOVER THE RELICS

Holy Door Guardian	Level 4 Solo Controller (leader)
Huge natural animate (blind, construct)	XP 875
HP 212; Bloodied 106	Initiative -5
AC 18, Fortitude 14, Reflex 15, Will 17	
Speed 0	Perception +9
Immune conditions, forced movement, gaze;	Tremorsense 20
Resist 5 all; Saving Throws +2, Action Points 2	
TRAITS	
Door Defense • Aura 5	
While within the aura, allies gain +2 bonus to attack rolls and damage rolls.	
Construct Bond	
Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.	

STANDARD ACTIONS		
C Invoke Pain (psychic) • At-Will		
Attack: Close burst 5, or 10 while bloodied (one or two enemies in burst); +7 vs. Fortitude		
Hit: 1d10 + 7 damage and the target takes a -2 penalty to attack and damage rolls (save ends).		
Miss: Half damage and the target takes no penalty to attack and damage rolls.		
C Invoke Fealty (charm) • Recharge when first bloodied		
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +7 vs. Will		
Hit: 1d10 + 7 damage and Holy Door Guardian slides the target 1 square and the target falls prone.		
C Invoke Obedience (charm, psychic) • Recharge when first bloodied		
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +7 vs. Will		
Hit: 1d10 + 7 damage and the target is dominated until the end of its next turn.		
MINOR ACTIONS		
Call Stone Golem • Recharge 6		
Effect: The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10 squares of the Holy Door Guardian. It acts immediately.		
Call Minor Stone Golem • At-will (1/round)		
Effect: The Holy Door Guardian summons 4 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.		
TRIGGERED ACTIONS		
Invoke Rebuke (psychic, radiant) • At-will		
Trigger: An enemy hits the Holy Door Guardian.		
Effect (Immediate Reaction): The triggering enemy takes 5 psychic and radiant damage, and ongoing 5 psychic and radiant damage (save ends).		
Skills Bluff +11, Diplomacy +11, Insight +9		
Str -4 (-5)	Dex -4 (-5)	Wis 15 (+4)
Con 13 (+3)	Int 15 (+4)	Cha 19 (+6)
Alignment lawful good Languages Common		
Stone Golem	Level 4 Elite Soldier	
Large natural animate (construct)		XP 350
HP 116; Bloodied 58		Initiative -1
AC 20, Fortitude 18, Reflex 15, Will 14		
		Perception -2
Speed 6 (cannot shift)		Darkvision
Immune disease, poison		
Saving Throws +2, Action Points 1		
STANDARD ACTIONS		
M Slam • At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 1d6 + 9 damage, and the golem can push the target 1 square		
m Double-Attack • At-Will		
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.		
m Golem Rampage • Recharge 5-6		
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.		
TRIGGERED ACTIONS		
C Death Burst • Encounter		
Trigger: The stone golem drops to 0 hit points.		
Attack (no action): Close burst 1 (creatures in burst); +9 vs. AC		
Hit: 1d12 + 6 damage.		
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.		
Str 18 (+6)	Dex 1 (-3)	Wis 2 (-2)

Con 18 (+6)	Int -3 (-5)	Cha -3 (-5)
Alignment unaligned		Languages -
Minor Stone Golem		Level 4 Minion Soldier
Large natural animate (construct)		XP 44
HP 1; a missed attack never damages a minion		
AC 20, Fortitude 18, Reflex 16, Will 14		Initiative -1
Speed 6 (cannot shift)		Perception -2
Immune disease, poison		Darkvision
STANDARD ACTIONS		
M Slam • At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 6 damage, and the golem can push the target 1 square		
m Double-Attack • At-Will		
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.		
TRIGGERED ACTIONS		
C Death Burst • Encounter		
Trigger: The stone golem drops to 0 hit points.		
Attack (no action): Close burst 1 (creatures in burst); +9 vs. AC		
Hit: 6 damage.		
Effect: The golem is destroyed.		
Str 18 (+6)	Dex 1 (-3)	Wis 2 (-2)
Con 18 (+6)	Int -3 (-5)	Cha -3 (-5)
Alignment unaligned		Languages -

MISSION 3A: EVACUATION

Rubble Launcher
HP 60
Initiative +4
AC 16, Fortitude 14, Reflex 14, Will 14;
STANDARD ACTIONS
B Launch Rubble (weapon) • At-Will
Attack: Area burst 1 within 20 (creatures in the burst); +7 vs. Reflex
Hit: 2d8+4

MISSION 3B: ASSASSINS

PlagueWhisper Captain of Torm (A)	Level 4 Elite
Medium aberrant humanoid (human)	XP 350
HP 122; Bloodied 61	Initiative +4
AC 18, Fortitude 18, Reflex 17, Will 17	Perception +6
Speed 6	Darkvision
Saving Throw +2, Action Points 1	
TRAITS	
O Sickening Swirl • Aura 3	
Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty. Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful Endurance checks they are immune to the aura but still suffer the sight penalty. A player may chose to spend a standard action to make an Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other then the center - which he as already done at the start. He must still be in the aura for the anchoring to be in effect.	
STANDARD ACTIONS	
m • Captain's Remark At-Will	

Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 1d10 + 7 damage.		
Effect: The Captain can slide the target 1 square.		
M Double Attack • At-Will		
Effect: The Captain can use his Captain's Remark twice.		
R Stinging Words • At-Will		
Attack: Ranged 5/10; +11 vs. AC		
Hit: 2d8 + 5 damage		
C Captain's Affliction (poison) • Recharge ☒☒		
Attack: Close burst 3 (creatures in the burst); +7 vs. Fortitude		
Hit: 2d8+7 poison damage.		
MOVE ACTIONS		
Slip Away • (only while in Captain's Aura)		
The Captain or an ally can shift 3 squares but must remain in the aura.		
MINOR ACTIONS		
Coughing Spasm (poison) • Recharge when no creature is affected by this power		
Attack: Ranged 5 (one dazed creature affected by Captain's Aura); +7 vs. Fortitude		
Hit: The target is weakened (save ends).		
Skills Athletics +13, Endurance +14		
Str 17 (+7)	Dex 12 (+5)	Wis 12 (+5)
Con 19 (+8)	Int 17 (+7)	Cha 18 (+8)
Alignment Evil	Languages - Common	
Equipment chainmail, pike		
Note: Based on the Aboleth Plaguewhisper from <i>Dungeon</i> 195.		

Corrupted Paladin of Torm (B)	Level 4 Solider	
Medium aberrant humanoid (human)	XP 300	
HP 56; Bloodied 28	Initiative +4	
AC 17, Fortitude 17, Reflex 15, Will 16	Perception +4	
Resist 5 poison		
Speed 5	Darkvision	
TRAITS		
O Unholy Bravado • Aura 1		
(Fear) aura 1; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn		
STANDARD ACTIONS		
m Spear • At-Will • Necrotic, Weapon		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 1d6+4 plus 5 necrotic damage.		
M Death Stab • At-Will • Necrotic, Weapon		
+9 vs AC; 2d8+2 necrotic damage, and the target is knocked prone.		
C Necrotic Strike • Standard, Recharge ☒☒ • Necrotic, Weapon		
+9 vs AC; 3d6 damage, and ongoing 5 necrotic damage (save ends).		
MINOR ACTIONS		
Punish the Righteous • At-Will (1/round)		
Targets one enemy adjacent to the Paladin; the target gains vulnerable 5 necrotic until the end of the Paladin's next turn.		
Str 18 (+6)	Dex 12 (+3)	Wis 11 (+2)
Con 16 (+5)	Int 10 (+2)	Cha 15 (+4)
Alignment Evil	Languages - Common, Abyssal	
Note: Based on the Arzaanezra, Paladin of Slaughter from <i>Fortress of the Yuan-ti</i> , page(s) 14.		

Spitting Yuan-ti	Level 4 Artillery
Medium natural humanoid (reptile), yuan-ti	XP 300
HP 48; Bloodied 24	Initiative +5
AC 18, Fortitude 16, Reflex 17, Will 14	Perception +10
Resist 5 poison	
Speed 7	
STANDARD ACTIONS	
m Scimitar • At-Will • Weapon	

Attack: Melee 1 (one creature); +9 vs. AC Hit: 2d8 + 2.		
R Crossbow • At-Will • Poison, Weapon		
Attack: Ranged 15 (one creature); +11 vs AC Hit: 2d6, ongoing 5 poison damage (save ends), and knocked prone.		
C Shattering Bolt • Poison, Weapon • Recharge 2		
Attack: Area burst 1 within 15 (creatures in burst); +9 vs Reflex Hit: 2d8 + 4 damage, ongoing 5 poison damage (save ends)		
MINOR ACTIONS		
Mental Rebuke (psychic) • At-Will (1/round)		
Attack: Ranged 20 (one creature); +7 vs Will Hit: Until the end of the Yuan-ti's next turn, the target takes 5 psychic damage each time it makes an attack against a Yuan-ti.		
Skills Arcana +8, Athletics +8, History +8, Stealth +10		
Str 18 (+7)	Dex 22 (+10)	Wis 16 (+7)
Con 14 (+6)	Int 19 (+8)	Cha 20 (+9)
Alignment Evil Languages - Common, Draconic		
Equipment 30 poisoned bolts, crossbow, scimitar		
Note: Based on the Senjarik from Dungeon Magazine 190.		

Undead Cleric of Torm (D)		Level 6 Elite
Medium natural humanoid (undead, human)		XP 600
HP 114; Bloodied 57	Initiative +4	
Regeneration 5 (if the Cleric takes radiant damage, regeneration doesn't function on its next turn)		
AC 18, Fortitude 17, Reflex 16, Will 18	Perception +7	
Immune disease, poison; Resist 5 necrotic;		
Speed 5	Darkvision	
Action Points 1		
STANDARD ACTIONS		
m Shielding Mace • At-Will • Weapon		
Attack: Melee 1 +9 vs. AC, 2d6+3, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.		
R Plague of Doom • At-Will • Necrotic		
+10 vs Reflex; 2d6 necrotic damage, and the target takes a -2 penalty to defenses until the end of the Cleric's next turn.		
C Undying Breath • Standard, Recharge 2 • Healing		
On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.		
TRIGGERED ACTIONS		
Unholy Aid • (immediate interrupt, when affected by a condition; recharge 2)		
The Cleric removes the condition.		
Str 18 (+6)	Dex 12 (+2)	Wis 18 (+6)
Con 15 (+4)	Int 14 (+3)	Cha 15 (+3)
Alignment Evil Languages - Common		
Equipment chainmail, mace		
Note: Based on the Mummy Lord from Monster Manual page(s) 192.		

MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts		Level 6 Minion Soldier
Medium natural humanoid (undead)		XP 63
HP 1; a missed attack never damages a minion.	Initiative +8	
AC 22, Fortitude 20, Reflex 18, Will 16	Perception +8	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Grabbing Claws • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC Hit: 6 damage, and the target is grabbed (escape DC 16) if the Bhaalspawn grunt has no creature grabbed.		
M Bite (disease) • At-Will		

Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +11 vs. AC Hit: 9 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
Str 18 (+7)	Dex 14 (+5)	Wis 11 (+3)
Con 18 (+7)	Int 7 (+1)	Cha 10 (+3)
Alignment chaotic evil Languages Common		
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.		

Crawling Claw Swarm		Level 6 Soldier
Medium natural animate (swarm, undead)		XP 250
HP 69; Bloodied 34	Initiative +8	
AC 22, Fortitude 18, Reflex 19, Will 16	Perception +6	
Vulnerable 10 against close and area attacks tremorsense 10		
Immune disease, poison; Resist half damage from melee and ranged attacks		
Speed 8, climb 4		
TRAITS		
Swarm Attack • Aura 1		
The crawling claw swarm makes a <i>swarm of claws</i> attack as a free action against enemy that starts its turn within the aura.		
STANDARD ACTIONS		
m Swarm of Claws • At-Will		
Attack: Melee 1 (one creature); +11 vs. Reflex Hit: 1d8+6 damage, and the target is immobilized until the start of crawling claw swarms next turn.		
Str 15 (+5)	Dex 16 (+6)	Wis 10 (+3)
Con 13 (+4)	Int 3 (-1)	Cha 6 (+1)
Alignment Unaligned Languages --		
Note: Open Grave.		

Dayan, Vampire Necromancer		Level 5 Elite Controller
Medium natural humanoid (undead)		XP 400
HP 116; Bloodied 58	Initiative +5	
AC 19, Fortitude 16, Reflex 17, Will 18	Perception +9	
Vulnerable 5 radiant Darkvision		
Immune disease, poison; Resist 10 necrotic		
Speed 7, climb 4 (spider climb)		
Saving Throws +2; Action Points 1		
TRAITS		
Unholy Strength (necrotic) • Aura 2		
Any undead ally in the aura deals 5 extra necrotic damage.		
STANDARD ACTIONS		
m Deft Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC Hit: 2d8+3 damage. Effect: After the attack, Dayan slides the target up to 2 squares.		
Embolden Undead • At-Will		
Effect: Dayan can use <i>deft longsword</i> twice, or he can use <i>deft longsword</i> once and allow one undead ally within 5 squares of him to make a basic attack as a free action.		
C Word of Beguilement (charm, psychic) • Recharge 5-6		
Attack: Close blast 3 (enemies in the blast); +8 vs. Will Hit: 2d8+6 psychic damage, and until the end of its next turn, the target is slowed and takes a -2 penalty to attack rolls its makes against Dayan.		
C Necromantic Surge (necrotic) • Recharge when first bloodied		
Attack: Close blast 5 (enemies in the blast); +8 vs. Fortitude Hit: 2d6+5 necrotic damage, and the target is dazed (save ends). Miss: Half damage. Effect: Undead allies in theblast gain 10 temporary hit points.		
MINOR ACTIONS		

M Bite • At-Will (1/round)		
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +10 vs. AC		
Hit: 1d10+4 damage, and Dayan regains 5 hit points.		
TRIGGERED ACTIONS		
Mist Form (polymorph) • Encounter		
Trigger: Dayan takes damage while bloodied.		
Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.		
Skills Arcana +11, Bluff +11, Stealth +10		
Str 14 (+4)	Dex 16 (+5)	Wis 14 (+4)
Con 10 (+2)	Int 18 (+6)	Cha 18 (+6)
Alignment Evil		Languages Common, Netherese
Note: Removed irrelevant traits; Halls of Undermountain.		

MISSION 3D: HOLD THE GATE, AGAIN

Nethril Spies	Level 3 Lurker
Medium natural humanoid	XP 150
HP 35; Bloodied 17	Initiative +8
AC 17, Fortitude 13, Reflex 15, Will 14	Perception +8
Speed 6	
STANDARD ACTIONS	
m Poisoned Dagger (poison, weapon) • At-Will	
Attack: Melee 1 (one creature) +8 vs. AC	
Hit: 2d4 + 6 damage and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.	
r Fastlight Strike (radiant) • At Will	
Requirement: The spy must be visible	
Attack: Ranged 5 (one creature) +6 vs. Will	
Hit: 3d6 + 7 damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both)	
Miss: Half damage, and the target is blinded until the end of its next turn.	
Witchcloak • At Will	
Effect: The Spy becomes invisible until the end of its next turn or until immediately after it attacks.	
Skills Stealth +9, Thievery +9	
Str 12 (+2)	Dex 17 (+4)
Con 11 (+1)	Int 7 (-1)
Wis 15 (+3)	Cha 9 (+0)
Alignment evil	
Languages Common, shou	
Equipment: leather armor, poisoned dagger	
Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale	

Nethril Battlestaves	Level 5 Soldier
Medium natural humanoid	XP 200
HP 62; Bloodied 31	Initiative +8
AC 21, Fortitude 17, Reflex 19, Will 15	Perception +2
Speed 6	
STANDARD ACTIONS	
M quarterstaff (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6+4 damage, and the target is slowed until the end of its next turn.	
Effect: The battlestaff marks the target until the end of the target's next turn.	
M Staff Sweep (weapon) • At-Will	
Attack: Melee 2 (one creature) +8 vs. Reflex	
Hit: 1d6+4 damage, and the target falls prone.	
M Slap Down • Recharge 4 5 6	
Effect: The battlestaff uses <i>quarterstaff</i> and <i>staff sweep</i> .	

TRIGGERED ACTIONS		
Menacing Glare • At Will		
Trigger: An enemy within 5 squares of the battlestaff marks it.		
Effect (Free action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.		
Skills: Athletics +9, Stealth +11		
Str 15 (+4)	Dex 18 (+6)	Wis 10 (+2)
Con 14 (+4)	Int 8 (+1)	Cha 8 (+1)
Alignment Evil		Languages Common, Shou
Equipment: leather armor, quarterstaff		
Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale		

Nethril Dreadnaught	Level 6 Elite Brute (Leader)
Medium natural humanoid	XP 500
HP 170; Bloodied 85	Initiative +4
AC 18, Fortitude 20, Reflex 16, Will 18	Perception +6
Speed 6	
TRAITS	
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 stunned until the end of the target's next turn.	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature) +11 vs. AC	
Hit: 2d10 + 7 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares adjacent to the target.	
TRIGGERED ACTIONS	
m Low Blow (weapon) • At Will (1/round)	
Attack: Melee 2. +9 vs. Fortitude	
Hit: 3d6 + 7 damage, and the target falls prone.	
r You Fight Now! • Recharge when first bloodied.	
Effect: Ranged 5 (one ally). The target can charge as a free action.	
Skills Athletics +14, Intimidate +7	
Str 23 (+9)	Dex 13 (+4)
Con 15 (+5)	Int 10 (+3)
Wis 16 (+6)	Cha 8 (+2)
Alignment evil	
Languages Common, shou	
Equipment: halberd, scale armor	
Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.	

MISSION 3F: CONTAINMENT

Warwing Drake	Level 6 Skirmisher
Large natural beast (reptile)	XP 250
HP 72; Bloodied 36	Initiative +7
AC 20, Fortitude 19, Reflex 17, Will 17	Perception +10
Immune fear (while flying)	
Speed 8, fly 8, overland flight 12	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10+5 damage.	
m Claw • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6+5 damage.	
M Flyby Attack • At-Will	
Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the either	

attack.

Skills Athletics +12

Str 18 (+7) **Dex** 15 (+5) **Wis** 14 (+5)

Con 16 (+6) **Int** 6 (+1) **Cha** 14 (+5)

Alignment Unaligned **Languages** -

Note: Warwing Drake, reoved mount for space; Dungeon Magazine 165.

Scaled Guardian Level 4 Soldier

Medium natural humanoid (undead) XP 175

HP 54; **Bloodied** 27 **Initiative** +8

AC 20, **Fortitude** 16, **Reflex** 18, **Will** 15 **Perception** +2

Speed 8, climb 4

Resist 10 necrotic; **Vulnerable** 5 radiant

STANDARD ACTIONS

m Bite(poison) • **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6+3 damage, and ongoing 5 poison damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

TRIGGERED ACTIONS

M Death Bite (necrotic) • **At-Will**

Trigger: A creature takes damage from the ongoing poison of the guardian's bite.

Attack (opportunity action): Melee 1 (the triggering creature); +6 vs. AC

Hit: 2d6+2 damage, and the target is dazed and takes ongoing 5 necrotic damage (save ends both).

Skills Stealth +11

Str 13 (+3) **Dex** 18 (+6) **Wis** 10 (+2)

Con 14 (+4) **Int** 9 (+1) **Cha** 11 (+2)

Alignment Chaotic Evil **Languages** Common, Primordial

Note: Marauders of the Dune Sea.

Ad'Kian Level 5 Elite Controller (Leader)

Medium natural humanoid (human) XP 400

HP 118; **Bloodied** 59 **Initiative** +2

AC 19, **Fortitude** 16, **Reflex** 17, **Will** 17 **Perception** +5

Speed 6

Resist 6 necrotic

Action Point 1

Saving Throws +2

TRAITS

Death Master • **Aura** 5

All undead allies within the aura gain a +1 bonus to attack rolls and resist 5 radiant.

STANDARD ACTIONS

m Staff (weapon) • **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d6+2 damage.

r Shadow Claw (implement, necrotic) • **At-Will**

Attack: Ranged 10 (one creature); +8 vs. Fortitude

Hit: 1d10+5 necrotic damage and Ad'kian slides the target 2 squares.

R Decaying Whisper (implement, necrotic) • **Recharge** 4-6

Attack: Ranged 10 (one creature); +8 vs. Fortitude

Hit: 2d10+4 necrotic damage and the target is slowed and takes ongoing 5 necrotic damage (save ends both).

R Wind of Death (implement, necrotic) • **At-Will**

Requirement: Decaying Whisper must be available.

Effect: Ad'kian uses shadow claw and decaying whisper.

A Swarming Claws (implement, necrotic) • **Encounter**

Attack: Area Burst 1 within 10 (enemies within burst); +8 vs. Reflex

Hit: 2d6+4 damage and the target is immobilized (save ends).

Miss: Half damage.

Effect: The burst becomes a zone that lasts until the end of the

encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 5 damage.

TRIGGERED ACTIONS

M Shadow Fury

Trigger: Ad'kian is bloodied.

Attack (no action): Decaying whisper recharges and Ad'kian immediately uses wind of death.

Skills Arcana +10, Bluff +7, Intimidate +7, Religion +10

Str 12 (+3) **Dex** 11 (+2) **Wis** 16 (+5)

Con 11 (+2) **Int** 16 (+5) **Cha** 11 (+2)

Alignment Evil **Languages** Common, Netherese

Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death and shadow fury; Dungeon Magazine 182.

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier Level 4 Minion

Medium natural humanoid (human) XP 44

HP 1; A missed attack never damages a minion **Initiative** +6

AC 18, **Fortitude** 18, **Reflex** 17, **Will** 15 **Perception** +2

Speed 6

TRAITS

Dirty Tactics

A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.

STANDARD ACTIONS

m Short Sword (Weapon) • **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 4 damage (6 damage with combat advantage)

Str 16 (+5) **Dex** 14 (+4) **Wis** 9 (+1)

Con 12 (+3) **Int** 10 (+2) **Cha** 8 (+1)

Alignment Evil **Languages** Common, Netherese

Note: Re-flavored Grand Melee Gladiator; Dragon Magazine Annual.

Lizardfolk Shocker Level 5 Artillery

Medium natural humanoid (reptile) XP 200

HP 50; **Bloodied** 25 **Initiative** +6

AC 19, **Fortitude** 17, **Reflex** 19, **Will** 15 **Perception** +2

Speed 6 (swampwalk)

STANDARD ACTIONS

m Greatclub (weapon) • **At-Will**

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d6+5 damage.

r Witch Lightning (lightning, radiant) • **At-Will**

Attack: Ranged 20 (one creature); +10 vs. Reflex

Hit: 1d8+4 lightning and radiant damage, and each enemy within 2 squares of the target takes 5 lightning damage.

A Ball of Lightning (lightning) • **Encounter**

Attack: Area burst 2 within 20 (creatures in the burst); +10 vs. Reflex

Hit: 1d8+4 lightning damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage.

TRIGGERED ACTIONS

Sudden Jolt (lightning, radiant) • **At-Will**

Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack.

Effect (immediate reaction): Close burst 20 (triggering enemy in the burst). The target takes 5 lightning and radiant damage.

Str 14 (+4) **Dex** 18 (+6) **Wis** 10 (+2)

Con 14 (+4) **Int** 8 (+1) **Cha** 8 (+1)
Alignment Unaligned **Languages** Draconic
Note: Monster Vault:Threats to the Nentir Vale.

Poisonscale Brawler **Level 5 Brute**
Medium natural humanoid (reptile) XP 200
HP 75; **Bloodied** 37 **Initiative** +4
AC 17, **Fortitude** 17, **Reflex** 15, **Will** 14 **Perception** +2
Speed 6 (swampwalk)
STANDARD ACTIONS
m Club (weapon) • At-Will
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d6+8 damage.
M Crushing Grasp • At-Will
Attack: Melee1 (one creature grabbed by the brawler); +8 vs.Fortitude
Hit: 3d6+8.
Miss: Half damage.
MINOR ACTIONS
M Feral Grab • At-Will (1/round)
Requirement: The brawler must not be grabbing a creature.
Attack: Melee1 (one creature that isn't grabbed); +8 vs.Reflex
Hit: The brawler grabs the target (escape DC 14).
Skills Athletics +11, Stealth +9
Str 18 (+6) **Dex** 15 (+4) **Wis** 10 (+2)
Con 15 (+4) **Int** 7 (0) **Cha** 8 (+1)
Alignment Unaligned **Languages** Draconic
Note: Monster Vault.

Shadrixx, Young Black Dragon **Level 4 Solo Lurker**
Large natural magical beast (aquatic, dragon) XP 875
HP 208; **Bloodied** 104 **Initiative** +11
AC 18, **Fortitude** 16, **Reflex** 18, **Will** 15 **Perception** +9
Resist 10 acid **Darkvision**
Speed 7 (swampwalk), fly 7, swim 7
Saving Throws +5; **Action Points** 2
TRAITS
Acidic Blood (acid)
Whenever the dragon takes damage while it is bloodied, each creature adjacent to it takes 5 acid damage.
Aquatic
The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.
Instinctive Devouring
On an initiative of 10 + its initiative check, the dragon can use a free action to charge or to use bite. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.
Action Recovery
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.
STANDARD ACTIONS
m Bite (acid) • At-Will
Attack: Melee 2 (one creature); +9 vs. AC
Hit: 2d8+4 damage, and the target takes ongoing 5 acid damage (save ends).
Miss: 5 acid damage.
M Claw • At-Will
Attack: Melee 2 (2 attacks; one or two creatures); +9 vs. AC
Hit: 2d6+5 damage.
C Breath Weapon (Acid) • Recharge 5-6
Attack: Close blast 5 (enemies in blast); +7 vs. Reflex
Hit: 2d8+3 acid damage, and ongoing 5 acid damage and a -4 penalty to AC (save ends both).

Miss: Half damage.
C Shroud of Gloom • Recharge 6
Effect: Close burst 5 (enemies in blast); Each target gains vulnerable 5 acid and takes a -2 penalty to attack rolls until the end of the encounter. A character can use a standard action to attempt a DC 10 Heal check to end this effect on himself or herself or an adjacent ally.
TRIGGERED ACTIONS
M Tail Sweep • At-Will
Trigger: An enemy misses the dragon with a melee attack.
Attack (opportunity action): Melee 3 (triggering enemy); +7 vs. AC
Hit: 1d6+2 damage, and the target is falls prone, eachof the target's allies adjacent to the target takes 5 damage.
C Bloodied Breath • At-Will
Trigger: The dragon is first bloodied.
Effect (free action): Breath weapon recharges, and the dragon uses it.
Skills Stealth +12
Str 16 (+5) **Dex** 20 (+7) **Wis** 15 (+4)
Con 12 (+3) **Int** 12 (+3) **Cha** 10 (+2)
Alignment Evil **Languages** Common, Draconic
Note: Monster Manual.

Shadow Ogre **Level 4 Brute**
Large natural humanoid (shadow, giant) XP 175
HP 70; **Bloodied** 35 **Initiative** +4
AC 16, **Fortitude** 18, **Reflex** 15, **Will** 14 **Perception** +2
Speed 8
STANDARD ACTIONS
m Greatclub (weapon) • At-Will
Attack: Melee 2 (one creature); +9 vs. AC
Hit: 2d10+5 damage.
r Rock (weapon) • At-Will
Attack: Ranged 10 (one creature); +9 vs. AC
Hit: 2d6+4 damage.
M Grand Slam (weapon) • Encounter
Attack: Melee 2 (one creature); +9 vs. AC
Hit: 3d10+3 damage, and the ogre pushes the target up to 2 squares and knocks it prone.
Miss: Half damage, and the target falls prone.
MOVE ACTIONS
Shadow Step (teleport)
Effect: The ogre teleports 4 squares and gains concealment until the end of its next turn.
Str 21 (+7) **Dex** 14 (+4) **Wis** 11 (+2)
Con 20 (+7) **Int** 4 (-1) **Cha** 6 (0)
Alignment Chaotic evil **Languages** Giant
Note: Added shadow step; Monster Vault.

APPENDIX 7: AL 6 STAT BLOCKS

MISSION 1AA: THROUGH THE BORDER

Plaguetouched Eladrin Arcane Archer		Level 7 Artillery
Medium fey humanoid (plaguetouched, eladrin)		XP 300
HP 63; Bloodied 31	Initiative +7	
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8	
Speed 6	low-light vision	
Saving Throw +5 against charm effects		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 1d6 + 5 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Attack: Ranged 20/40 (two creatures); +12 vs. AC or Reflex (whichever is lower)		
Hit: 1d10+1 damage plus 1d6 fire damage.		
A Eldritch Burst (force) • Recharge 4-6		
Attack: Area burst 1 within 20; +12 vs. Fortitude		
Hit: 1d10 + 6 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
The eladrin arcane archer teleports 5 squares.		
Str 12 (+4)	Dex 18 (+7)	Wis 11 (+3)
Con 15 (+5)	Int 17 (+6)	Cha 15 (+5)
Alignment Unaligned Languages Common, Elven		
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .		

Wyrmwarpred Atrocity		Level 7 Brute
Small aberrant humanoid (reptile)		XP 300
HP 94; Bloodied 47	Initiative +5	
AC 19, Fortitude 19, Reflex 19, Will 17	Perception +2	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 8 damage.		
M Double Attack • At-Will		
The atrocity makes two claw attacks.		
MINOR ACTIONS		
Shifty • At-Will		
The atrocity shifts 1 square.		
TRIGGERED ACTIONS		
M Fearsome Outburst		
Trigger: The atrocity is bloodied.		
Attack (free action): Melee 1 (one creature); +10 vs. AC		
Hit: 2d10 + 6 damage.		
C Death Burst (acid)		
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.		
Attack (no action): Close burst 2 (creatures in burst); +7 vs. Reflex		
Hit: 1d10 + 4 acid damage, and the target takes a -1 penalty to attack rolls (save ends).		
Skills Stealth +8, Thievery +8		
Str 19 (+7)	Dex 15 (+5)	Wis 8 (+2)
Con 14 (+5)	Int 9 (+2)	Cha 13 (+4)
Alignment Evil Languages Common, Draconic		
Note: <i>Draconomicon: Chromatic Dragons</i> .		

Kobold Nagaguard		Level 6 Minion
Small natural humanoid (reptile)		XP 63
HP 1; A missed attack never damages a minion	Initiative +6	
AC 20, Fortitude 18, Reflex 18, Will 15	Perception +3	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 7 damage		
r Javelin (Weapon) • Encounter		
Attack: Ranged 10/20 (one creature); +10 vs. AC		
Hit: 7 damage		
MINOR ACTIONS		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
TRIGGERED ACTIONS		
Spinning Slash		
Trigger: The kobold nagaguard hits with a short sword attack.		
Attack (no action): The kobold nagaguard deals 4 damage to one other enemy adjacent to it.		
Skills Stealth +8, Thievery +8		
Str 8 (+2)	Dex 16 (+6)	Wis 10 (+3)
Con 14 (+5)	Int 9 (+2)	Cha 10 (+3)
Alignment Unaligned Languages -		
Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; <i>Dungeon Delve</i> .		

Plaguetouched Pikeman		Level 7 Soldier
Medium natural humanoid (plaguetouched, human)		XP 300
HP 78; Bloodied 39	Initiative +7	
AC 23, Fortitude 20, Reflex 18, Will 17	Perception +4	
Speed 6		
STANDARD ACTIONS		
m Pike (weapon) • At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 1d10 + 6 damage, plus the target is marked until the end of the pikeman's next turn.		
M Prisoner's Lament (weapon) • At-Will		
Attack: Melee 2 (one grabbed, restrained, or immobilized creature); +16 vs. AC		
Hit: 1d10 + 10 damage, plus the target takes a -2 penalty to skill checks and saves until the end of the pikeman's next turn.		
TRIGGERED ACTIONS		
M Pinning Pike (weapon)		
Trigger: A marked target makes an attack that does not include the pikeman.		
Attack (opportunity): Melee 2 (triggering creature); +14 vs. AC		
Hit: 1d10 + 6 damage, plus the target is immobilized until the end of the pikeman's next turn.		
C Clearing Pike (weapon)		
Trigger: The pikeman is bloodied.		
Attack (no action): Close burst 2 (enemies in burst); +14 vs. Reflex		
Hit: 1d10 + 6 damage, and the target is pushed 2 squares.		
Plaguetouched Resilience • Encounter		
Effect: The pikeman rolls a saving throw against the triggering effect.		
Skills Athletics +11		
Str 17 (+6)	Dex 15 (+5)	Wis 12 (+4)
Con 14 (+5)	Int 8 (+2)	Cha 7 (+1)
Alignment Evil Languages Common		
Note: Based on Hobgoblin Deathwatcher, made human and plaguetouched; <i>Dungeon Magazine 179</i> .		

MISSION 1A: HOLD THE PORTAL

Venom-Maw Hydra (H)	Level 7 Solo Brute
Large natural beast (reptile, water)	XP 1500
HP 272; Bloodied 136	Initiative +8
AC 21, Fortitude 21, Reflex 19, Will 18	Perception +12
Resist 5 poison	
Speed 7, swim 10	All-around vision, Darkvision
Saving Throw +5, Action Points 2	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the hydra.	
Many Headed	
While stunned or dominated, the hydra can take free actions.	
Regenerating Heads	
The hydra starts an encounter with four heads. When the hydra hit points first go below 204, 136 and 68, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.	
Threatening Reach	
The hydra can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 3d8 damage and ongoing 5 poison damage, or ongoing 10 poison damage if the hydra is bloodied (save ends).	
R Venomous Spit (Poison) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Reflex; This attack does not provoke opportunity attacks.	
Hit: 2d10 poison damage and the target falls prone.	
Hydra Fury • At-Will	
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has two heads, it gains a +5 bonus to damage rolls. If it only has one head, it gains a +10 bonus to damage rolls.	
TRIGGERED ACTIONS	
M Snapping Jaws • At-Will	
Trigger: An enemy ends its turn within 2 squares of the hydra.	
Effect (free action): The hydra uses bite once against the triggering enemy.	
Skills Stealth +12	
Str 25 (+10)	Dex 20 (+8)
Con 24 (+11)	Int 2 (-1)
Wis 18 (+7)	Cha 8 (+2)
Alignment Unaligned	Languages -

5 Yuan-ti Sharpshooters (S)	Level 7 Minion Artillery
Medium natural humanoid (reptile)	XP 75
HP 1; a missed attack never damages a minion	Initiative +5
AC 21, Fortitude 20, Reflex 20, Will 19	Perception +6
Resist 5 poison	
Speed 6	Darkvision
TRAITS	
Chameleon Defense	
The yuan-ti has partial concealment from creatures more than 3 squares away from it.	
STANDARD ACTIONS	
m Poison Touch • At-Will	
Attack: Melee 1 (one creature); +10 vs. Fortitude	
Hit: 3 poison damage.	
r Poison Arrows • At-Will	
Attack: Ranged 20 (one creature); +12 vs. Reflex	
Hit: 7 poison damage.	

A Exploding Arrows • At-Will		
Attack: Area burst 1 within 20 (enemies in burst); +12 vs. Reflex		
Hit: 5 fire and poison damage.		
Miss: Half damage.		
Str 9 (+2)	Dex 14 (+5)	Wis 17 (+8)
Con 20 (+8)	Int 28 (+12)	Cha 26 (+11)
Alignment Evil		Languages Common, Draconic
Note: Re-flavored lich remnant as a yuan-ti.		

Yuan-ti Beastmaster	Level 6 Controller (Leader)
Large natural humanoid (reptile)	XP 250
HP 76; Bloodied 38	Initiative +7
AC 20, Fortitude 19, Reflex 17, Will 18	Perception +9
Resist 5 poison	
Speed 8	Low-light vision
TRAITS	
Chameleon Defense	
The yuan-ti has partial concealment from creatures more than 3 squares away from it.	
O Zehir's Agony • Aura 5	
An enemy that starts its turn within the aura takes 5 poison damage.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 3 (one creature); +9 vs. AC	
Hit: 2d6 + 8 damage, and the target falls prone.	
C Beast Mastery • At-Will	
Effect: Close burst 10 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.	
C Attraction Spray (charm) • Encounter	
Attack: Close burst 1 (enemies in the burst); +9 vs. Will	
Hit: The target is dominated until the end of the beastmaster's next turn.	
MINOR ACTIONS	
A Hurl Net (weapon) • At-Will (1/round)	
Attack: Area burst 1 within 5 (creatures in the burst); +9 vs. Reflex	
Hit: The target is restrained (save ends).	
TRIGGERED ACTIONS	
Poison Defense • At-Will	
Trigger: The beastmaster is hit by the attack.	
Effect (Immediate Interrupt): The beastmaster gains resist 5 to all damage against the triggering attack.	
Skills Athletics +12, Dungeoneering +13, Nature +13, Stealth +11	
Str 21 (+7)	Dex 18 (+6)
Con 20 (+7)	Int 12 (+3)
Wis 22 (+7)	Cha 11 (+2)
Alignment Evil	
Languages Common, Draconic	
Equipment 6 nets, trident	
Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony.	

MISSION 1Ac: DROP ZONE

Plaguwhisperer Evangelist of Torm (E)	Level 6 Elite Controller
Large aberrant humanoid (human)	XP 500
HP 150; Bloodied 75	Initiative +4
AC 20, Fortitude 19, Reflex 18, Will 19	Perception +4
Speed 5, fly 7	Darkvision
Saving Throw +2, Action Points 1	
TRAITS	
O Whispers of Doubt • Aura 5	
The aura is difficult terrain for enemies. An enemy that ends its turn must make a basic attack against its nearest ally as a free action or take 5 psychic damage.	

Feast of Flame		
Whenever the evangelist takes fire damage, it gains a +4 power bonus to damage rolls until the end of its next turn.		
STANDARD ACTIONS		
m Flailing Tentacle • At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d8 + 7 damage.		
Effect: The evangelist can slide the target 1 square.		
M Double Attack • At-Will		
Effect: The evangelist uses flailing tentacle twice.		
R Stinging Words (psychic) • At-Will		
Attack: Ranged 10 (one or two creature); +9 vs. Will		
Hit: 2d6 + 4 psychic damage, and the target is dazed until the end of its next turn.		
C Blue Fire Cascade (fire) • Recharge when first bloodied		
Attack: Close burst 2 (creatures in the burst); +9 vs. Reflex		
Hit: 2d8 + 9 fire damage.		
Effect: Any creature that makes an attack against the evangelist before the evangelist's next turn takes 5 fire damage.		
MINOR ACTIONS		
Stirring Message (charm) • Recharge when no creature is dominated by this power		
Attack: Ranged 10 (one dazed creature); +9 vs. Will		
Hit: The target is dominated (save ends).		
Skills Arcana +11, Dungeoneering +9		
Str 17 (+6)	Dex 12 (+4)	Wis 12 (+4)
Con 19 (+7)	Int 17 (+6)	Cha 18 (+7)
Alignment Evil Languages - Common, telepathy 10		
Note: Based on the Aboleth Plaguewhisper from <i>Dungeon</i> 195.		

4 Eyes of Corrupted Clerics of Torm (C)		Level 8 Minion
Artillery		
Tiny aberrant animate		XP 88
HP 1; a missed attack never damages a minion		Initiative +6
AC 22, Fortitude 18, Reflex 23, Will 20		Perception +8
Speed 5, fly 8 (hover)		All-around vision, Darkvision
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the clerics		
STANDARD ACTIONS		
r Eye Rays (varies) • At-Will		
Attack: Ranged 5 (one creature); +13 vs. Reflex		
Hit 8 damage of random type, determined by rolling a d4: 1-cold, 2-fire, 3-necrotic, 4-radiant.		
Str 1 (-1)	Dex 17 (+7)	Wis 10 (+4)
Con 11 (+4)	Int 7 (+2)	Cha 7 (+2)
Alignment Unaligned Languages -		
Note: Based on Beholderkin, Spectator from <i>Dungeon</i> 206.		

Corrupted Paladins of Torm Mass (P)		Level 6 Elite Brute
Large aberrant animate (human)		XP 500
HP 182; Bloodied 91		Initiative +1
AC 17, Fortitude 20, Reflex 15, Will 16		Perception +4
Resist 5 psychic		
Speed 5 can't shift		Darkvision
Saving Throw +2, Action Points 1		
TRAITS		
O Clutching Claws • Aura 1		
Each enemy that starts its turn within the aura is slowed until the end of its next turn. Each enemy that ends its turn in the aura takes 5 damage.		
STANDARD ACTIONS		
m Horrific Embrace • At-Will		

Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 2d8 + 9 damage, and the target is grabbed. The paladin mass can have up to two creatures grabbed at the same time.		
M Many-Armed Horror • At-Will		
The paladin mass makes a horrific embrace attack against each enemy adjacent to it.		
M Absorb(healing) • At-Will		
Attack: Melee (one or two creatures grabbed by the mass); +7 vs. Fortitude		
Hit: The target is pulled into the paladin's mass space and takes ongoing 5 damage until it is expelled. If it has a creature absorbed at the start of its turn, the paladin mass gains 5 temporary hit points. The paladin mass can move normally while creatures are absorbed within it.		
While absorbed, the target has line of sight and line of effect only to the paladin mass, and no creature has line of sight or effect to the target. The target can only make at-will attacks. When any target is drops to 0 hp or below while absorbed, the paladin mass regains 45 hit points. An absorbed target can escape by succeeding on a DC 20 Athletics or Acrobatics check. If the paladin mass takes 16 or more damage from a single attack, all absorbed targets are expelled into an unoccupied square adjacent to the paladin mass; absorbed creatures are also expelled when the paladin mass drops to 0 hit points.		
The paladin mass can instead absorb a paladin corpse by moving into its space. At the start of its next turn, the mass regains 10 hit points.		
MOVE ACTIONS		
Spawn Corrupt Paladin • Recharge 5 6		
A corrupt paladin appears in an unoccupied square adjacent to the paladin mass and makes a melee or ranged basic as a free action. Thereafter it acts on the goblin mass' initiative count. The paladin mass loses 10 hit points.		
TRIGGERED ACTIONS		
Death Burst • Encounter		
Trigger: When the paladin mass is reduced to 0 hit points.		
Attack: Close burst 1 (creatures); +7 vs. Reflex		
Hit: 2d8 + 7 damage.		
Effect: The area of the burst is filled with dismembered paladin parts and is difficult terrain.		
Str 19 (+7)	Dex 7 (+1)	Wis 13 (+4)
Con 21 (+8)	Int 2 (-1)	Cha 2 (-1)
Alignment Evil Languages -		
Note: Based on the Goblin Mass from <i>Dungeon</i> 177. Upgraded speed and got rid of swim speed.		

Corrupt Paladin		Level 1 Skirmisher
Medium aberrant humanoid (human)		XP 100
HP 30; Bloodied 15		Initiative +4
AC 17, Fortitude 14, Reflex 14, Will 12		Perception +0
Speed 6		Darkvision
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 4 necrotic damage.		
R Hurl Flesh • Encounter		
Attack: Ranged 5/10 (one creature); +6 vs. AC		
Hit: 1d8 + 4 necrotic damage.		
MOVE ACTIONS		
Reintegrate • Encounter (only while adjacent to paladin mass)		
The corrupt paladin regains 7 hit points.		
TRIGGERED ACTIONS		
Corrupted Effort • Encounter		
Trigger: The corrupt paladin misses with an attack.		
Effect: The corrupt paladin gains a +4 bonus to the attack.		
Str 16 (+3)	Dex 14 (+2)	Wis 10 (+0)
Con 14 (+2)	Int 8 (-1)	Cha 7 (-2)

Alignment evil **Languages** Common
Note: Reflavored corrupt goblin warrior from *Dungeon 177*. Replaced goblin tactics with heroic effort-like racial trait.

MISSION 1AD: WE'RE WITH YOU

Werewolf Bravo **Level 7 Brute**
Medium natural humanoid (shapechanger) XP 300
HP 96; **Bloodied** 48 **Initiative** +5
AC 19, **Fortitude** 20, **Reflex** 19, **Will** 18 **Perception** +3
Speed 6

TRAITS
Bravo's Fury
The bravo's attacks deal 1d6 extra damage against dazed, helpless, or prone creatures.

STANDARD ACTIONS
m Bite • At-Will
Requirement: The bravo must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d6 + 4 damage, and target falls prone.
m Falchion (weapon) • At-Will
Requirement: The bravo must be in human or hybrid form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 4d4 + 6 damage. If the bravo scores a critical hit, this attack instead deals 2d4+22 damage.
M Howling Frenzy • Recharge when first bloodied
Effect: The uses bite twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.

MINOR ACTIONS
Change Shape (polymorph) • At-Will
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.
Skills Athletics +11, Bluff +10, Stealth +10
Str 17 (+6) **Dex** 15 (+5) **Wis** 11 (+3)
Con 16 (+6) **Int** 10 (+3) **Cha** 14 (+5)
Alignment Unaligned **Languages** - Common
Note: Based on the Jackalwere Bravo from *Monster Manual 3*.

Werewolf Warrior **Level 7 Minion Soldier**
Medium natural humanoid (shapechanger) XP 75
HP 1; a missed attack never damages a minion. **Initiative** +7
AC 23, **Fortitude** 20, **Reflex** 21, **Will** 18 **Perception** +3
Speed 6

TRAITS
Combat Advantage
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone.

STANDARD ACTIONS
m Bite • At-Will
Requirement: The warrior must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage.
m Short Sword (weapon) • At-Will
Requirement: The warrior must be in human or hybrid form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 5 damage and the target grants combat advantage to the next attack made against it before the start of the warriors next turn.

MINOR ACTIONS
Change Shape (polymorph) • At-Will
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing,

armor, and other possessions do not change.
Skills Athletics +11, Stealth +10
Str 17 (+6) **Dex** 15 (+5) **Wis** 11 (+3)
Con 14 (+5) **Int** 10 (+3) **Cha** 14 (+5)
Alignment Unaligned **Languages** - Common
Note: Based on the Jackalwere Harrier from *Monster Manual 3*.

Nisal, Werewolf Boss **Level 8 Controller**
Medium natural humanoid (shapechanger) XP 350
HP 86; **Bloodied** 43 **Initiative** +7
AC 22, **Fortitude** 19, **Reflex** 20, **Will** 20 **Perception** +5
Speed 6

TRAITS
Combat Advantage
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone.

STANDARD ACTIONS
m Bite • At-Will
Requirement: The boss must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 1d6+6 damage, and the target falls prone.
m Short Sword (weapon) • At-Will
Requirement: The boss must be in human or hybrid form.
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6+7 damage.
C Vicious Howl (thunder) • At-Will
Requirement: The boss must be in wolf or hybrid form.
Attack: Close blast 3 (enemies in blast); +11 vs. Fortitude
Hit: 1d6+5 thunder damage, and the target falls prone.
r Gaze of Sleep (sleep) • Recharge 5-6
Attack: Ranged 5(one creature); +11 vs. Will
Hit: The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw against the effect.

MINOR ACTIONS
Change Shape (polymorph) • At-Will
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.
Skills Bluff +12, Diplomacy +12, Insight +10, Streetwise +10
Str 15 (+6) **Dex** 17 (+5) **Wis** 13 (+5)
Con 14 (+6) **Int** 14 (+6) **Cha** 16 (+7)
Alignment Unaligned **Languages** Common
Note: Based on the Jackalwere Deceiver from *Monster Manual 3*.

MISSION 1BA: SCOUT BEHIND THE WALLS

Netherese Soldier **Level 6 Minion**
Medium natural humanoid (human) XP 63
HP 1; A missed attack never damages a minion **Initiative** +7
AC 20, **Fortitude** 20, **Reflex** 19, **Will** 17 **Perception** +3
Speed 6

TRAITS
Dirty Tactics
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.

STANDARD ACTIONS
m Short Sword (Weapon) • At-Will
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 5 damage (7 damage with combat advantage)

Str 16 (+6) **Dex** 14 (+5) **Wis** 9 (+2)
Con 12 (+4) **Int** 10 (+3) **Cha** 8 (+2)
Alignment Evil **Languages** Common, Netherese

Note: Reflavored Grand Melee Gladiator; Dragon Magazine Annual.

Bhaalspawn Zombie		Level 6 Brute
Medium natural animate (undead)		XP 250
HP 80; Bloodied 40	Initiative +1	
AC 17, Fortitude 17, Reflex 13, Will 14	Perception +2	
Speed 4	Darkvision	
Immune disease, poison; Resist 10 necrotic, 5 radiant		
Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6+4 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+5)	Dex 6 (+1)	Wis 8 (+2)
Con 10 (+3)	Int 5 (0)	Cha 3 (-1)
Alignment Unaligned Languages -		

Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.

MISSION IB: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator		Level 7 Artillery
Medium natural humanoid (aquatic, reptile)		XP 300
HP 58; Bloodied 29	Initiative +7	
AC 19, Fortitude 18, Reflex 20, Will 19	Perception +9	
Resist 5 poison		
Speed 6 , swim 4		
STANDARD ACTIONS		
m Spear (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d8 + 6 damage		
r Magic Missile (force) • At-Will		
Attack: Ranged 20 (one creature); +12 vs. Reflex		
Hit: 2d4 + 4 force damage		
R Missile Barrage (force) • At-Will		
Effect: The infiltrator makes two <i>magic missile</i> attacks.		
A Force Implosion (force) • Encounter		
Attack: Area burst 2 within 20 squares (each creature in the burst); +12 vs. Reflex		
Hit: 3d6 + 5 force damage		
Miss: Half damage.		
MINOR ACTIONS		
Change Shape (polymorph) • At-Will		
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.		
Skills Bluff +13, Insight +9		
Str 15 (+5)	Dex 18 (+7)	Wis 12 (+4)
Con 16 (+6)	Int 14 (+5)	Cha 20 (+8)
Alignment evil Languages Common, Draconic		
Equipment leather armor, spear		

Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.

Bloodfire Ooze		Level 7 Elite Brute
Large elemental beast (fire, ooze)		XP 600
HP 196; Bloodied 98	Initiative +4	
AC 19, Fortitude 21, Reflex 18, Will 17	Perception +8	
Speed 6	Blindsight 20	
Immune fire, Vulnerable 10 cold		
Saving Throws +2; Action Points 1		
TRAITS		
Bloodfire Aura (fire) • Aura 2		
Any creature that ends its turn in the aura takes 10 fire damage		
Demonic Fire		
Fire damage dealt by the bloodfire ooze ignores 10 points of a target's fire resistance.		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 2d10 + 7 fire damage.		
C Fiery Eruption (fire) • Recharge 5 6		
Attack: Close burst 3 (creatures in burst); +10 vs. Reflex		
Hit: 2d8 + 2 fire damage, and ongoing 5 fire damage (save ends).		
MINOR ACTIONS		
C Sulfuric Breath (poison) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +10 vs. Fortitude		
Hit: 2d6 + 4 poison damage.		
TRIGGERED ACTIONS		
Boiling Blood (fire) • Encounter		
Trigger: The bloodfire ooze is bloodied.		
Effect (<i>Immediate Reaction</i>): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.		
Str 15 (+5)	Dex 13 (+4)	Wis 11 (+3)
Con 18 (+7)	Int 1 (-2)	Cha 4 (+0)
Alignment Chaotic Evil Languages -		

Bhaalspawn Zombie		Level 6 Brute
Medium natural animate (undead)		XP 250
HP 80; Bloodied 40	Initiative +1	
AC 17, Fortitude 17, Reflex 13, Will 14	Perception +2	
Speed 4	Darkvision	
Immune disease, poison; Resist 10 necrotic, 5 radiant		
Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6+4 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+5)	Dex 6 (+1)	Wis 8 (+2)
Con 10 (+3)	Int 5 (0)	Cha 3 (-1)
Alignment Unaligned Languages -		

Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.

Bhaalspawn Grunts		Level 8 Minion Soldier	
Medium natural humanoid (undead)		XP 88	
HP 1; a missed attack never damages a minion.		Initiative +9	
AC 24, Fortitude 22, Reflex 20, Will 18		Perception +9	
Speed 6		Darkvision	
STANDARD ACTIONS			
m Grabbing Claws • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 7 damage, and the target is grabbed (escape DC 17) if the Bhaalspawn grunt has no creature grabbed.			
M Bite (disease) • At-Will			
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +13 vs. AC			
Hit: 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
Str 18 (+8)	Dex 14 (+6)	Wis 11 (+4)	
Con 18 (+8)	Int 7 (+2)	Cha 10 (+4)	
Alignment chaotic evil		Languages Common	

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Yuan-ti Conglomeration		Level 6 Elite Brute	
Large natural animate (reptile, undead)		XP 500	
HP 174; Bloodied 87		Initiative +7	
AC 18, Fortitude 18, Reflex 18, Will 17		Perception +5	
Immune disease, poison; Resist 10 necrotic		Darkvision	
Vulnerable 5 radiant			
Speed 7			
Action Points 1			
STANDARD ACTIONS			
m Bite (disease, poison) • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 1d4+5 damage and ongoing 5 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
m Scimitar (charm) • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 1d8+5 damage (crit 1d8+13) plus 5 poison damage			
M Snake Strike • At-Will			
The yuan-ti conglomeration makes a <i>bite</i> and a <i>scimitar</i> attack.			
MOVE ACTIONS			
Conglomeration (healing) • Encounter			
Effect: The yuan-ti conglomeration absorbs a dead body, healing 6 points of damage and gaining a +2 bonus to attacks and +6 bonus to damage until the end of the conglomeration's next turn.			
Str 16 (+6)	Dex 16 (+6)	Wis 14 (+5)	
Con 17 (+6)	Int 3 (-1)	Cha 3 (-1)	
Alignment evil		Languages -	

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

MISSION IBC: TAKE THE TOWERS

4 Black Reaver Zombie		Level 5 Lurker	
Medium natural humanoid (blind, undead)		XP 200	
HP 51; Bloodied 25		Initiative +10	
AC 19, Fortitude 17, Reflex 19, Will 16		Perception +2	
Speed 7,		Blindsight 10	
Immune blinded, disease, gaze, poison Resist 10 necrotic			
TRAITS			
Scoured by Light			

A black reaver that takes radiant damage cannot use <i>shadow burst</i> until the end of its next turn.		
STANDARD ACTIONS		
m Bite (necrotic) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d6+3 damage plus 1d6 necrotic damage or plus 3d6 necrotic damage against a creature that could not see the zombie at the start of the zombie's turn.		
MOVE ACTIONS		
Shadow Burst (teleportation, zone) • Recharge 4,5,6		
Effect: The black reaver teleports 5 squares, and then creates a zone in a close burst 1 that lasts until the start of its next turn. The zone blocks line of sight for all creatures except the zombie, and any other creature except the zombie is blinded while within the zone.		
Skills Stealth +11		
Str 10 (+2)	Dex 19 (+6)	Wis 10 (+2)
Con 15 (+4)	Int 8 (+1)	Cha 12 (+3)
Alignment Chaotic Evil		Languages Common

4 Zombie Shambler		Level 5 Minion Brute	
Medium natural animate (undead)		XP 50	
HP 1; a missed attack never damages a minion		Initiative +1	
AC 17, Fortitude 18, Reflex 15, Will 15		Perception +1	
Speed 4,		Darkvision	
Immune disease, poison			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 8			
TRIGGERED ACTIONS			
Deathless Hunger • Encounter			
Trigger: The zombie is reduced to 0 hit points			
Effect: (no action) Roll a d20 on a 15 or higher, the zombie is instead reduced to 1 hit point.			
Str 18 (+6)	Dex 8 (+1)	Wis 8 (+1)	
Con 15 (+4)	Int 1 (-3)	Cha 3 (-2)	
Alignment unaligned		Languages -	

Corpse of Despair		Level 6 Brute	
Medium natural animate(undead)		XP 250	
HP 86; Bloodied 43		Initiative +3	
AC 18, Fortitude 19, Reflex 15, Will 16		Perception +4	
Speed 4, climb 5 (spider climb)		Darkvision	
Immune disease, poison Resist 10 necrotic Vulnerable 5 radiant			
TRAITS			
Death of Hope (psychic)			
A dazed target hit by the corpse of despair also takes ongoing 5 psychic damage (save ends)			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d8+9 damage.			
M Crushing Despair • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d6+9 damage, and the target is dazed (save ends).			
Str 19 (+7)	Dex 10 (+3)	Wis 13 (+4)	
Con 16 (+6)	Int 2 (-1)	Cha 1 (-2)	
Alignment unaligned		Languages -	

1-2 Lizardfolk Shocker		Level 6 Artillery	
Medium natural humanoid (reptile)		XP 250	
HP 62; Bloodied 31		Initiative +7	
AC 19, Fortitude 17, Reflex 19, Will 15		Perception +3	

Speed 6 (swamp walk)
STANDARD ACTIONS
m Greatclub (weapon) • At-Will
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d6 + 3 damage.
R Witch Lightning (lightning, radiant) • At-Will
Attack: Ranged 20 (one creature); +11 vs. Reflex
Hit: 1d8 + 5 damage and each enemy within 2 squares of the target takes 5 lightning damage.
A Ball of Lightning (lightning) • Encounter
Attack: Area burst 2 within 20 (creatures in burst); +11 vs. Reflex
Hit: 1d8+5 lightning damage, and ongoing 5 lightning damage (save ends).
TRIGGERED ACTIONS
Sudden Jolt (lightning, radiant) • At-Will
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or area attack.
Effect: (Immediate Reaction) Close burst 10 (triggering enemy in burst). The target takes 5 lightning and radiant damage.
Str 14 (+5) Dex 18 (+7) Wis 10 (+3)
Con 14 (+5) Int 8 (+2) Cha 8 (+2)
Alignment unaligned Languages Draconic
Equipment greatclub

Yuant Cabalist	Level 6 Soldier
Medium natural humanoid (reptile)	XP 250
HP 76; Bloodied 38	Initiative +7
AC 22, Fortitude 20, Reflex 18, Will 17	Perception +6
Speed 7	
Resist 10 poison	
TRAITS	
A Whipping Trail • Aura 1	
Any enemy that starts its turn in the aura is slowed until the start of its next turn.	
STANDARD ACTIONS	
m Venomite Pick (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6 + 4 damage plus 5 poison damage	
Effect: The target is marked until the end of the yuan-ti's next turn	
R Snakebite Crossbow (poison, weapon) • At-Will	
Attack: Ranged 15 (one creature); +11 vs. AC	
Hit: 1d10+5 and ongoing 5 poison damage (save ends).	
Skills: Arcana +12, Nature +11, Thievery +10	
Str 22 (+9) Dex 14 (+5) Wis 16 (+6)	
Con 20 (+8) Int 18 (+7) Cha 12 (+4)	
Alignment Evil Languages Common, Draconic	
Equipment crossbow, 10 crossbow bolt 10x, war pick	

Yuan-ti Ignan	Level 6 Elite Soldier
Large Elemental humanoid (fire, reptile)	XP 500
HP 164; Bloodied 82	Initiative +6
AC 22, Fortitude 20, Reflex 17, Will 19	Perception +10
Speed 6	Darkvision
Resist 10 fire, Saving Throws +2, Action Points 1	
TRAITS	
Body of Flame	
Any creature that hits the yuan-ti ignan with a melee attack gains vulnerable 5 fire until the end of its next turn.	
STANDARD ACTIONS	
m Mace (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 4 plus 5 fire damage and the target is marked until the end of the yuan-ti's next turn.	
MINOR ACTIONS	

M Tail Slap (fire) • At-Will (1/round)
Attack: Melee 1 (one creature); +11 vs. Reflex
Hit: 2d6+4 damage plus 5 fire damage, and the target is grabbed.
M Burning Constriction (fire) • At-Will (1/round)
Restriction: Target must be grabbed by the yuan-ti
Attack: Melee (creature grabbed); +11 vs. Fortitude
Hit: 1d6 + 5 damage plus 1d4 fire damage and until the end of the yuan-ti's turn, it can move the grabbed target with it as a move action.
Str 21 (+8) Dex 13 (+4) Wis 14 (+5)
Con 18 (+7) Int 6 (+1) Cha 11 (+3)
Alignment Evil Languages Common, Draconic, Primordial
Equipment mace

Udmuela, Guardian Naga	Level 6 Elite Artillery
Large immortal magical beast (reptile)	XP 500
HP 116; Bloodied 58	Initiative +7
AC 18, Fortitude 18, Reflex 19, Will 17	Perception +10
Speed 6	Darkvision
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Tail Slap • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d6 + 7 damage and the target is pushed 2 squares.	
R Word of Pain (psychic) • At-Will	
Attack: Ranged 20 (one or two creatures); +11 vs. Will	
Hit: 2d6 + 5 damage and the target is immobilized (save ends).	
C Spit Poison (poison) • Recharge 5-6	
Attack: Close blast 3 (enemies in burst); +11 vs. Fortitude	
Hit: 1d8+4 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).	
A Thunderstrike (thunder) • Recharge 5-6	
Attack: Area burst 1 within 20 (enemies in burst); +5 vs. Fortitude	
Hit: 1d10+7 damage and the target is dazed (save ends).	
Miss: Half damage	
Skills Arcana +13, History +13, Insight +11	
Str 16 (+6) Dex 18 (+7) Wis 14 (+5)	
Con 15 (+5) Int 18 (+7) Cha 12 (+4)	
Alignment Evil Languages Common, Draconic, Supernal	

MISSION IBD: BREACH THE WALLS

Sail Snake	Level 6 Brute
Medium natural beast (reptile)	XP 250
HP 85; Bloodied 42	Initiative +7
AC 18, Fortitude 17, Reflex 19, Will 17	Perception +8
Immune fear; Resist 10 poison	
Speed 4, climb 4, fly 6 (clumsy)	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 6 damage	
C Venom Spray • Recharge 6	
Attack: Close blast 3 (creatures in blast); +7 vs. Fortitude	
Hit: Target is blinded (save ends)	
Str 12(+4) Dex 19 (+7) Wis 10 (+3)	
Con 15(+5) Int 2 (-1) Cha 14 (+5)	
Alignment Unaligned Languages -	
Note: Fortress of the Yuan-ti.	

Plaguetouched Eladrin Arcane Archer	Level 7 Artillery
Medium fey humanoid (plaguetouched, eladrin)	XP 300
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8

Speed 6	low-light vision
Saving Throw +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d6 + 5 damage.	
r Scorching Arrows (fire, weapon) • At-Will	
Attack: Ranged 20/40 (two creatures); +12 vs. AC or Reflex (whichever is lower)	
Hit: 1d10+1 damage plus 1d6 fire damage.	
A Eldritch Burst (force) • Recharge 4-6	
Attack: Area burst 1 within 20; +12 vs. Fortitude	
Hit: 1d10 + 6 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
The eladrin arcane archer teleports 5 squares.	
Str 12 (+4)	Dex 18 (+7)
Con 15 (+5)	Int 17 (+6)
Wis 11 (+3)	Cha 15 (+5)
Alignment Unaligned Languages Common, Elven	
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .	

Concealed Spiked Pit	Level 5 Warder
Trap	XP 200
Detect Perception 16	Initiative--
Immune attacks	
TRIGGERED ACTIONS	
m Attack • At-Will	
Trigger: A medium or smaller creature enters a pit square.	
Attack (immediate reaction): Melee 1 (triggering creature); +8 vs. Reflex	
Hit: The target falls 2 squares (10 feet) into the pit, taking 1d10+2 falling damage, and is knocked prone. Climbing out of the pit requires a DC 12 Athletics check.	
Miss: The target returns to the square it last occupied and its movement ends.	
Effect: After the trap has triggered, the pit is no longer hidden.	
Note: Increase Perception DC and added spikes; <i>Dungeon Magazine</i> 178.	

MISSION 1B: THANK YOU FOR FLYING AIR NETHERIL (PARAGON ONLY)

This mission is for Paragon tier only. There are no Heroic stat blocks for this mission.

MISSION 1B: RECOVER THE RELICS

Holy Door Guardian	Level 6 Solo Controller (leader)
Huge natural animate (blind, construct)	XP 1,250
HP 280; Bloodied 140	Initiative -4
AC 20, Fortitude 16, Reflex 17, Will 19	
Speed 0	Perception +11
Tremorsense 20	
Immune conditions, forced movement, gaze;	
Resist 5 all; Saving Throws +2, Action Points 2	
TRAITS	
Door Defense • Aura 5	
While within the aura, allies gain +2 bonus to attack rolls and damage rolls.	
Construct Bond	
Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.	

STANDARD ACTIONS	
C Invoke Pain (psychic) • At-Will	
Attack: Close burst 5, or 10 while bloodied (one or two enemies in burst); +9 vs. Fortitude	
Hit: 1d10 + 8 damage and the target takes a -2 penalty to attack and damage rolls (save ends).	
Miss: Half damage and the target takes no penalty to attack and damage rolls.	
C Invoke Fealty (charm) • Recharge when first bloodied	
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +9 vs. Will	
Hit: 1d10 + 8 damage and Holy Door Guardian slides the target 1 square and the target falls prone.	
C Invoke Obedience (charm, psychic) • Recharge when first bloodied	
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +9 vs. Will	
Hit: 1d10 + 8 damage and the target is dominated until the end of its next turn.	
MINOR ACTIONS	
Call Stone Golem • Recharge 6	
Effect: The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10 squares of the Holy Door Guardian. It acts immediately.	
Call Minor Stone Golem • At-will (1/round)	
Effect: The Holy Door Guardian summons 4 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.	
TRIGGERED ACTIONS	
Invoke Rebuke (psychic, radiant) • At-will	
Trigger: An enemy hits the Holy Door Guardian.	
Effect (Immediate Reaction): The triggering enemy takes 5 psychic and radiant damage, and ongoing 5 psychic and radiant damage (save ends).	
Skills Bluff +13, Diplomacy +13, Insight +11	
Str -3 (-4)	Dex -3 (-4)
Con 14 (+5)	Int 16 (+6)
Wis 16 (+6)	Cha 20 (+8)
Alignment lawful good Languages Common	

Stone Golem	Level 6 Elite Soldier
Large natural animate (construct)	XP 500
HP 150; Bloodied 75	Initiative +1
AC 22, Fortitude 20, Reflex 18, Will 16	
Speed 6 (cannot shift)	Perception -1
Darkvision	
Immune disease, poison	
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
M Slam • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 1d6 + 10 damage, and the golem can push the target 1 square	
m Double-Attack • At-Will	
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.	
m Golem Rampage • Recharge 5-6	
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.	
TRIGGERED ACTIONS	
C Death Burst • Encounter	
Trigger: The stone golem drops to 0 hit points.	
Attack (no action): Close burst 1 (creatures in burst); +11 vs. AC	
Hit: 1d12 + 8 damage.	
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.	

Str 19 (+7)	Dex 2 (-1)	Wis 3 (-1)
Con 19 (+7)	Int -2 (-3)	Cha -2 (-3)
Alignment unaligned		Languages -

Minor Stone Golem		Level 6 Minion Soldier
Large natural animate (construct)		XP 63
HP 1; a missed attack never damages a minion		Initiative +1
AC 22, Fortitude 20, Reflex 18, Will 16		Perception -1
Speed 6 (cannot shift)		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
M Slam • At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 7 damage, and the golem can push the target 1 square		
m Double-Attack • At-Will		
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.		
TRIGGERED ACTIONS		
C Death Burst • Encounter		
Trigger: The stone golem drops to 0 hit points.		
Attack (no action): Close burst 1 (creatures in burst); +9 vs. AC		
Hit: 7 damage.		
Effect: The golem is destroyed.		
Str 19 (+7)	Dex 2 (-1)	Wis 3 (-1)
Con 19 (+7)	Int -2 (-3)	Cha -2 (-3)
Alignment unaligned		Languages -

MISSION 3A: EVACUATION

Rubble Launcher	
HP 60	
Initiative +4	
AC 16, Fortitude 14, Reflex 14, Will 14;	
STANDARD ACTIONS	
B Launch Rubble (weapon) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst); +9 vs. Reflex	
Hit: 2d8+5	

MISSION 3B: ASSASSINS

PlagueWhisper Captain of Torm (A)		Level 8 Elite
Medium aberrant humanoid (human)		XP 800
HP 158; Bloodied 78		Initiative +5
AC 20, Fortitude 20, Reflex 19, Will 19		Perception +6
Speed 6		Darkvision
Saving Throw +1, Action Points 1		
TRAITS		
O Sickening Swirl • Aura 3		
Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty. Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful Endurance checks they are immune to the aura but still suffer the sight penalty. A player may chose to spend a standard action to make an Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other then the center - which he as already done at the start. He must still be in the aura for the anchoring to be in effect.		
STANDARD ACTIONS		
m • Captain's Remark At-Will		

Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d8+7 damage.		
Effect: The Captain can slide the target 1 square.		
M Double Attack • At-Will		
Effect: The Captain can use his Captain's Remark twice.		
R Stinging Words • At-Will		
Attack: Ranged 5/10; +13 vs. AC		
Hit: 2d8 + 9 damage		
C Captain's Affliction (poison) • Recharge		
Attack: Close burst 3 (creatures in the burst); +10 vs. Fortitude		
Hit: 3d6+9 poison damage.		
MOVE ACTIONS		
Slip Away • (only while in Captain's Aura)		
The Captain or an ally can shift 3 squares but must remain in the aura.		
MINOR ACTIONS		
Coughing Spasm (poison) • Recharge when no creature is affected by this power		
Attack: Ranged 5 (one dazed creature affected by Captain's Aura); +10 vs. Fortitude		
Hit: The target is weakened (save ends).		
Skills Athletics +13, Endurance +14		
Str 17 (+7)	Dex 12 (+5)	Wis 12 (+5)
Con 19 (+8)	Int 17 (+7)	Cha 18 (+8)
Alignment Evil		Languages - Common
Equipment chainmail, pike		
Note: Based on the Aboleth Plaguewhisper from <i>Dungeon</i> 195.		

Corrupted Paladin of Torm (B)		Level 6 Solider
Medium aberrant humanoid (human)		XP 400
HP 72; Bloodied 36		Initiative +4
AC 19, Fortitude 18, Reflex 15, Will 16		Perception +4
Resist 5 poison		
Speed 5		Darkvision
TRAITS		
O Unholy Bravado • Aura 1		
(Fear) aura 1; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn		
STANDARD ACTIONS		
m Spear • At-Will • Necrotic, Weapon		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 1d8 plus 5 necrotic damage.		
M Death Stab • At-Will • Necrotic, Weapon		
+11 vs AC; 2d8+2 necrotic damage, and the target is knocked prone.		
C Necrotic Strike • Standard, Recharge • Necrotic, Weapon		
+11 vs AC; 3d8 damage, and ongoing 5 necrotic damage (save ends).		
MINOR ACTIONS		
Punish the Righteous • At-Will (1/round)		
Targets one enemy adjacent to the Paladin; the target gains vulnerable 5 necrotic until the end of the Paladin's next turn.		
Str 18 (+7)	Dex 12 (+4)	Wis 11 (+3)
Con 16 (+6)	Int 10 (+3)	Cha 15 (+5)
Alignment Evil		Languages - Common, Abyssal
Note: Based on the Arzaanezra, Paladin of Slaughter from <i>Fortress of the Yuan-ti</i> , page(s) 14.		

Spitting Yuan-ti		Level 8 Artillery
Medium natural humanoid (reptile), yuan-ti		XP 800
HP 64; Bloodied 32		Initiative +6
AC 20, Fortitude 17, Reflex 19, Will 16		Perception +10
Resist 10 poison		
Speed 7		
STANDARD ACTIONS		
m Scimitar • At-Will • Weapon		

Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 2.		
R Crossbow • At-Will • Poison, Weapon		
Attack: Ranged 15 (one creature); +13 vs AC		
Hit: 2d8, ongoing 5 poison damage (save ends), and knocked prone.		
C Shattering Bolt • Poison, Weapon • Recharge 2		
Attack: Area burst 1 within 15 (creatures in burst); +11 vs Reflex		
Hit: 2d10 damage, ongoing 10 poison damage (save ends)		
MINOR ACTIONS		
Mental Rebuke (psychic) • At-Will (1/round)		
Attack: Ranged 20 (one creature); +9 vs Will		
Hit: Until the end of the Yuan-ti's next turn, the target takes 10 psychic damage each time it makes an attack against a Yuan-ti.		
Skills Arcana +14, Athletics +14, History +14, Stealth +16		
Str 18 (+7)	Dex 22 (+10)	Wis 16 (+7)
Con 14 (+6)	Int 19 (+8)	Cha 20 (+9)
Alignment Evil		
Languages - Common, Draconic		
Equipment 30 poisoned bolts, crossbow, scimitar		
Note: Based on the Senjarik from Dungeon Magazine 190.		

Undead Cleric of Torm (D)		Level 8 Elite
Medium natural humanoid (undead, human)		XP 800
HP 146; Bloodied 73		Initiative +5
Regeneration 5 (if the Cleric takes radiant damage, regeneration doesn't function on its next turn)		
AC 20, Fortitude 19, Reflex 18, Will 20		Perception +8
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 fire		
Speed 5		Darkvision
Saving Throws +1, Action Points 1		
STANDARD ACTIONS		
m Shielding Mace • At-Will • Weapon		
Attack: Melee 1 +11 vs. AC, 2d8+3, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.		
R Plague of Doom • At-Will • Necrotic		
+12 vs Reflex; 2d8 necrotic damage, and the target takes a -2 penalty to defenses until the end of the Cleric's next turn.		
C Undying Breath • Standard, Recharge 2 • Healing		
On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.		
TRIGGERED ACTIONS		
Unholy Aid • (immediate interrupt, when affected by a condition; recharge 2)		
The Cleric removes the condition.		
Str 18 (+9)	Dex 12 (+6)	Wis 18 (+9)
Con 15 (+7)	Int 14 (+7)	Cha 15 (+7)
Alignment Evil		Languages - Common
Equipment chainmail, mace		
Note: Based on the Mummy Lord from Monster Manual page(s) 192.		

MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts		Level 8 Minion Soldier
Medium natural humanoid (undead)		XP 88
HP 1; a missed attack never damages a minion.		Initiative +9
AC 24, Fortitude 22, Reflex 20, Will 18		Perception +9
Speed 6		Darkvision
STANDARD ACTIONS		
m Grabbing Claws • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 7 damage, and the target is grabbed (escape DC 17) if the Bhaalspawn grunt has no creature grabbed.		
M Bite (disease) • At-Will		

Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +13 vs. AC		
Hit: 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
Str 18 (+8)	Dex 14 (+6)	Wis 11 (+4)
Con 18 (+8)	Int 7 (+2)	Cha 10 (+4)
Alignment chaotic evil		Languages Common
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.		

Crawling Claw Swarm		Level 8 Soldier
Medium natural animate (swarm, undead)		XP 350
HP 85; Bloodied 42		Initiative +9
AC 24, Fortitude 20, Reflex 21, Will 18		Perception +7
Vulnerable 10 against close and area attacks		tremorsense 10
Immune disease, poison; Resist half damage from melee and ranged attacks		
Speed 8, climb 4		
TRAITS		
Swarm Attack • Aura 1		
The crawling claw swarm makes a <i>swarm of claws</i> attack as a free action against enemy that starts its turn within the aura.		
STANDARD ACTIONS		
m Swarm of Claws • At-Will		
Attack: Melee 1 (one creature); +13 vs. Reflex		
Hit: 1d8+7 damage, and the target is immobilized until the start of crawling claw swarms next turn.		
Str 15 (+6)	Dex 16 (+7)	Wis 10 (+4)
Con 13 (+5)	Int 3 (0)	Cha 6 (+2)
Alignment Unaligned		Languages --
Note: Open Grave.		

Dayan, Vampire Necromancer		Level 7 Elite Controller
Medium natural humanoid (undead)		XP 600
HP 148; Bloodied 74		Initiative +6
AC 21, Fortitude 18, Reflex 19, Will 20		Perception +10
Vulnerable 5 radiant		Darkvision
Immune disease, poison; Resist 10 necrotic		
Speed 7, climb 4 (spider climb)		
Saving Throws +2; Action Points 1		
TRAITS		
Unholy Strength (necrotic) • Aura 2		
Any undead ally in the aura deals 5 extra necrotic damage.		
STANDARD ACTIONS		
m Deft Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d8+4 damage.		
Effect: After the attack, Dayan slides the target up to 2 squares.		
Embolden Undead • At-Will		
Effect: Dayan can use <i>deft longsword</i> twice, or he can use <i>deft longsword</i> once and allow one undead ally within 5 squares of him to make a basic attack as a free action.		
C Word of Beguilement (charm, psychic) • Recharge 5-6		
Attack: Close blast 3 (enemies in the blast); +10 vs. Will		
Hit: 2d8+7 psychic damage, and until the end of its next turn, the target is slowed and takes a -2 penalty to attack rolls its makes against Dayan.		
C Necromantic Surge (necrotic) • Recharge when first bloodied		
Attack: Close blast 5 (enemies in the blast); +10 vs. Fortitude		
Hit: 2d6+6 necrotic damage, and the target is dazed (save ends).		
Miss: Half damage.		
Effect: Undead allies in theblast gain 10 temporary hit points.		
MINOR ACTIONS		

M Bite • At-Will (1/round)		
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +10 vs. AC		
Hit: 1d10+5 damage, and Dayan regains 5 hit points.		
TRIGGERED ACTIONS		
Mist Form (polymorph) • Encounter		
Trigger: Dayan takes damage while bloodied.		
Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.		
Skills Arcana +12, Bluff +12, Stealth +11		
Str 14 (+5)	Dex 16 (+6)	Wis 14 (+5)
Con 10 (+3)	Int 18 (+7)	Cha 18 (+7)
Alignment Evil		Languages Common, Netherese
Note: Removed irrelevant traits; Halls of Undermountain.		

MISSION 3D: HOLD THE GATE, AGAIN

Nethril Spies		Level 5 Lurker
Medium natural humanoid		XP 200
HP 47; Bloodied 23	Initiative +9	
AC 19, Fortitude 15, Reflex 17, Will 16	Perception +9	
Speed 6		
STANDARD ACTIONS		
m Poisoned Dagger (poison, weapon) • At-Will		
Attack: Melee 1 (one creature) +10 vs. AC		
Hit: 3d4 + 6 damage and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.		
r Fastlight Strike (radiant) • At Will		
Requirement: The spy must be visible		
Attack: Ranged 5 (one creature) +8 vs. Will		
Hit: 3d6 + 10 damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both)		
Miss: Half damage, and the target is blinded until the end of its next turn.		
Witchcloak • At Will		
Effect: The Spy becomes invisible until the end of its next turn or until immediately after it attacks.		
Skills Stealth +10, Thievery +10		
Str 12 (+3)	Dex 17 (+5)	Wis 15 (+4)
Con 11 (+2)	Int 7 (+0)	Cha 9 (+1)
Alignment evil		Languages Common, shou
Equipment: leather armor, poisoned dagger		
Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale		

Nethril Battlestaves		Level 7 Soldier
Medium natural humanoid)		XP 300
HP 78; Bloodied 39	Initiative +9	
AC 23, Fortitude 19, Reflex 21, Will 17	Perception +3	
Speed 6		
STANDARD ACTIONS		
M quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d6+8 damage, and the target is slowed until the end of its next turn.		
Effect: The battlestaff marks the target until the end of the target's next turn.		
M Staff Sweep (weapon) • At-Will		
Attack: Melee 2 (one creature) +10 vs. Reflex		
Hit: 1d6+8 damage, and the target falls prone.		
M Slap Down • Recharge 4 5 6		

Effect: The battlestaff uses quarterstaff and staff sweep.		
TRIGGERED ACTIONS		
Menacing Glare • At Will		
Trigger: An enemy within 5 squares of the battlestaff marks it.		
Effect: (Free action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.		
Skills: Athletics +10, Stealth +11		
Str 15 (+5)	Dex 18 (+7)	Wis 10 (+3)
Con 14 (+5)	Int 8 (+2)	Cha 8 (+2)
Alignment Evil		Languages Common, Shou
Equipment: leather armor, quarterstaff		
Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale		

Nethril Dreadnaught		Level 8 Elite Brute (Leader)
Medium natural humanoid		XP 700
HP 210; Bloodied 105	Initiative +5	
AC 20, Fortitude 21, Reflex 18, Will 20 Perception +7	Speed 6	
TRAITS		
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 stunned until the end of the target's next turn.		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature) +13 vs. AC		
Hit: 2d10 + 9 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares adjacent to the target.		
TRIGGERED ACTIONS		
m Low Blow (weapon) • At Will (1/round)		
Attack: Melee 2. +11 vs. Fortitude		
Hit: 3d6 + 9 damage, and the target falls prone.		
r You Fight Now! • Recharge when first bloodied.		
Effect: Ranged 5 (one ally). The target can charge as a free action.		
Skills Athletics +15, Intimidate +8		
Str 23 (+10)	Dex 13 (+5)	Wis 16 (+7)
Con 15 (+6)	Int 10 (+4)	Cha 8 (+3)
Alignment evil		Languages Common, shou
Equipment: halberd, scale armor		
Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.		

MISSION 3F: CONTAINMENT

Warwing Drake		Level 8 Skirmisher
Large natural beast (reptile)		XP 350
HP 88; Bloodied 44	Initiative +8	
AC 22, Fortitude 21, Reflex 19, Will 19	Perception +11	
Immune fear (while flying)		
Speed 8, fly 8, overland flight 12		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d10+6 damage.		
m Claw • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d6+6 damage.		
M Flyby Attack • At-Will		
Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke		

opportunity attacks when moving away from the target of the either attack.

Skills Athletics +13

Str 18 (+8) **Dex** 15 (+6) **Wis** 14 (+6)

Con 16 (+7) **Int** 6 (+2) **Cha** 14 (+6)

Alignment Unaligned **Languages** -

Note: Warwing Drake, reoved mount for space; Dungeon Magazine 165.

Scaled Guardian Level 6 Soldier

Medium natural humanoid (undead) XP 250

HP 70; **Bloodied** 35 **Initiative** +9

AC 22, **Fortitude** 18, **Reflex** 20, **Will** 16 **Perception** +3

Speed 8, climb 4

Resist 10 necrotic; **Vulnerable** 5 radiant

STANDARD ACTIONS

m Bite(poison) • **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d6+4 damage, and ongoing 5 poison damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

TRIGGERED ACTIONS

M Death Bite (necrotic) • **At-Will**

Trigger: A creature takes damage from the ongoing poison of the guardian's bite.

Attack (opportunity action): Melee 1 (the triggering creature); +7 vs. AC

Hit: 2d6+3 damage, and the target is dazed and takes ongoing 5 necrotic damage (save ends both).

Skills Stealth +12

Str 13 (+4) **Dex** 18 (+7) **Wis** 10 (+3)

Con 14 (+5) **Int** 9 (+2) **Cha** 11 (+3)

Alignment Chaotic Evil **Languages** Common, Primordial

Note: Marauders of the Dune Sea.

Ad'Kian Level 7 Elite Controller (Leader)

Medium natural humanoid (human) XP 600

HP 150; **Bloodied** 75 **Initiative** +3

AC 21, **Fortitude** 18, **Reflex** 19, **Will** 19 **Perception** +6

Speed 6

Resist 6 necrotic

Action Point 1

Saving Throws +2

TRAITS

Death Master • **Aura** 5

All undead allies within the aura gain a +1 bonus to attack rolls and resist 5 radiant.

STANDARD ACTIONS

m Staff (weapon) • **At-Will**

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d6+3 damage.

r Shadow Claw (implement, necrotic) • **At-Will**

Attack: Ranged 10 (one creature); +9 vs. Fortitude

Hit: 1d10+6 necrotic damage and Ad'kian slides the target 2 squares.

R Decaying Whisper (implement, necrotic) • **Recharge** 4-6

Attack: Ranged 10 (one creature); +9 vs. Fortitude

Hit: 2d10+5 necrotic damage and the target is slowed and takes ongoing 5 necrotic damage (save ends both).

R Wind of Death (implement, necrotic) • **At-Will**

Requirement: Decaying Whisper must be available.

Effect: Ad'kian uses shadow claw and decaying whisper.

A Swarming Claws (implement, necrotic) • **Encounter**

Attack: Area Burst 1 within 10 (enemies within burst); +9 vs. Reflex

Hit: 2d6+5 damage and the target is immobilized (save ends).

Miss: Half damage.

Effect: The burst becomes a zone that lasts until the end of the

encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 5 damage.

TRIGGERED ACTIONS

M Shadow Fury

Trigger: Ad'kian is bloodied.

Attack (no action): Decaying whisper recharges and Ad'kian immediately uses wind of death.

Skills Arcana +11, Bluff +8, Intimidate +8, Religion +11

Str 12 (+4) **Dex** 11 (+3) **Wis** 16 (+6)

Con 11 (+3) **Int** 16 (+6) **Cha** 11 (+3)

Alignment Evil **Languages** Common, Netherese

Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death and shadow fury; Dungeon Magazine 182.

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier Level 6 Minion

Medium natural humanoid (human) XP 63

HP 1; A missed attack never damages a minion **Initiative** +7

AC 20, **Fortitude** 20, **Reflex** 19, **Will** 17 **Perception** +3

Speed 6

TRAITS

Dirty Tactics

A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.

STANDARD ACTIONS

m Short Sword (Weapon) • **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 5 damage (7 damage with combat advantage)

Str 16 (+6) **Dex** 14 (+5) **Wis** 9 (+2)

Con 12 (+4) **Int** 10 (+3) **Cha** 8 (+2)

Alignment Evil **Languages** Common, Netherese

Note: Re-flavored Grand Melee Gladiator; Dragon Magazine Annual.

Lizardfolk Shocker Level 7 Artillery

Medium natural humanoid (reptile) XP 300

HP 62; **Bloodied** 31 **Initiative** +7

AC 21, **Fortitude** 19, **Reflex** 21, **Will** 17 **Perception** +3

Speed 6 (swampwalk)

STANDARD ACTIONS

m Greatclub (weapon) • **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 1d6+6 damage.

r Witch Lightning (lightning, radiant) • **At-Will**

Attack: Ranged 20 (one creature); +12 vs. Reflex

Hit: 1d8+5 lightning and radiant damage, and each enemy within 2 squares of the target takes 5 lightning damage.

A Ball of Lightning (lightning) • **Encounter**

Attack: Area burst 2 within 20 (creatures in the burst); +12 vs. Reflex

Hit: 1d8+5 lightning damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage.

TRIGGERED ACTIONS

Sudden Jolt (lightning, radiant) • **At-Will**

Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack.

Effect (immediate reaction): Close burst 20 (triggering enemy in the burst). The target takes 6 lightning and radiant damage.

Str 14 (+5) **Dex** 18 (+7) **Wis** 10 (+3)

Con 14 (+5) **Int** 8 (+2) **Cha** 8 (+2)

Alignment Unaligned **Languages** Draconic

Note: Monster Vault:Threats to the Nentir Vale.

Poisonscale Brawler	Level 7 Brute
Medium natural humanoid (reptile)	XP 300
HP 95; Bloodied 47	Initiative +5
AC 19, Fortitude 19, Reflex 17, Will 16	Perception +3
Speed 6 (swampwalk)	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6+8 damage.	
M Crushing Grasp • At-Will	
Attack: Melee1 (one creature grabbed by the brawler); +10 vs.Fortitude	
Hit: 3d6+9.	
Miss: Half damage.	
MINOR ACTIONS	
M Feral Grab • At-Will (1/round)	
Requirement: The brawler must not be grabbing a creature.	
Attack: Melee1 (one creature that isn't grabbed); +10 vs.Reflex	
Hit: The brawler grabs the target (escape DC 15).	
Skills Athletics +12, Stealth +10	
Str 18 (+7)	Dex 15 (+5)
Con 15 (+5)	Int 7 (+1)
Wis 10 (+3)	Cha 8 (+2)
Alignment Unaligned	Languages Draconic
Note: Monster Vault.	

Shadrixx, Young Black Dragon	Level 6 Solo Lurker
Large natural magical beast (aquatic, dragon)	XP 1250
HP 272; Bloodied 136	Initiative +13
AC 20, Fortitude 18, Reflex 20, Will 17	Perception +11
Resist 10 acid	Darkvision
Speed 7 (swampwalk), fly 7, swim 7	
Saving Throws +5; Action Points 2	
TRAITS	
Acidic Blood (acid)	
Whenever the dragon takes damage while it is bloodied, each creature adjacent to it takes 5 acid damage.	
Aquatic	
The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
Instinctive Devouring	
On an initiative of 10 + its initiative check, the dragon can use a free action to charge or to use bite. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
STANDARD ACTIONS	
m Bite (acid) • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d8+5 damage, and the target takes ongoing 5 acid damage (save ends).	

Miss: 6 acid damage.	
M Claw • At-Will	
Attack: Melee 2 (2 attacks; one or two creatures); +11 vs. AC	
Hit: 2d6+6 damage.	
C Breath Weapon (Acid) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +9 vs. Reflex	
Hit: 2d8+4 acid damage, and ongoing 5 acid damage and a -4 penalty to AC (save ends both).	
Miss: Half damage.	
C Shroud of Gloom • Recharge 6	
Effect: Close burst 5 (enemies in blast); Each target gains vulnerable 5 acid and takes a -2 penalty to attack rolls until the end of the encounter. A character can use a standard action to attempt a DC 11 Heal check to end this effect on himself or herself or an adjacent ally.	
TRIGGERED ACTIONS	
M Tail Sweep • At-Will	
Trigger: An enemy misses the dragon with a melee attack.	
Attack (opportunity action): Melee 3 (triggering enemy); +9 vs. AC	
Hit: 1d6+3 damage, and the target is falls prone, eachof the target's allies adjacent to the target takes 6 damage.	
C Bloodied Breath • At-Will	
Trigger: The dragon is first bloodied.	
Effect (free action): Breath weapon recharges, and the dragon uses it.	
Skills Stealth +13	
Str 16 (+6)	Dex 20 (+8)
Con 12 (+4)	Int 12 (+4)
Wis 15 (+5)	Cha 10 (+3)
Alignment Evil	Languages Common, Draconic
Note: Monster Manual.	

Shadow Ogre	Level 6 Brute
Large natural humanoid (shadow, giant)	XP 250
HP 90; Bloodied 45	Initiative +5
AC 18, Fortitude 20, Reflex 17, Will 16	Perception +3
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 2d10+6 damage.	
r Rock (weapon) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 2d6+5 damage.	
M Grand Slam (weapon) • Encounter	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 4d10+4 damage, and the ogre pushes the target up to 2 squares and knocks it prone.	
Miss: Half damage, and the target falls prone.	
MOVE ACTIONS	
Shadow Step (teleport)	
Effect: The ogre teleports 4 squares and gains concealment until the end of its next turn.	
Str 21 (+8)	Dex 14 (+5)
Con 20 (+8)	Int 4 (0)
Wis 11 (+3)	Cha 6 (+1)
Alignment Chaotic evil	Languages Giant
Note: Added shadow step; Monster Vault.	

APPENDIX 8: AL 8 STAT BLOCKS

MISSION 1Aa: THROUGH THE BORDER

Plaguetouched Eladrin Arcane Archer	Level 9 Artillery
Medium fey humanoid (plaguetouched, eladrin)	XP 400
HP 85; Bloodied 42	Initiative +8
AC 21, Fortitude 20, Reflex 22, Will 20	Perception +9
Speed 6	low-light vision

Saving Throw +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d6 + 6 damage.	
r Scorching Arrows (fire, weapon) • At-Will	
Attack: Ranged 20/40 (two creatures); +14 vs. AC or Reflex (whichever is lower)	

Hit: 1d10+2 damage plus 1d8 fire damage.

A Eldritch Burst (force) • Recharge 4-6
Attack: Area burst 1 within 20; +14 vs. Fortitude
Hit: 1d10 + 7 force damage, and the target is knocked prone.

MOVE ACTIONS

Fey Step (teleportation) • Encounter
 The eladrin arcane archer teleports 5 squares.

Str 12 (+5) Dex 18 (+8) Wis 11 (+4)
Con 15 (+6) Int 17 (+7) Cha 15 (+6)

Alignment Unaligned Languages Common, Elven

Note: Based on the Eladrin Arcane Archer from *Monster Manual 2*.

Wyrmpwarped Atrocity Level 9 Brute
 Small aberrant humanoid (reptile) XP 400

HP 114; Bloodied 57 Initiative +6
AC 21, Fortitude 21, Reflex 21, Will 19 Perception +3
Speed 6 Darkvision

STANDARD ACTIONS

m Claws • At-Will
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d6 + 9 damage, and target is immobilized (save ends).

M Double Attack • At-Will
 The atrocity makes two claw attacks.

MINOR ACTIONS

Shifty • At-Will
 The atrocity shifts 1 square.

TRIGGERED ACTIONS

M Fearsome Outburst
Trigger: The atrocity is bloodied.
Attack (free action): Melee 1 (one creature); +12 vs. AC
Hit: 2d10 + 7 damage.

C Death Burst (acid)
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.
Attack (no action): Close burst 2 (creatures in burst); +9 vs. Reflex
Hit: 1d10 + 5 acid damage, and the target takes a -1 penalty to attack rolls (save ends).

Skills Stealth +9, Thievery +9

Str 19 (+8) Dex 15 (+6) Wis 8 (+3)
Con 14 (+6) Int 9 (+3) Cha 13 (+5)

Alignment Evil Languages Common, Draconic

Note: *Draconomicon: Chromatic Dragons*.

Kobold Nagaguard Level 8 Minion
 Small natural humanoid (reptile) XP 88

HP 1; A missed attack never damages a minion Initiative +7
AC 22, Fortitude 20, Reflex 20, Will 17 Perception +4
Speed 6 Darkvision

STANDARD ACTIONS

m Short Sword (Weapon) • At-Will
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 8 damage

r Javelin (Weapon) • Encounter
Attack: Ranged 10/20 (one creature); +12 vs. AC
Hit: 8 damage

MINOR ACTIONS

Shifty • At-Will
Effect: The kobold shifts 1 square.

TRIGGERED ACTIONS

Spinning Slash
Trigger: The kobold nagaguard hits with a short sword attack.
Attack (no action): The kobold nagaguard deals 5 damage to one other

enemy adjacent to it.

Skills Stealth +9, Thievery +9

Str 8 (+3) Dex 16 (+7) Wis 10 (+4)
Con 14 (+6) Int 9 (+3) Cha 10 (+4)

Alignment Unaligned Languages -

Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; *Dungeon Delve*.

Plaguetouched Pikeman Level 9 Soldier
 Medium natural humanoid (plaguetouched, human) XP 400

HP 94; Bloodied 47 Initiative +8
AC 25, Fortitude 22, Reflex 20, Will 19 Perception +5
Speed 6

STANDARD ACTIONS

m Pike (weapon) • At-Will
Attack: Melee 2 (one creature); +16 vs. AC
Hit: 1d10 + 7 damage, plus the target is marked until the end of the pikeman's next turn.

M Prisoner's Lament (weapon) • At-Will
Attack: Melee 2 (one grabbed, restrained, or immobilized creature); +18 vs. AC
Hit: 1d10 + 11 damage, plus the target takes a -2 penalty to skill checks and saves until the end of the pikeman's next turn.

TRIGGERED ACTIONS

M Pinning Pike (weapon)
Trigger: A marked target makes an attack that does not include the pikeman.
Attack (opportunity): Melee 2 (triggering creature); +16 vs. AC
Hit: 1d10 + 7 damage, plus the target is immobilized (save ends).

C Clearing Pike (weapon)
Trigger: The pikeman is bloodied.
Attack (no action): Close burst 2 (enemies in burst); +16 vs. Reflex
Hit: 1d10 + 7 damage, and the target is pushed 3 squares.

Plaguetouched Resilience • Encounter
Effect: The pikeman rolls a saving throw against the triggering effect.

Skills Athletics +12

Str 17 (+7) Dex 15 (+6) Wis 12 (+5)
Con 14 (+6) Int 8 (+3) Cha 7 (+2)

Alignment Evil Languages Common

Note: Based on Hobgoblin Deathwatcher, made human and plaguetouched; *Dungeon Magazine 179*.

MISSION 1A: HOLD THE PORTAL

Venom-Maw Hydra (H) Level 9 Solo Brute
 Large natural beast (reptile, water) XP 2000

HP 352; Bloodied 176 Initiative +9
AC 23, Fortitude 23, Reflex 21, Will 20 Perception +13
Resist 10 poison
Speed 7, swim 10 All-around vision, Darkvision
Saving Throw +5, Action Points 2

TRAITS

All-Around Vision
 Enemies can't gain combat advantage by flanking the hydra.

Many Headed
 While stunned or dominated, the hydra can take free actions.

Regenerating Heads
 The hydra starts an encounter with four heads. When the hydra hit points first go below 264, 176 and 88, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.

Threatening Reach
 The hydra can make opportunity attacks against enemies within 2 squares of it.

STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 3d8 + 1 damage and ongoing 10 poison damage, or ongoing 15 poison damage if the hydra is bloodied (save ends).		
R Venomous Spit (Poison) • At-Will		
Attack: Ranged 10 (one creature); +12 vs. Reflex; This attack does not provoke opportunity attacks.		
Hit: 2d10+1 poison damage and the target falls prone.		
Hydra Fury • At-Will		
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has two heads, it gains a +5 bonus to damage rolls. If it only has one head, it gains a +10 bonus to damage rolls.		
TRIGGERED ACTIONS		
M Snapping Jaws • At-Will		
Trigger: An enemy ends its turn within 2 squares of the hydra.		
Effect (free action): The hydra uses bite twice against the triggering enemy.		
Skills Stealth +14		
Str 25 (+11)	Dex 20 (+9)	Wis 18 (+8)
Con 24 (+12)	Int 2 (0)	Cha 8 (+3)
Alignment Unaligned Languages -		

5 Yuan-ti Sharpshooters (S)		Level 9 Minion Artillery
Medium natural humanoid (reptile)		XP 100
HP 1; a missed attack never damages a minion		Initiative +6
AC 23, Fortitude 22, Reflex 22, Will 21		Perception +7
Resist 10 poison		
Speed 6		Darkvision
TRAITS		
Chameleon Defense		
The yuan-ti has partial concealment from creatures more than 3 squares away from it.		
STANDARD ACTIONS		
m Poison Touch • At-Will		
Attack: Melee 1 (one creature); +12 vs. Fortitude		
Hit: 4 poison damage.		
r Poison Arrows • At-Will		
Attack: Ranged 20 (one creature); +14 vs. Reflex		
Hit: 8 poison damage.		
A Exploding Arrows • At-Will		
Attack: Area burst 1 within 20 (enemies in burst); +14 vs. Reflex		
Hit: 6 fire and poison damage.		
Miss: Half damage.		
Str 9 (+3)	Dex 14 (+6)	Wis 17 (+7)
Con 20 (+9)	Int 28 (+13)	Cha 26 (+12)
Alignment Evil Languages Common, Draconic		
Note: Reflavored lich remnant as a yuan-ti.		

Yuan-ti Beastmaster		Level 8 Controller (Leader)
Large natural humanoid (reptile)		XP 350
HP 92; Bloodied 46		Initiative +8
AC 22, Fortitude 21, Reflex 19, Will 20		Perception +10
Resist 5 poison		
Speed 8		Low-light vision
TRAITS		
Chameleon Defense		
The yuan-ti has partial concealment from creatures more than 3 squares away from it.		
O Zehir's Agony • Aura 5		
An enemy that starts its turn within the aura takes 5 poison damage.		
STANDARD ACTIONS		

m Trident (weapon) • At-Will		
Attack: Melee 3 (one creature); +11 vs. AC		
Hit: 3d6 + 8 damage, and the target falls prone.		
C Beast Mastery • At-Will		
Effect: Close burst 10 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.		
C Attraction Spray (charm) • Encounter		
Attack: Close burst 1 (enemies in the burst); +11 vs. Will		
Hit: The target is dominated until the end of the beastmaster's next turn.		
MINOR ACTIONS		
A Hurl Net (weapon) • At-Will (1/round)		
Attack: Area burst 1 within 5 (creatures in the burst); +11 vs. Reflex		
Hit: The target is restrained (save ends).		
TRIGGERED ACTIONS		
Poison Defense • At-Will		
Trigger: The beastmaster is hit by the attack.		
Effect (Immediate Interrupt): The beastmaster gains resist 5 to all damage against the triggering attack.		
Skills Athletics +13, Dungeoneering +14, Nature +14, Stealth +12		
Str 21 (+8)	Dex 18 (+7)	Wis 22 (+8)
Con 20 (+8)	Int 12 (+4)	Cha 11 (+3)
Alignment Evil Languages Common, Draconic		
Equipment 6 nets, trident		
Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony.		

MISSION 1Ac: DROP ZONE

Plaguewhisperer Evangelist of Torm (E) Level 8 Elite Controller	
Large aberrant humanoid (human)	
XP 700	
HP 182; Bloodied 91	
Initiative +5	
AC 22, Fortitude 21, Reflex 20, Will 21	
Perception +5	
Speed 5, fly 7	
Darkvision	
Saving Throw +2, Action Points 1	
TRAITS	
O Whispers of Doubt • Aura 5	
The aura is difficult terrain for enemies. An enemy that ends its turn must make a basic attack against its nearest ally as a free action or take 5 psychic damage.	
Feast of Flame	
Whenever the evangelist takes fire damage, it gains a +4 power bonus to damage rolls until the end of its next turn.	
STANDARD ACTIONS	
m Flailing Tentacle • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 3d6 + 9 damage.	
Effect: The evangelist can slide the target 1 square.	
M Double Attack • At-Will	
Effect: The evangelist uses flailing tentacle twice.	
R Stinging Words (psychic) • At-Will	
Attack: Ranged 10 (one or two creature); +11 vs. Will	
Hit: 2d6 + 6 psychic damage, and the target is dazed until the end of its next turn.	
C Blue Fire Cascade (fire) • Recharge when first bloodied	
Attack: Close burst 2 (creatures in the burst); +9 vs. Reflex	
Hit: 3d6 + 10 fire damage.	
Effect: Any creature that makes an attack against the evangelist before the evangelist's next turn takes 5 fire damage.	
MINOR ACTIONS	
Stirring Message (charm) • Recharge when no creature is dominated by this power	
Attack: Ranged 10 (one dazed creature); +11 vs. Will	
Hit: The target is dominated (save ends).	
Skills Arcana +12, Dungeoneering +10	

Str 17 (+7)	Dex 12 (+5)	Wis 12 (+5)
Con 19 (+8)	Int 17 (+7)	Cha 18 (+8)
Alignment Evil Languages - Common, telepathy 10		
Note: Based on the Aboleth Plaguewhisper from <i>Dungeon</i> 195.		

4 Eyes of Corrupted Clerics of Torm (C)		Level 10 Minion
Artillery		
Tiny aberrant animate		XP 125
HP 1; a missed attack never damages a minion		Initiative +7
AC 24, Fortitude 20, Reflex 25, Will 22		Perception +9
Speed 5, fly 8 (hover)		All-around vision, Darkvision
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the clerics		
STANDARD ACTIONS		
r Eye Rays (varies) • At-Will		
Attack: Ranged 5 (one creature); +15 vs. Reflex		
Hit 9 damage of random type, determined by rolling a d4: 1-cold, 2-fire, 3-necrotic, 4-radiant.		
Str 1 (+0)	Dex 17 (+8)	Wis 10 (+5)
Con 11 (+5)	Int 7 (+3)	Cha 7 (+3)
Alignment Unaligned		Languages -
Note: Based on Beholderkin, Spectator from <i>Dungeon</i> 206.		

Corrupted Paladins of Torm Mass (P)		Level 8 Elite Brute
Large aberrant animate (human)		XP 700
HP 222; Bloodied 111		Initiative +2
AC 19, Fortitude 22, Reflex 17, Will 18		Perception +5
Resist 5 psychic		
Speed 5 can't shift		Darkvision
Saving Throw +2, Action Points 1		
TRAITS		
O Clutching Claws • Aura 1		
Each enemy that starts its turn within the aura is slowed until the end of its next turn. Each enemy that ends its turn in the aura takes 5 damage.		
STANDARD ACTIONS		
m Horrific Embrace • At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 3d6 + 10 damage, and the target is grabbed. The paladin mass can have up to two creatures grabbed at the same time.		
M Many-Armed Horror • At-Will		
The paladin mass makes a horrific embrace attack against each enemy adjacent to it.		
M Absorb (healing) • At-Will		
Attack: Melee (one or two creatures grabbed by the mass); +9 vs. Fortitude		
Hit: The target is pulled into the paladin's mass space and takes ongoing 5 damage until it is expelled. If it has a creature absorbed at the start of its turn, the paladin mass gains 5 temporary hit points. The paladin mass can move normally while creatures are absorbed within it.		
While absorbed, the target has line of sight and line of effect only to the paladin mass, and no creature has line of sight or effect to the target. The target can only make at-will attacks. When any target is drops to 0 hp or below while absorbed, the paladin mass regains 45 hit points. An absorbed target can escape by succeeding on a DC 22 Athletics or Acrobatics check. If the paladin mass takes 18 or more damage from a single attack, all absorbed targets are expelled into an unoccupied square adjacent to the paladin mass; absorbed creatures are also expelled when the paladin mass drops to 0 hit points.		
The paladin mass can instead absorb a paladin corpse by moving into its space. At the start of its next turn, the mass regains 10 hit points.		
MOVE ACTIONS		

Spawn Corrupt Paladin • Recharge 5 6		
A corrupt paladin appears in an unoccupied square adjacent to the paladin mass and makes a melee or ranged basic as a free action. Thereafter it acts on the goblin mass' initiative count. The paladin mass loses 10 hit points.		
TRIGGERED ACTIONS		
Death Burst • Encounter		
Trigger: When the paladin mass is reduced to 0 hit points.		
Attack: Close burst 1 (creatures); +9 vs. Reflex		
Hit: 2d8 + 9 damage.		
Effect: The area of the burst is filled with dismembered paladin parts and is difficult terrain.		
Str 19 (+8)	Dex 7 (+2)	Wis 13 (+5)
Con 21 (+9)	Int 2 (+0)	Cha 2 (+0)
Alignment Evil		Languages -
Note: Based on the Goblin Mass from <i>Dungeon</i> 177. Upgraded speed and got rid of swim speed.		

Corrupt Paladin		Level 3 Skirmisher
Medium aberrant humanoid (human)		XP 150
HP 46; Bloodied 23		Initiative +5
AC 19, Fortitude 16, Reflex 16, Will 14		Perception +1
Speed 6		Darkvision
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 + 6 necrotic damage.		
R Hurl Flesh • Encounter		
Attack: Ranged 5/10 (one creature); +8 vs. AC		
Hit: 1d8 + 6 necrotic damage.		
MOVE ACTIONS		
Reintegrate • Encounter (only while adjacent to paladin mass)		
The corrupt paladin regains 8 hit points.		
TRIGGERED ACTIONS		
Corrupted Effort • Encounter		
Trigger: The corrupt paladin misses with an attack.		
Effect: The corrupt paladin gains a +4 bonus to the attack.		
Str 16 (+4)	Dex 14 (+3)	Wis 10 (+1)
Con 14 (+3)	Int 8 (+0)	Cha 7 (-1)
Alignment evil		Languages Common
Note: Re-flavored corrupt goblin warrior from <i>Dungeon</i> 177. Replaced goblin tactics with heroic effort-like racial trait.		

MISSION 1AD: WE'RE WITH YOU

Werewolf Bravo		Level 9 Brute
Medium natural humanoid (shapechanger)		XP 400
HP 116; Bloodied 58		Initiative +6
AC 21, Fortitude 22, Reflex 21, Will 20		Perception +4
Speed 6		
TRAITS		
Bravo's Fury		
The bravo's attacks deal 2d6 extra damage against dazed, helpless, or prone creatures.		
STANDARD ACTIONS		
m Bite • At-Will		
Requirement: The bravo must be in wolf or hybrid form.		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d6 + 5 damage, and target falls prone.		
m Falchion (weapon) • At-Will		
Requirement: The bravo must be in human or hybrid form.		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 4d4 + 7 damage. If the bravo scores a critical hit, this attack instead deals 2d4+23 damage.		

M Howling Frenzy • Recharge when first bloodied		
<i>Effect:</i> The uses bite twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.		
MINOR ACTIONS		
Change Shape (polymorph) • At-Will		
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.		
Skills Athletics +12, Bluff +11, Stealth +11		
Str 17 (+7)	Dex 15 (+6)	Wis 11 (+4)
Con 16 (+7)	Int 10 (+4)	Cha 14 (+6)
Alignment Unaligned Languages - Common		
Note: Based on the Jackalwere Bravo from <i>Monster Manual 3</i> .		

Werewolf Warrior		Level 9 Minion Soldier	
Medium natural humanoid (shapechanger)		XP 100	
HP 1; a missed attack never damages a minion.		Initiative +8	
AC 25, Fortitude 22, Reflex 23, Will 20		Perception +4	
Speed 6			
TRAITS			
Combat Advantage			
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone.			
STANDARD ACTIONS			
m Bite • At-Will			
<i>Requirement:</i> The warrior must be in wolf or hybrid form.			
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC			
<i>Hit:</i> 8 damage.			
m Short Sword (weapon) • At-Will			
<i>Requirement:</i> The warrior must be in human or hybrid form.			
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC			
<i>Hit:</i> 6 damage and the target grants combat advantage to the next attack made against it before the start of the warriors next turn.			
MINOR ACTIONS			
Change Shape (polymorph) • At-Will			
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.			
Skills Athletics +12, Stealth +11			
Str 17 (+7)	Dex 15 (+6)	Wis 11 (+4)	
Con 14 (+6)	Int 10 (+4)	Cha 14 (+6)	
Alignment Unaligned Languages - Common			
Note: Based on the Jackalwere Harrier from <i>Monster Manual 3</i> .			

Nisal, Werewolf Boss		Level 10 Controller	
Medium natural humanoid (shapechanger)		XP 500	
HP 102; Bloodied 51		Initiative +8	
AC 24, Fortitude 21, Reflex 22, Will 22		Perception +6	
Speed 6			
TRAITS			
Combat Advantage			
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone (save ends).			
STANDARD ACTIONS			
m Bite • At-Will			
<i>Requirement:</i> The boss must be in wolf or hybrid form.			
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC			
<i>Hit:</i> 1d6+7 damage, and the target falls prone.			
m Short Sword (weapon) • At-Will			
<i>Requirement:</i> The boss must be in human or hybrid form.			
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC			

<i>Hit:</i> 2d6+8 damage.		
C Vicious Howl (thunder) • At-Will		
<i>Requirement:</i> The boss must be in wolf or hybrid form.		
<i>Attack:</i> Close blast 3 (enemies in blast); +13 vs. Fortitude		
<i>Hit:</i> 1d6+6 thunder damage, and the target falls prone.		
r Gaze of Sleep (sleep) • Recharge 5-6		
<i>Attack:</i> Ranged 5(one creature); +13 vs. Will		
<i>Hit:</i> The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw against the effect.		
MINOR ACTIONS		
Change Shape (polymorph) • At-Will		
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.		
Skills Bluff +13, Diplomacy +13, Insight +11, Streetwise +11		
Str 15 (+7)	Dex 17 (+6)	Wis 13 (+6)
Con 14 (+7)	Int 14 (+7)	Cha 16 (+8)
Alignment Unaligned Languages Common		
Note: Based on the Jackalwere Deceiver from <i>Monster Manual 3</i> .		

MISSION IBA: SCOUT BEHIND THE WALLS

Netherese Soldier		Level 8 Minion	
Medium natural humanoid (human)		XP 88	
HP 1; A missed attack never damages a minion		Initiative +8	
AC 22, Fortitude 22, Reflex 21, Will 19		Perception +4	
Speed 6			
TRAITS			
Dirty Tactics			
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.			
STANDARD ACTIONS			
m Short Sword (Weapon) • At-Will			
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC			
<i>Hit:</i> 6 damage (8 damage with combat advantage)			
Str 16 (+7)	Dex 14 (+6)	Wis 9 (+3)	
Con 12 (+5)	Int 10 (+4)	Cha 8 (+3)	
Alignment Evil Languages Common, Netherese			
Note: Re-flavored Grand Melee Gladiator; Dragon Magazine Annual.			

Bhaalspawn Zombie		Level 8 Brute	
Medium natural animate (undead)		XP 350	
HP 100; Bloodied 50		Initiative +2	
AC 19, Fortitude 19, Reflex 15, Will 16		Perception +3	
Speed 4			
Immune disease, poison; Resist 10 necrotic, 5 radiant			
Saving Throws +5 vs. charm, poison, unconscious			
TRAITS			
Zombie Weakness			
Any critical hit to the zombie reduces it to 0 hit points.			
STANDARD ACTIONS			
m Slam • At-Will			
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC			
<i>Hit:</i> 2d6+5 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
M Zombie Grab • At-Will			
<i>Attack:</i> Melee 1 (one creature); +10 vs. Reflex			
<i>Hit:</i> The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.			
Str 14 (+6)	Dex 6 (+2)	Wis 8 (+3)	
Con 10 (+4)	Int 5 (+1)	Cha 3 (0)	

Alignment Unaligned Languages -

Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.

MISSION 1B: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator		Level 9 Artillery	
Medium natural humanoid (aquatic, reptile)		XP 400	
HP 70; Bloodied 35		Initiative +8	
AC 21, Fortitude 20, Reflex 22, Will 21		Perception +10	
Resist 5 poison			
Speed 6, swim 4			
STANDARD ACTIONS			
m Spear (weapon) • At-Will			
Attack: Melee 1 (one creature); +14 vs. AC			
Hit: 2d8 + 8 damage			
r Magic Missile (force) • At-Will			
Attack: Ranged 20 (one creature); +14 vs. Reflex			
Hit: 2d4 + 5 force damage			
R Missile Barrage (force) • At-Will			
Effect: The infiltrator makes two <i>magic missile</i> attacks.			
A Force Implosion (force) • Encounter			
Attack: Area burst 2 within 20 squares (each creature in the burst); +14 vs. Reflex			
Hit: 3d6 + 7 force damage			
Miss: Half damage.			
MINOR ACTIONS			
Change Shape (polymorph) • At-Will			
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.			
Skills Bluff +14, Insight +10			
Str 15(+6)		Dex 18 (+8)	
Con 16(+7)		Int 14 (+6)	
Wis 12 (+5)		Cha 20 (+9)	
Alignment evil		Languages Common, Draconic	
Equipment leather armor, spear			

Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.

Bloodfire Ooze		Level 10 Elite Brute	
Large elemental beast (fire, ooze)		XP 1000	
HP 256; Bloodied 128		Initiative +5	
AC 22, Fortitude 24, Reflex 21, Will 20		Perception +9	
Speed 6		Blindsight 20	
Immune fire, Vulnerable 10 cold			
Saving Throws +2; Action Points 1			
TRAITS			
Bloodfire Aura (fire) • Aura 2			
Any creature that ends its turn in the aura takes 10 fire damage			
Demonic Fire			
Fire damage dealt by the bloodfire ooze ignores 10 points of a target's fire resistance.			
Ooze			
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack roles, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.			
STANDARD ACTIONS			
m Slam (fire) • At-Will			
Attack: Melee 2 (one creature); +15 vs. AC			
Hit: 2d10 + 8 fire damage.			
C Fiery Eruption (fire) • Recharge 5 6			
Attack: Close burst 3 (creatures in burst); +13 vs. Reflex			
Hit: 2d8 + 3 fire damage, and ongoing 5 fire damage (save ends).			
MINOR ACTIONS			

C **Sulfuric Breath (poison) • At-Will (1/round)**

Attack: Close blast 3 (creatures in blast); +13 vs. Fortitude

Hit: 2d6 + 5 poison damage.

TRIGGERED ACTIONS

Boiling Blood (fire) • Encounter

Trigger: The bloodfire ooze is bloodied.

Effect (Immediate Reaction): The bloodfire ooze recharges *fiery eruption* and uses it.

Str 15 (+6) Dex 13 (+5) Wis 11 (+4)

Con 18 (+8) Int 1 (-1) Cha 4 (+1)

Alignment Chaotic Evil Languages -

Bhaalspawn Zombie		Level 8 Brute	
Medium natural animate (undead)		XP 350	
HP 100; Bloodied 50		Initiative +2	
AC 19, Fortitude 19, Reflex 15, Will 16		Perception +3	
Speed 4		Darkvision	
Immune disease, poison; Resist 10 necrotic, 5 radiant			
Saving Throws +5 vs. charm, poison, unconscious			
TRAITS			
Zombie Weakness			
Any critical hit to the zombie reduces it to 0 hit points.			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 2d6+5 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
M Zombie Grab • At-Will			
Attack: Melee 1 (one creature); +10 vs. Reflex			
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.			
Str 14 (+6)		Dex 6 (+2)	
Con 10 (+4)		Int 5 (+1)	
Wis 8 (+3)		Cha 3 (0)	
Alignment Unaligned		Languages -	

Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.

Bhaalspawn Grunts		Level 10 Minion Soldier	
Medium natural humanoid (undead)		XP 125	
HP 1; a missed attack never damages a minion.		Initiative +10	
AC 26, Fortitude 24, Reflex 22, Will 20		Perception +10	
Speed 6		Darkvision	
STANDARD ACTIONS			
m Grabbing Claws • At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 8 damage, and the target is grabbed (escape DC 18) if the Bhaalspawn grunt has no creature grabbed.			
M Bite (disease) • At-Will			
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +15 vs. AC			
Hit: 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
Str 18 (+9)		Dex 14 (+7)	
Con 18 (+9)		Int 7 (+3)	
Wis 11 (+5)		Cha 10 (+5)	
Alignment chaotic evil		Languages Common	

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Yuan-ti Conglomeration		Level 8 Elite Brute	
Large natural animate (reptile, undead)		XP 700	
HP 214; Bloodied 107		Initiative +8	

AC 20, Fortitude 20, Reflex 20, Will 19 **Perception +6**
Immune disease, poison; **Resist 10** necrotic **Darkvision**
Vulnerable 5 radiant
Speed 7
Action Points 1

STANDARD ACTIONS

m Bite (disease, poison) • At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 1d4+6 damage and ongoing 10 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

m Scimitar (charm) • At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 1d8+6 damage (crit 1d8+14) plus 10 poison damage

M Snake Strike • At-Will
The yuan-ti conglomeration makes a *bite* and a *scimitar* attack.

MOVE ACTIONS

Conglomeration (healing) • Encounter
Effect: The yuan-ti conglomeration absorbs a dead body, healing 8 points of damage and gaining a +2 bonus to attacks and +8 bonus to damage until the end of the conglomeration's next turn.

Str 16 (+7) Dex 16 (+7) Wis 14 (+6)
Con 17 (+7) Int 3 (0) Cha 3 (0)

Alignment evil Languages -

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

MISSION IBC: TAKE THE TOWERS

4 Black Reaver Zombie **Level 7 Lurker**
Medium natural humanoid (blind, undead) **XP 300**

HP 63; Bloodied 31 **Initiative +11**
AC 21, Fortitude 19, Reflex 21, Will 18 **Perception +3**
Speed 7, **Blindsight 10**
Immune blinded, disease, gaze, poison **Resist 10** necrotic

TRAITS

Scoured by Light
A black reaver that takes radiant damage cannot use *shadow burst* until the end of its next turn.

STANDARD ACTIONS

m Bite (necrotic) • At-Will
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d8 damage plus 1d6 necrotic damage or plus 3d6 necrotic damage against a creature that could not see the zombie at the start of the zombie's turn.

MOVE ACTIONS

Shadow Burst (teleportation, zone) • Recharge 4,5,6
Effect: The black reaver teleports 5 squares, and then creates a zone in a close burst 1 that lasts until the start of its next turn. The zone blocks line of sight for all creatures except the zombie, and any other creature except the zombie is blinded while within the zone.

Skills Stealth 12
Str 10(+3) Dex 19 (+7) Wis 10 (+3)
Con 15 (+5) Int 8 (+2) Cha 12 (+4)

Alignment Chaotic Evil **Languages** Common

4 Zombie Shambler **Level 7 Minion Brute**
Medium natural animate (undead) **XP 75**

HP 1; a missed attack never damages a minion **Initiative -2**
AC 19, Fortitude 20, Reflex 17, Will 17 **Perception -2**
Speed 4, **Darkvision**
Immune disease, poison

STANDARD ACTIONS

m Slam • At-Will
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 9

TRIGGERED ACTIONS

Deathless Hunger • Encounter
Trigger: The zombie is reduced to 0 hit points
Effect: (no action) Roll a d20 on a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 18 (+7) Dex 8 (+2) Wis 8 (+2)
Con 15(+5) Int 1 (-2) Cha 3 (-1)

Alignment unaligned **Languages -**

Corpse of Despair **Level 8 Brute**

Medium natural animate(undead) **XP 350**

HP 106; Bloodied 53 **Initiative +4**
AC 20, Fortitude 21, Reflex 17, Will 18 **Perception +5**
Speed 4, climb 5 (spider climb) **Darkvision**
Immune disease, poison **Resist 10** necrotic **Vulnerable 5** radiant

TRAITS

Death of Hope (psychic)
A dazed target hit by the corpse of despair also takes ongoing 5 psychic damage (save ends)

STANDARD ACTIONS

m Slam • At-Will
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 3d6 +10 damage.

M Crushing Despair • At-Will
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d8+10 damage, and the target is dazed (save ends).

Str 19 (+8) Dex 10 (+4) Wis 13 (+5)
Con 16 (+7) Int 2 (+0) Cha 1 (-1)

Alignment unaligned **Languages -**

1-2 Lizardfolk Shocker **Level 8 Artillery**

Medium natural humanoid (reptile) **XP 350**

HP 68; Bloodied 34 **Initiative +8**
AC 22, Fortitude 20, Reflex 22, Will 18 **Perception +4**
Speed 6 (swamp walk)

STANDARD ACTIONS

m Greatclub (weapon) • At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 5 damage.

R Witch Lightning (lightning, radiant) • At-Will
Attack: Ranged 20 (one creature); +13 vs. Reflex
Hit: 2d8 + 4 damage and each enemy within 2 squares of the target takes 5 lightning damage.

A Ball of Lightning (lightning) • Encounter
Attack: Area burst 2 within 20 (creatures in burst); +13 vs. Reflex
Hit: 2d8+4 lightning damage, and ongoing 5 lightning damage (save ends).

TRIGGERED ACTIONS

Sudden Jolt (lightning, radiant) • At-Will
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or area attack.
Effect: (Immediate Reaction) Close burst 10 (triggering enemy in burst). The target takes 5 lightning and radiant damage.

Str 14 (+6) Dex 18 (+8) Wis 10 (+4)
Con 14 (+6) Int 8 (+3) Cha 8 (+3)

Alignment unaligned **Languages** Draconic

Equipment greatclub

Yuanti Cabalist		Level 8 Soldier
Medium natural humanoid (reptile)		XP 350
HP 92; Bloodied 46	Initiative +8	
AC 18, Fortitude 16, Reflex 14, Will 13	Perception +7	
Speed 7	Resist 10 poison	
TRAITS		
A Whipping Trail • Aura 1		
Any enemy that starts its turn in the aura is slowed until the start of its next turn.		
STANDARD ACTIONS		
m Venomite Pick (poison, weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage plus 5 poison damage		
Effect: The target is marked until the end of the yuan-ti's next turn		
R Snakebite Crossbow (poison, weapon) • At-Will		
Attack: Ranged 15 (one creature); +13 vs. AC		
Hit: 1d10+11 and ongoing 5 poison damage (save ends).		
Skills: Arcana +13, Nature +12, Thievery +11		
Str 22 (+10)	Dex 14 (+6)	Wis 16 (+7)
Con 20 (+9)	Int 18 (+8)	Cha 12 (+5)
Alignment Evil		
Languages Common, Draconic		
Equipment crossbow, 10 crossbow bolt 10x, war pick		

Yuan-ti Ignan		Level 8 Elite Soldier
Large Elemental humanoid (fire, reptile)		XP 700
HP 180; Bloodied 90	Initiative +7	
AC 18, Fortitude 16, Reflex 13, Will 14	Perception +11	
Speed 6	Darkvision	
Resist 10 fire, Saving Throws +2, Action Points 1		
TRAITS		
Body of Flame		
Any creature that hits the yuan-ti ignan with a melee attack gains vulnerable 5 fire until the end of its next turn.		
STANDARD ACTIONS		
m Mace (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 7 plus 5 fire damage and the target is marked until the end of the yuan-ti's next turn.		
MINOR ACTIONS		
M Tail Slap (fire) • At-Will (1/round)		
Attack: Melee 1 (one creature); +13 vs. Reflex		
Hit: 1d10+10 damage plus 5 fire damage, and the target is grabbed.		
M Burning Constriction (fire) • At-Will (1/round)		
Restriction: Target must be grabbed by the yuan-ti		
Attack: Melee (creature grabbed); +13 vs. Fortitude		
Hit: 1d10 + 10 damage plus 1d4 fire damage and until the end of the yuan-ti's turn, it can move the grabbed target with it as a move action.		
Str 21 (+9)	Dex 13 (+5)	Wis 14 (+6)
Con 18 (+8)	Int 6 (+2)	Cha 11 (+4)
Alignment Evil		
Languages Common, Draconic, Primordial		
Equipment mace		

Udmuela, Guardian Naga		Level 8 Elite Artillery
Large immortal magical beast (reptile)		XP 700
HP 140; Bloodied 70	Initiative +8	
AC 20, Fortitude 20, Reflex 21, Will 19	Perception +11	
Speed 6	Darkvision	
Saving Throws +2, Action Points 1		
STANDARD ACTIONS		
m Tail Slap • At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		

Hit: 2d8 + 7 damage and the target is pushed 2 squares.		
R Word of Pain (psychic) • At-Will		
Attack: Ranged 20 (one or two creatures); +13 vs. Will		
Hit: 2d6 + 5 damage and the target is immobilized (save ends).		
C Spit Poison (poison) • Recharge 5-6		
Attack: Close blast 3 (enemies in burst); +13 vs. Fortitude		
Hit: 2d6+2 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).		
A Thunderstrike (thunder) • Recharge 5-6		
Attack: Area burst 1 within 20 (enemies in burst); +11 vs. Fortitude		
Hit: 2d6+7 damage and the target is dazed (save ends).		
Miss: Half damage		
Skills Arcana +14, History +14, Insight +12		
Str 16 (+7)	Dex 18 (+8)	Wis 14 (+6)
Con 15 (+6)	Int 18 (+8)	Cha 12 (+5)
Alignment Evil		
Languages Common, Draconic, Supernal		

MISSION IBD: BREACH THE WALLS

Sail Snake		Level 8 Brute
Medium natural beast (reptile)		XP 350
HP 105; Bloodied 52	Initiative +8	
AC 20, Fortitude 19, Reflex 21, Will 19	Perception +9	
Immune fear; Resist 10 poison		
Speed 4, climb 4, fly 6 (clumsy)		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage		
C Venom Spray • Recharge 6		
Attack: Close blast 3 (creatures in blast); +9 vs. Fortitude		
Hit: Target is blinded (save ends)		
Aftersave: Target takes a -2 penalty to attacks until then end of sail snake's next turn.		
Str 12(+5)	Dex 19 (+8)	Wis 10 (+4)
Con 15(+6)	Int 2 (0)	Cha 14 (+6)
Alignment Unaligned		
Languages -		
Note: Fortress of the Yuan-ti.		

Plaguetouched Eladrin Arcane Archer		Level 9 Artillery
Medium fey humanoid (plaguetouched, eladrin)		XP 400
HP 85; Bloodied 42	Initiative +8	
AC 21, Fortitude 20, Reflex 22, Will 20	Perception +9	
Speed 6	low-light vision	
Saving Throw +5 against charm effects		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 1d6 + 6 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Attack: Ranged 20/40 (two creatures); +14 vs. AC or Reflex (whichever is lower)		
Hit: 1d10+2 damage plus 1d8 fire damage.		
A Eldritch Burst (force) • Recharge 4-6		
Attack: Area burst 1 within 20; +14 vs. Fortitude		
Hit: 1d10 + 7 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
The eladrin arcane archer teleports 5 squares.		
Str 12 (+5)	Dex 18 (+8)	Wis 11 (+4)
Con 15 (+6)	Int 17 (+7)	Cha 15 (+6)
Alignment Unaligned		
Languages Common, Elven		
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .		

Concealed Spiked Pit	Level 7 Warder
Trap	XP 300
Detect Perception 18	Initiative--
Immune attacks	
TRIGGERED ACTIONS	
m Attack • At-Will	
<i>Trigger:</i> A medium or smaller creature enters a pit square.	
<i>Attack (immediate reaction):</i> Melee 1 (triggering creature); +10 vs. Reflex	
<i>Hit:</i> The target falls 2 squares (10 feet) into the pit, taking 1d10+3 falling damage, and is knocked prone. The target takes 5 ongoing damage (save ends). Climbing out of the pit requires a DC 13 Athletics check.	
<i>Miss:</i> The target returns to the square it last occupied and its movement ends.	
<i>Effect:</i> After the trap has triggered, the pit is no longer hidden.	

Note: Increase Perception DC and added spikes; Dungeon Magazine 178.

MISSION 1B: THANK YOU FOR FLYING AIR NETHERIL (PARAGON ONLY)

This mission is for Paragon tier only. There are no Heroic stat blocks for this mission.

MISSION 1B: RECOVER THE RELICS

Holy Door Guardian	Level 8 Solo Controller (leader)
Huge natural animate (blind, construct)	XP 1,750
HP 348; Bloodied 174	Initiative -2
AC 22, Fortitude 18, Reflex 19, Will 21	
Speed 0	Perception +12
Immune conditions, forced movement, gaze;	Tremorsense 20
Resist 5 all; Saving Throws +2, Action Points 2	
TRAITS	
Door Defense • Aura 5	
While within the aura, allies gain +2 bonus to attack rolls and damage rolls.	
Construct Bond	
Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.	
STANDARD ACTIONS	
C Invoke Pain (psychic) • At-Will	
<i>Attack:</i> Close burst 5, or 10 while bloodied (one or two enemies in burst); +11 vs. Fortitude	
<i>Hit:</i> 1d10 + 11 damage and the target takes a -2 penalty to attack and damage rolls (save ends).	
<i>Miss:</i> Half damage and the target takes no penalty to attack and damage rolls.	
C Invoke Fealty (charm) • Recharge when first bloodied	
<i>Attack:</i> Close burst 5, or 10 while bloodied (two or three enemies in burst); +11 vs. Will	
<i>Hit:</i> 1d10 + 11 damage and Holy Door Guardian slides the target 1 square and the target falls prone.	
C Invoke Obedience (charm, psychic) • Recharge when first bloodied	
<i>Attack:</i> Close burst 5, or 10 while bloodied (two or three enemies in burst); +11 vs. Will	
<i>Hit:</i> 1d10 + 11 damage and the target is dominated until the end of its next turn.	

MINOR ACTIONS		
Call Stone Golem • Recharge 6		
<i>Effect:</i> The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10 squares of the Holy Door Guardian. It acts immediately.		
Call Minor Stone Golem • At-will (1/round)		
<i>Effect:</i> The Holy Door Guardian summons 4 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.		
TRIGGERED ACTIONS		
Invoke Rebuke (psychic, radiant) • At-will		
<i>Trigger:</i> An enemy hits the Holy Door Guardian.		
<i>Effect (Immediate Reaction):</i> The triggering enemy takes 5 psychic and radiant damage, and ongoing 5 psychic and radiant damage (save ends).		
Skills Bluff +14, Diplomacy +14, Insight +12		
Str -2 (-2)	Dex -2 (-2)	Wis 17 (+7)
Con 15 (+6)	Int 17 (+7)	Cha 21 (+9)
Alignment lawful good Languages Common		

Stone Golem	Level 8 Elite Soldier
Large natural animate (construct)	XP 700
HP 184; Bloodied 92	Initiative +2
AC 24, Fortitude 22, Reflex 19, Will 18	
	Perception +1
	Darkvision
Speed 6 (cannot shift)	
Immune disease, poison	
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
M Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC	
<i>Hit:</i> 1d6 + 13 damage, and the golem can push the target 1 square	
m Double-Attack • At-Will	
<i>Effect:</i> The golem uses slam twice. Each attack knocks the target prone if it hits.	
m Golem Rampage • Recharge 5-6	
<i>Effect:</i> The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.	
TRIGGERED ACTIONS	
C Death Burst • Encounter	
<i>Trigger:</i> The stone golem drops to 0 hit points.	
<i>Attack (no action):</i> Close burst 1 (creatures in burst); +13 vs. AC	
<i>Hit:</i> 1d12 + 10 damage.	
<i>Effect:</i> The golem is destroyed. The area of the burst becomes difficult terrain until cleared.	
Str 20 (+9)	Dex 3 (+0)
Con 20 (+9)	Int -1 (-2)
	Cha -1 (-2)
Alignment unaligned Languages -	

Minor Stone Golem	Level 8 Minion Soldier
Large natural animate (construct)	XP 88
HP 1; a missed attack never damages a minion	Initiative +2
AC 24, Fortitude 22, Reflex 19, Will 18	
	Perception +1
	Darkvision
Speed 6 (cannot shift)	
Immune disease, poison	
STANDARD ACTIONS	
M Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC	
<i>Hit:</i> 8 damage, and the golem can push the target 1 square	
m Double-Attack • At-Will	
<i>Effect:</i> The golem uses slam twice. Each attack knocks the target prone if it hits.	

TRIGGERED ACTIONS		
C Death Burst • Encounter		
<i>Trigger:</i> The stone golem drops to 0 hit points.		
<i>Attack (no action):</i> Close burst 1 (creatures in burst); +13 vs. AC		
<i>Hit:</i> 8 damage.		
<i>Effect:</i> The golem is destroyed.		
Str 20 (+9)	Dex 3 (+0)	Wis 4 (+1)
Con 20 (+9)	Int -1 (-2)	Cha -1 (-2)
Alignment unaligned Languages -		

MISSION 3A: EVACUATION

Rubble Launcher
HP 60
Initiative +4
AC 16, Fortitude 14, Reflex 14, Will 14;
STANDARD ACTIONS
B Launch Rubble (weapon) • At-Will
<i>Attack:</i> Area burst 1 within 20 (creatures in the burst); +11 vs. Reflex
<i>Hit:</i> 2d8+5

MISSION 3B: ASSASSINS

PlagueWhisper Captain of Torm (A)	Level 10 Elite
Medium aberrant humanoid (human)	XP 1000
HP 194; Bloodied 96	Initiative +6
AC 22, Fortitude 22, Reflex 21, Will 22	Perception +6
Speed 6	Darkvision
Saving Throw +2, Action Points 1	
TRAITS	
O Sickening Swirl • Aura 3	
Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty. Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful Endurance checks they are immune to the aura but still suffer the sight penalty. A player may chose to spend a standard action to make an Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other then the center - which he as already done at the start. He must still be in the aura for the anchoring to be in effect.	
STANDARD ACTIONS	
m • Captain's Remark At-Will	
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC	
<i>Hit:</i> 3d6 + 9 damage.	
<i>Effect:</i> The Captain can slide the target 1 square.	
M Double Attack • At-Will	
<i>Effect:</i> The Captain can use his Captain's Remark twice.	
R Stinging Words • At-Will	
<i>Attack:</i> Ranged 5/10; +15 vs. AC	
<i>Hit:</i> 2d10 + 5 damage	
C Captain's Affliction (poison) • Recharge ☞☞	
<i>Attack:</i> Close burst 3 (creatures in the burst); +12 vs. Fortitude	
<i>Hit:</i> 3d8+8 poison damage.	
MOVE ACTIONS	
Slip Away • (only while in Captain's Aura)	
The Captain or an ally can shift 3 squares but must remain in the aura.	
MINOR ACTIONS	
Coughing Spasm (poison) • Recharge when no creature is affected by this power	
<i>Attack:</i> Ranged 5 (one dazed creature affected by Captain's Aura); +12	

vs. Fortitude		
<i>Hit:</i> The target is weakened (save ends).		
Skills Athletics +13, Endurance +14		
Str 17 (+8)	Dex 12 (+6)	Wis 12 (+8)
Con 19 (+9)	Int 17 (+8)	Cha 18 (+9)
Alignment Evil		Languages - Common
Equipment chainmail, pike		
Note: Based on the Aboleth Plaguewhisper from <i>Dungeon</i> 195.		

Corrupted Paladin of Torm (B)	Level 8 Solider	
Medium aberrant humanoid (human)	XP 600	
HP 88; Bloodied 44	Initiative +5	
AC 21, Fortitude 20, Reflex 17, Will 18	Perception +4	
Resist 5 poison		
Speed 5	Darkvision	
TRAITS		
O Unholy Bravado • Aura 1		
(Fear) aura 1; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn		
STANDARD ACTIONS		
m Spear • At-Will • Necrotic, Weapon		
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC		
<i>Hit:</i> 1d8 + 2 plus 5 necrotic damage.		
M Death Stab • At-Will • Necrotic, Weapon		
+13 vs AC; 2d8+4 necrotic damage, and the target is knocked prone.		
C Necrotic Strike • Standard, Recharge ☞☞ • Necrotic, Weapon		
+13 vs AC; 3d8+2 damage, and ongoing 5 necrotic damage (save ends).		
MINOR ACTIONS		
Punish the Righteous • At-Will (1/round)		
Targets one enemy adjacent to the Paladin; the target gains vulnerable 5 necrotic until the end of the Paladin's next turn.		
Str 18 (+8)	Dex 12 (+5)	Wis 11 (+4)
Con 16 (+7)	Int 10 (+4)	Cha 15 (+6)
Alignment Evil		Languages - Common, Abyssal
Note: Based on the Arzaanezra, Paladin of Slaughter from Fortress of the Yuan-ti, page(s) 14.		

Spitting Yuan-ti	Level 8 Artillery	
Medium natural humanoid (reptile), yuan-ti	XP 1000	
HP 80; Bloodied 40	Initiative +7	
AC 22, Fortitude 19, Reflex 21, Will 18	Perception +11	
Resist 10 poison		
Speed 7		
STANDARD ACTIONS		
m Scimitar • At-Will • Weapon		
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC		
<i>Hit:</i> 2d8 + 4.		
R Crossbow • At-Will • Poison, Weapon		
<i>Attack:</i> Ranged 15 (one creature); +15 vs AC		
<i>Hit:</i> 2d8 + 2, ongoing 5 poison damage (save ends), and knocked prone.		
C Shattering Bolt • Poison, Weapon • Recharge ☞☞		
<i>Attack:</i> Area burst 1 within 15 (creatures in burst); +13 vs Reflex		
<i>Hit:</i> 2d10+2 damage, ongoing 10 poison damage (save ends)		
MINOR ACTIONS		
Mental Rebuke (psychic) • At-Will (1/round)		
<i>Attack:</i> Ranged 20 (one creature); +11 vs Will		
<i>Hit:</i> Until the end of the Yuan-ti's next turn, the target takes 10 psychic damage each time it makes an attack against a Yuan-ti.		
Skills Arcana +14, Athletics +14, History +14, Stealth +16		
Str 18 (+8)	Dex 22 (+11)	Wis 16 (+8)
Con 14 (+7)	Int 19 (+9)	Cha 20 (+10)
Alignment Evil		Languages - Common, Draconic

Equipment 30 poisoned bolts, crossbow, scimitar
Note: Based on the Senjarik from Dungeon Magazine 190.

Undead Cleric of Torm (D) **Level 10 Elite**
 Medium natural humanoid (undead, human) XP 1000
HP 180; Bloodied 90 **Initiative +5**
Regeneration 10 (if the Cleric takes radiant damage, regeneration doesn't function on its next turn)
AC 22, Fortitude 21, Reflex 20, Will 22 **Perception +9**
Immune disease, poison; **Resist 10** necrotic; **Vulnerable 5** fire
Speed 5 Darkvision
Saving Throws +1, Action Points 1

STANDARD ACTIONS

m Shielding Mace • At-Will • Weapon
Attack: Melee 1 +13 vs. AC, 2d8+5, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.

R Plague of Doom • At-Will • Necrotic
 +14 vs Reflex; 2d8+2 necrotic damage, and the target takes a -2 penalty to defenses until the end of the Cleric's next turn.

C Undying Breath • Standard, Recharge 1/1 • Healing
On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.

TRIGGERED ACTIONS

Unholy Aid • (immediate interrupt, when affected by a condition; recharge 1/1)
The Cleric removes the condition.

Str 18 (+10) Dex 12 (+7) Wis 18 (+10)
Con 15 (+8) Int 14 (+8) Cha 15 (+8)

Alignment Evil **Languages** - Common
Equipment chainmail, mace

Note: Based on the Mummy Lord from Monster Manual page(s) 192.

MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts **Level 10 Minion Soldier**
 Medium natural humanoid (undead) XP 125
HP 1; a missed attack never damages a minion. **Initiative +10**
AC 26, Fortitude 24, Reflex 22, Will 20 **Perception +10**
Speed 6 Darkvision

STANDARD ACTIONS

m Grabbing Claws • At-Will
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 8 damage, and the target is grabbed (escape DC 18) if the Bhaalspawn grunt has no creature grabbed.

M Bite (disease) • At-Will
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +15 vs. AC
Hit: 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

Str 18 (+9) Dex 14 (+7) Wis 11 (+5)
Con 18 (+9) Int 7 (+3) Cha 10 (+5)

Alignment chaotic evil **Languages** Common

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Crawling Claw Swarm **Level 10 Soldier**
 Medium natural animate (swarm, undead) XP 500
HP 101; Bloodied 50 **Initiative +10**
AC 26, Fortitude 21, Reflex 23, Will 20 **Perception +8**

Vulnerable 10 against close and area attacks tremorsense 10
Immune disease, poison; **Resist** half damage from melee and ranged attacks

Speed 8, climb 4

TRAITS

Swarm Attack • Aura 2

The crawling claw swarm makes a *swarm of claws* attack as a free action against enemy that starts its turn within the aura.

STANDARD ACTIONS

m Swarm of Claws • At-Will

Attack: Melee 1 (one creature); +15 vs. Reflex
Hit: 1d8+8 damage, and the target is immobilized until the start of crawling claw swarms next turn.

Str 15 (+7) Dex 16 (+8) Wis 10 (+5)

Con 13 (+6) Int 3 (+1) Cha 6 (+3)

Alignment Unaligned **Languages** --

Note: Open Grave.

Dayan, Vampire Necromancer **Level 9 Elite Controller**

Medium natural humanoid (undead) XP 800

HP 180; Bloodied 90 **Initiative +7**

AC 23, Fortitude 20, Reflex 21, Will 22 **Perception +11**

Vulnerable 5 radiant **Darkvision**

Immune disease, poison; **Resist 10** necrotic

Speed 7, climb 4 (spider climb)

Saving Throws +2; Action Points 1

TRAITS

Unholy Strength (necrotic) • Aura 2

Any undead ally in the aura deals 5 extra necrotic damage.

STANDARD ACTIONS

m Deft Longsword (weapon) • At-Will

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 2d8+5 damage.

Effect: After the attack, Dayan slides the target up to 2 squares.

Embolden Undead • At-Will

Effect: Dayan can use *deft longsword* twice, or he can use *deft longsword* once and allow one undead ally within 5 squares of him to make a basic attack as a free action.

C Word of Beguilement (charm, psychic) • Recharge 5-6

Attack: Close blast 3 (enemies in the blast); +12 vs. Will

Hit: 2d8+8 psychic damage, and until the end of its next turn, the target is slowed and takes a -2 penalty to attack rolls its makes against Dayan.

C Necromantic Surge (necrotic) • Recharge when first bloodied

Attack: Close blast 5 (enemies in the blast); +12 vs. Fortitude

Hit: 2d6+7 necrotic damage, and the target is dazed (save ends).

Miss: Half damage.

Effect: Undead allies in theblast gain 15 temporary hit points.

MINOR ACTIONS

M Bite • At-Will (1/round)

Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +12 vs. AC

Hit: 1d10+6 damage, and Dayan regains 5 hit points.

TRIGGERED ACTIONS

Mist Form (polymorph) • Encounter

Trigger: Dayan takes damage while bloodied.

Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.

Skills Arcana +13, Bluff +13, Stealth +12

Str 14 (+6) Dex 16 (+7) Wis 14 (+6)

Con 10 (+4) Int 18 (+8) Cha 18 (+8)

Alignment Evil **Languages** Common, Netherese

Note: Removed irrelevant traits; Halls of Undermountain.

MISSION 3D: HOLD THE GATE, AGAIN

Nethril Spies		Level 7 Lurker
Medium natural humanoid		XP 300
HP 59; Bloodied 29		Initiative +10
AC 21, Fortitude 17, Reflex 19, Will 18		Perception +10
Speed 6		
STANDARD ACTIONS		
m Poisoned Dagger (poison, weapon) • At-Will		
Attack: Melee 1 (one creature) +12 vs. AC		
Hit: 3d4 + 8 damage and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.		
r Fastlight Strike (radiant) • At Will		
Requirement: The spy must be visible		
Attack: Ranged 5 (one creature) +10 vs. Will		
Hit: 4d6 + 10 damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both)		
Miss: Half damage, and the target is blinded until the end of its next turn.		
Witchcloak • At Will		
Effect: The Spy becomes invisible until the end of its next turn or until immediately after it attacks.		
Skills Stealth +11, Thievery +11		
Str 12 (+4)	Dex 17 (+6)	Wis 15 (+5)
Con 11 (+3)	Int 7 (+1)	Cha 9 (+2)
Alignment evil		Languages Common, shou
Equipment: leather armor, poisoned dagger		
Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale		

Nethril Battlestaves		Level 9 Soldier
Medium natural humanoid		XP 400
HP 94; Bloodied 47		Initiative +10
AC 25, Fortitude 21, Reflex 23, Will 19		Perception +4
Speed 6		
STANDARD ACTIONS		
M quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d6 + 10 damage, and the target is slowed until the end of its next turn.		
Effect: The battlestaff marks the target until the end of the target's next turn.		
M Staff Sweep (weapon) • At-Will		
Attack: Melee 2 (one creature) +12 vs. Reflex		
Hit: 1d6+8 damage, and the target falls prone.		
M Slap Down • Recharge 4 5 6		
Effect: The battlestaff uses <i>quarterstaff</i> and <i>staff sweep</i>		
TRIGGERED ACTIONS		
Menacing Glare • At Will		
Trigger: An enemy within 5 squares of the battlestaff marks it.		
Effect: (Free action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.		
Skills: Athletics +11, Stealth +13		
Str 15 (+6)	Dex 18 (+8)	Wis 10 (+4)
Con 14 (+6)	Int 8 (+3)	Cha 8 (+3)
Alignment Evil		Languages Common, Shou
Equipment: leather armor, quarterstaff		
Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale		

Nethril Dreadnought		Level 10 Elite Brute (Leader)
Medium natural humanoid		XP 1000
HP 250; Bloodied 125		Initiative +6
AC 22, Fortitude 24, Reflex 20, Will 22 Perception +8		
Speed 6		
TRAITS		
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 stunned until the end of the target's next turn.		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creature) +15 vs. AC		
Hit: 2d10 + 11 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares adjacent to the target.		
TRIGGERED ACTIONS		
m Low Blow (weapon) • At Will (1/round)		
Attack: Melee 2. +13 vs. Fortitude		
Hit: 3d6 + 11 damage, and the target falls prone.		
r You Fight Now! • Recharge when first bloodied.		
Effect: Ranged 5 (one ally). The target can charge as a free action.		
Skills Athletics +16, Intimidate +9		
Str 23 (+11)	Dex 13 (+6)	Wis 16 (+8)
Con 15 (+7)	Int 10 (+5)	Cha 8 (+4)
Alignment evil		Languages Common, shou
Equipment: halberd, scale armor		
Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.		

MISSION 3F: CONTAINMENT

Warwing Drake		Level 10 Skirmisher
Large natural beast (reptile)		XP 500
HP 104; Bloodied 52		Initiative +9
AC 24, Fortitude 23, Reflex 21, Will 21		Perception +12
Immune fear (while flying)		
Speed 8, fly 8, overland flight 12		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d10+7 damage.		
m Claw • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d6+7 damage.		
M Flyby Attack • At-Will		
Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the either attack.		
Skills Athletics +14		
Str 18 (+9)	Dex 15 (+7)	Wis 14 (+7)
Con 16 (+8)	Int 6 (+3)	Cha 14 (+7)
Alignment Unaligned		Languages -
Note: Warwing Drake, reoved mount for space; Dungeon Magazine 165.		

Scaled Guardian		Level 8 Soldier
Medium natural humanoid (undead)		XP 350
HP 86; Bloodied 43		Initiative +10
AC 24, Fortitude 20, Reflex 22, Will 18		Perception +4

Speed 8, climb 4
Resist 10 necrotic; Vulnerable 5 radiant
STANDARD ACTIONS
m Bite (poison) • At-Will
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC
<i>Hit:</i> 1d6+5 damage, and ongoing 10 poison damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).
TRIGGERED ACTIONS
M Death Bite (necrotic) • At-Will
<i>Trigger:</i> A creature takes damage from the ongoing poison of the guardian's bite.
<i>Attack (opportunity action):</i> Melee 1 (the triggering creature); +8 vs. AC
<i>Hit:</i> 2d6+4 damage, and the target is dazed and takes ongoing 5 necrotic damage (save ends both).
Skills Stealth +13
Str 13 (+5) Dex 18 (+8) Wis 10 (+4)
Con 14 (+6) Int 9 (+3) Cha 11 (+4)
Alignment Chaotic Evil Languages Common, Primordial
Note: Marauders of the Dune Sea.

Ad'Kian	Level 9 Elite Controller (Leader)
Medium natural humanoid (human)	XP 800
HP 182; Bloodied 91	Initiative +4
AC 23, Fortitude 20, Reflex 21, Will 21	Perception +7
Speed 6	
Resist 6 necrotic	
Action Point 1	
Saving Throws +2	
TRAITS	
Death Master • Aura 5	
All undead allies within the aura gain a +1 bonus to attack rolls and resist 5 radiant.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 1d6+4 damage.	
r Shadow Claw (implement, necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +10 vs. Fortitude	
<i>Hit:</i> 1d10+7 necrotic damage and Ad'kian slides the target 3 squares.	
R Decaying Whisper (implement, necrotic) • Recharge 4-6	
<i>Attack:</i> Ranged 10 (one creature); +10 vs. Fortitude	
<i>Hit:</i> 2d10+6 necrotic damage and the target is slowed and takes ongoing 5 necrotic damage (save ends both).	
R Wind of Death (implement, necrotic) • At-Will	
<i>Requirement:</i> Decaying Whisper must be available.	
<i>Effect:</i> Ad'kian uses shadow claw and decaying whisper.	
A Swarming Claws (implement, necrotic) • Encounter	
<i>Attack:</i> Area Burst 1 within 10 (enemies within burst); +10 vs. Reflex	
<i>Hit:</i> 2d6+6 damage and the target is immobilized (save ends).	
<i>Miss:</i> Half damage and is slowed until the end of Ad'kian's next turn.	
<i>Effect:</i> The burst becomes a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 5 damage.	
TRIGGERED ACTIONS	
M Shadow Fury	
<i>Trigger:</i> Ad'kian is bloodied.	
<i>Attack (no action):</i> Decaying whisper recharges and Ad'kian immediately uses wind of death.	
Skills Arcana +12, Bluff +9, Intimidate +9, Religion +12	
Str 12 (+5) Dex 11 (+4) Wis 16 (+7)	
Con 11 (+4) Int 16 (+7) Cha 11 (+4)	
Alignment Evil Languages Common, Netherese	

Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death and shadow fury; Dungeon Magazine 182.

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier	Level 8 Minion
Medium natural humanoid (human)	XP 88
HP 1; A missed attack never damages a minion	Initiative +8
AC 22, Fortitude 22, Reflex 21, Will 19	Perception +4
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 6 damage (8 damage with combat advantage)	
Str 16 (+7) Dex 14 (+6) Wis 9 (+3)	
Con 12 (+5) Int 10 (+4) Cha 8 (+3)	
Alignment Evil Languages Common, Netherese	
Note: Re-flavored Grand Melee Gladiator; Dragon Magazine Annual.	

Lizardfolk Shocker	Level 9 Artillery
Medium natural humanoid (reptile)	XP 400
HP 74; Bloodied 37	Initiative +8
AC 23, Fortitude 21, Reflex 23, Will 19	Perception +4
Speed 6 (swampwalk)	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 1d6+7 damage.	
r Witch Lightning (lightning, radiant) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +14 vs. Reflex	
<i>Hit:</i> 1d8+6 lightning and radiant damage, and each enemy within 2 squares of the target takes 5 lightning damage.	
A Ball of Lightning (lightning) • Encounter	
<i>Attack:</i> Area burst 2 within 20 (creatures in the burst); +14 vs. Reflex	
<i>Hit:</i> 1d8+6 lightning damage, and ongoing 5 lightning damage (save ends).	
<i>Miss:</i> Half damage.	
TRIGGERED ACTIONS	
Sudden Jolt (lightning, radiant) • At-Will	
<i>Trigger:</i> An enemy within 20 squares of the shocker hits it with a ranged or an area attack.	
<i>Effect (immediate reaction):</i> Close burst 20 (triggering enemy in the burst). The target takes 7 lightning and radiant damage.	
Str 14 (+6) Dex 18 (+8) Wis 10 (+4)	
Con 14 (+6) Int 8 (+3) Cha 8 (+3)	
Alignment Unaligned Languages Draconic	
Note: Monster Vault: Threats to the Nentir Vale.	

Poisonscale Brawler	Level 9 Brute
Medium natural humanoid (reptile)	XP 400
HP 115; Bloodied 57	Initiative +6
AC 21, Fortitude 21, Reflex 19, Will 18	Perception +4
Speed 6 (swampwalk)	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 2d6+9 damage.	

M Crushing Grasp • At-Will		
Attack: Melee1 (one creature grabbed by the brawler); +12 vs.Fortitude		
Hit: 3d6+10.		
Miss: Half damage.		
MINOR ACTIONS		
M Feral Grab • At-Will (1/round)		
Requirement: The brawler must not be grabbing a creature.		
Attack: Melee1 (one creature that isn't grabbed); +12 vs.Reflex		
Hit: The brawler grabs the target (escape DC 16).		
Skills Athletics +13, Stealth +11		
Str 18 (+8)	Dex 15 (+6)	Wis 10 (+4)
Con 15 (+6)	Int 7 (+2)	Cha 8 (+3)
Alignment Unaligned		Languages Draconic
Note: Monster Vault.		

Shadrixx, Young Black Dragon		Level 8 Solo Lurker
Large natural magical beast (aquatic, dragon)		XP 1750
HP 336; Bloodied 168	Initiative +14	
AC 22, Fortitude 20, Reflex 22, Will 19	Perception +12	
Resist 10 acid	Darkvision	
Speed 7 (swampwalk), fly 7, swim 7		
Saving Throws +5; Action Points 2		
TRAITS		
Acidic Blood (acid)		
Whenever the dragon takes damage while it is bloodied, each creature adjacent to it takes 5 acid damage.		
Aquatic		
The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Instinctive Devouring		
On an initiative of 10 + its initiative check, the dragon can use a free action to charge or to use bite. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.		
Action Recovery		
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.		
STANDARD ACTIONS		
m Bite (acid) • At-Will		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 2d8+6 damage, and the target takes ongoing 5 acid damage (save ends).		
Miss: 7 acid damage.		
M Claw • At-Will		
Attack: Melee 2 (2 attacks; one or two creatures); +13 vs. AC		
Hit: 2d6+7 damage.		
C Breath Weapon (Acid) • Recharge 5-6		
Attack: Close blast 5 (enemies in blast); +11 vs. Reflex		

Hit: 2d8+5 acid damage, and ongoing 5 acid damage and a -4 penalty to AC (save ends both).		
Miss: Half damage.		
C Shroud of Gloom • Recharge 6		
Effect: Close burst 5 (enemies in blast); Each target gains vulnerable 5 acid and takes a -2 penalty to attack rolls until the end of the encounter. A character can use a standard action to attempt a DC 12 Heal check to end this effect on himself or herself or an adjacent ally.		
TRIGGERED ACTIONS		
M Tail Sweep • At-Will		
Trigger: An enemy misses the dragon with a melee attack.		
Attack (opportunity action): Melee 3 (triggering enemy); +11 vs. AC		
Hit: 1d6+4 damage, and the target is falls prone, eachof the target's allies adjacent to the target takes 7 damage.		
C Bloodied Breath • At-Will		
Trigger: The dragon is first bloodied.		
Effect (free action): Breath weapon recharges, and the dragon uses it.		
Skills Stealth +14		
Str 16 (+7)	Dex 20 (+9)	Wis 15 (+6)
Con 12 (+5)	Int 12 (+5)	Cha 10 (+4)
Alignment Evil		Languages Common, Draconic
Note: Monster Manual.		

Shadow Ogre		Level 8 Brute
Large natural humanoid (shadow, giant)		XP 350
HP 110; Bloodied 55	Initiative +6	
AC 20, Fortitude 22, Reflex 19, Will 18	Perception +4	
Speed 8		
STANDARD ACTIONS		
m Greatclub (weapon) • At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d10+7 damage.		
r Rock (weapon) • At-Will		
Attack: Ranged 10 (one creature); +11 vs. AC		
Hit: 2d6+6 damage.		
M Grand Slam (weapon) • Encounter		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 4d10+5 damage, and the ogre pushes the target up to 2 squares and knocks it prone.		
Miss: Half damage, and the target falls prone.		
MOVE ACTIONS		
Shadow Step (teleport)		
Effect: The ogre teleports 4 squares and gains concealment until the end of its next turn.		
Str 21 (+9)	Dex 14 (+6)	Wis 11 (+4)
Con 20 (+9)	Int 4 (+1)	Cha 6 (+2)
Alignment Chaotic evil		Languages Giant
Note: Added shadow step; Monster Vault.		

APPENDIX 9: AL 10 STAT BLOCKS

MISSION 1AA: THROUGH THE BORDER

Plaguetouched Eladrin Arcane Archer		Level 11 Artillery
Medium fey humanoid (plaguetouched, eladrin)		XP 600
HP 97; Bloodied 48	Initiative +9	
AC 23, Fortitude 22, Reflex 24, Will 22	Perception +10	
Speed 6	low-light vision	
Saving Throw +5 against charm effects		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 1d6 + 7 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Attack: Ranged 20/40 (two creatures); +16 vs. AC or Reflex (whichever is lower)		
Hit: 1d10+3 damage plus 1d8+1 fire damage.		
A Eldritch Burst (force) • Recharge 4-6		
Attack: Area burst 1 within 20; +16 vs. Fortitude		
Hit: 1d10 + 8 force damage, and the target is knocked prone (save ends).		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
The eladrin arcane archer teleports 5 squares.		
Str 12 (+6)	Dex 18 (+9)	Wis 11 (+5)
Con 15 (+7)	Int 17 (+8)	Cha 15 (+7)
Alignment Unaligned		Languages Common, Elven
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .		

Wyrmwarpred Atrocity		Level 11 Brute
Small aberrant humanoid (reptile)		XP 600
HP 134; Bloodied 67	Initiative +7	
AC 23, Fortitude 23, Reflex 23, Will 21	Perception +4	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d6 + 10 damage, and target is immobilized (save ends).		
M Double Attack • At-Will		
The atrocity makes two claw attacks.		
MINOR ACTIONS		
Shifty • At-Will		
The atrocity shifts 1 square.		
TRIGGERED ACTIONS		
M Fearsome Outburst		
Trigger: The atrocity is bloodied.		
Attack (free action): Melee 1 (one creature); +13 vs. AC		
Hit: 2d10 + 8 damage.		
C Death Burst (acid)		
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.		
Attack (no action): Close burst 2 (creatures in burst); +11 vs. Reflex		
Hit: 1d10 + 6 acid damage, and the target takes a -1 penalty to attack rolls (save ends).		
Skills Stealth +10, Thievery +10		
Str 19 (+9)	Dex 15 (+7)	Wis 8 (+4)
Con 14 (+7)	Int 9 (+4)	Cha 13 (+6)
Alignment Evil		Languages Common, Draconic
Note: <i>Draconomicon: Chromatic Dragons</i> .		

Kobold Nagaguard		Level 10 Minion
Small natural humanoid (reptile)		XP 125
HP 1; A missed attack never damages a minion	Initiative +8	
AC 24, Fortitude 22, Reflex 22, Will 19	Perception +5	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 9 damage		
r Javelin (Weapon) • Encounter		
Attack: Ranged 10/20 (one creature); +14 vs. AC		
Hit: 9 damage		
MINOR ACTIONS		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
TRIGGERED ACTIONS		
Spinning Slash		
Trigger: The kobold nagaguard hits with a short sword attack.		
Attack (no action): The kobold nagaguard deals 6 damage to one other enemy adjacent to it.		
Skills Stealth +10, Thievery +10		
Str 8 (+4)	Dex 16 (+8)	Wis 10 (+5)
Con 14 (+7)	Int 9 (+4)	Cha 10 (+5)
Alignment Unaligned		Languages -
Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power; <i>Dungeon Delve</i> .		

Plaguetouched Pikeman		Level 11 Soldier
Medium natural humanoid (plaguetouched, human)		XP 600
HP 110; Bloodied 60	Initiative +9	
AC 27, Fortitude 24, Reflex 22, Will 21	Perception +6	
Speed 6		
STANDARD ACTIONS		
m Pike (weapon) • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 1d10 + 8 damage, plus the target is marked until the end of the pikeman's next turn.		
M Prisoner's Lament (weapon) • At-Will		
Attack: Melee 2 (one grabbed, restrained, or immobilized creature); +20 vs. AC		
Hit: 1d10 + 12 damage, plus the target takes a -2 penalty to skill checks and saves until the end of the pikeman's next turn.		
TRIGGERED ACTIONS		
M Pinning Pike (weapon)		
Trigger: A marked target makes an attack that does not include the pikeman.		
Attack (opportunity): Melee 2 (triggering creature); +18 vs. AC		
Hit: 1d10 + 8 damage, plus the target is immobilized (save ends).		
C Clearing Pike (weapon)		
Trigger: The pikeman is bloodied.		
Attack (no action): Close burst 2 (enemies in burst); +18 vs. Reflex		
Hit: 1d10 + 8 damage, and the target is pushed 3 squares.		
Plaguetouched Resilience • Encounter		
Effect: The pikeman rolls a saving throw against the triggering effect.		
Skills Athletics +13		
Str 17 (+8)	Dex 15 (+7)	Wis 12 (+6)
Con 14 (+7)	Int 8 (+4)	Cha 7 (+3)
Alignment Evil		Languages Common
Note: Based on Hobgoblin Deathwatcher, made human and plaguetouched; <i>Dungeon Magazine</i> 179.		

MISSION 1AB: HOLD THE PORTAL

Venom-Maw Hydra (H)	Level 11 Solo Brute
Huge natural beast (reptile, water)	XP 3000
HP 432; Bloodied 216	Initiative +10
AC 25, Fortitude 25, Reflex 23, Will 22	Perception +14
Resist 10 poison	
Speed 7, swim 10	All-around vision, Darkvision
Saving Throw +5, Action Points 2	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the hydra.	
Many Headed	
While stunned or dominated, the hydra can take free actions.	
Regenerating Heads	
The hydra starts an encounter with four heads. When the hydra hit points first go below 324, 216 and 108, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.	
Threatening Reach	
The hydra can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 3 (one creature); +16 vs. AC	
Hit: 3d8 + 2 damage and ongoing 10 poison damage, or ongoing 20 poison damage if the hydra is bloodied (save ends).	
R Venomous Spit (Poison) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex; This attack does not provoke opportunity attacks.	
Hit: 2d12 poison damage and the target falls prone.	
Hydra Fury • At-Will	
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has two heads, it gains a +5 bonus to damage rolls. If it only has one head, it gains a +15 bonus to damage rolls.	
TRIGGERED ACTIONS	
M Snapping Jaws • At-Will	
Trigger: An enemy ends its turn within 2 squares of the hydra.	
Effect (free action): The hydra uses bite twice against the triggering enemy.	
Skills Stealth +15	
Str 25 (+12)	Dex 20 (+10)
Con 24 (+13)	Int 2 (+1)
Wis 18 (+9)	Cha 8 (+4)
Alignment Unaligned	Languages -

5 Yuan-ti Sharpshooters (S)	Level 11 Minion Artillery
Medium natural humanoid (reptile)	XP 150
HP 1; a missed attack never damages a minion	Initiative +7
AC 25, Fortitude 24, Reflex 24, Will 23	Perception +8
Resist 10 poison	
Speed 6	Darkvision
TRAITS	
Chameleon Defense	
The yuan-ti has partial concealment from creatures more than 3 squares away from it.	
STANDARD ACTIONS	
m Poison Touch • At-Will	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: 5 poison damage.	
r Poison Arrows • At-Will	
Attack: Ranged 20 (one creature); +16 vs. Reflex	
Hit: 9 poison damage.	

A Exploding Arrows • At-Will		
Attack: Area burst 1 within 20 (enemies in burst); +16 vs. Reflex		
Hit: 7 fire and poison damage.		
Miss: Half damage.		
Str 9 (+4)	Dex 14 (+7)	Wis 17 (+8)
Con 20 (+10)	Int 28 (+14)	Cha 26 (+13)
Alignment Evil		Languages Common, Draconic
Note: Re-flavored lich remnant as a yuan-ti.		

Yuan-ti Beastmaster	Level 10 Controller (Leader)
Large natural humanoid (reptile)	XP 500
HP 108; Bloodied 54	Initiative +9
AC 24, Fortitude 23, Reflex 21, Will 22	Perception +11
Resist 10 poison	
Speed 8	Low-light vision
TRAITS	
Chameleon Defense	
The yuan-ti has partial concealment from creatures more than 3 squares away from it.	
O Zehir's Agony • Aura 5	
An enemy that starts its turn within the aura takes 10 poison damage.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 3 (one creature); +13 vs. AC	
Hit: 3d6 + 9 damage, and the target falls prone.	
C Beast Mastery • At-Will	
Effect: Close burst 10 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.	
C Attraction Spray (charm) • Encounter	
Attack: Close burst 1 (enemies in the burst); +13 vs. Will	
Hit: The target is dominated (save ends).	
MINOR ACTIONS	
A Hurl Net (weapon) • At-Will (1/round)	
Attack: Area burst 1 within 5 (creatures in the burst); +13 vs. Reflex	
Hit: The target is restrained (save ends).	
TRIGGERED ACTIONS	
Poison Defense • At-Will	
Trigger: The beastmaster is hit by the attack.	
Effect (Immediate Interrupt): The beastmaster gains resist 5 to all damage against the triggering attack.	
Skills Athletics +14, Dungeoneering +15, Nature +15, Stealth +13	
Str 21 (+9)	Dex 18 (+8)
Con 20 (+9)	Int 12 (+5)
Wis 22 (+9)	Cha 11 (+4)
Alignment Evil	Languages Common, Draconic
Equipment 6 nets, trident	
Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony.	

MISSION 1AC: DROP ZONE

Plaguewhisperer Evangelist of Torm (E)	Level 10 Elite Controller
Large aberrant humanoid (human)	XP 1000
HP 214; Bloodied 107	Initiative +6
AC 24, Fortitude 23, Reflex 22, Will 23	Perception +6
Speed 5, fly 7	Darkvision
Saving Throw +2, Action Points 1	
TRAITS	
O Whispers of Doubt • Aura 5	
The aura is difficult terrain for enemies. An enemy that ends its turn must make a basic attack against its nearest ally as a free action or take 5 psychic damage.	
Feast of Flame	

Whenever the evangelist takes fire damage, it gains a +4 power bonus to damage rolls until the end of its next turn.

STANDARD ACTIONS

m Flailing Tentacle • At-Will

Attack: Melee 2 (one creature); +15 vs. AC

Hit: 3d6 + 11 damage.

Effect: The evangelist can slide the target 1 square.

M Double Attack • At-Will

Effect: The evangelist uses flailing tentacle twice.

R Stinging Words (psychic) • At-Will

Attack: Ranged 10 (one or two creature); +13 vs. Will

Hit: 2d6 + 7 psychic damage, and the target is dazed until the end of its next turn.

C Blue Fire Cascade (fire) • Recharge when first bloodied

Attack: Close burst 2 (creatures in the burst); +9 vs. Reflex

Hit: 3d6 + 12 fire damage.

Effect: Any creature that makes an attack against the evangelist before the evangelist's next turn takes 5 fire damage.

MINOR ACTIONS

Stirring Message (charm) • Recharge when no creature is dominated by this power

Attack: Ranged 10 (one dazed creature); +13 vs. Will

Hit: The target is dominated (save ends).

Skills Arcana +13, Dungeoneering +11

Str 17 (+8) **Dex** 12 (+6) **Wis** 12 (+6)

Con 19 (+9) **Int** 17 (+8) **Cha** 18 (+9)

Alignment Evil **Languages** - Common, telepathy 10

Note: Based on the Aboleth Plaguewhisper from *Dungeon* 195.

4 Eyes of Corrupted Clerics of Torm (C) Level 12 Minion Artillery

Tiny aberrant animate XP 175

HP 1; a missed attack never damages a minion **Initiative** +8

AC 26, **Fortitude** 22, **Reflex** 27, **Will** 24 **Perception** +10

Speed 5, fly 8 (hover) All-around vision, Darkvision

TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the clerics

STANDARD ACTIONS

r Eye Rays (varies) • At-Will

Attack: Ranged 5 (one creature); +17 vs. Reflex

Hit 10 damage of random type, determined by rolling a d4: 1-cold, 2-fire, 3-necrotic, 4-radiant.

Str 1 (+0) **Dex** 17 (+8) **Wis** 10 (+5)

Con 11 (+5) **Int** 7 (+3) **Cha** 7 (+3)

Alignment Unaligned **Languages** -

Note: Based on Beholerkin, Spectator from *Dungeon* 206.

Corrupted Paladins of Torm Mass (P) Level 10 Elite Brute

Large aberrant animate (human) XP 1000

HP 262; **Bloodied** 131 **Initiative** +3

AC 21, **Fortitude** 24, **Reflex** 19, **Will** 20 **Perception** +6

Resist 5 psychic

Speed 5 can't shift Darkvision

Saving Throw +2, **Action Points** 1

TRAITS

O Clutching Claws • Aura 1

Each enemy that starts its turn within the aura is slowed until the end of its next turn. Each enemy that ends its turn in the aura takes 5 damage.

STANDARD ACTIONS

m Horrific Embrace • At-Will

Attack: Melee 2 (one creature); +13 vs. AC

Hit: 3d6 + 12 damage, and the target is grabbed. The paladin mass can have up to two creatures grabbed at the same time.

M Many-Armed Horror • At-Will

The paladin mass makes a horrific embrace attack against each enemy adjacent to it.

M Absorb(healing) • At-Will

Attack: Melee (one or two creatures grabbed by the mass); +11 vs. Fortitude

Hit: The target is pulled into the paladin's mass space and takes ongoing 5 damage until it is expelled. If it has a creature absorbed at the start of its turn, the paladin mass gains 5 temporary hit points. The paladin mass can move normally while creatures and absorbed within it.

While absorbed, the target has line of sight and line of effect only to the paladin mass, and no creature has line of sight or effect to the target. The target can only make at-will attacks. When any target is drops to 0 hp or below while absorbed, the paladin mass regains 45 hit points. An absorbed target can escape by succeeding on a DC 24 Athletics or Acrobatics check. If the paladin mass takes 20 or more damage from a single attack, all absorbed targets are expelled into an unoccupied square adjacent to the paladin mass; absorbed creatures are also expelled when the paladin mass drops to 0 hit points.

The paladin mass can instead absorb a paladin corpse by moving into its space. At the start of its next turn, the mass regains 10 hit points.

MOVE ACTIONS

Spawn Corrupt Paladin • Recharge 5 6

A corrupt paladin appears in an unoccupied square adjacent to the paladin mass and makes a melee or ranged basic as a free action. Thereafter it acts on the goblin mass' initiative count. The paladin mass loses 10 hit points.

TRIGGERED ACTIONS

Death Burst • Encounter

Trigger: When the paladin mass is reduced to 0 hit points.

Attack: Close burst 1 (creatures); +11 vs. Reflex

Hit: 3d6 + 10 damage.

Effect: The area of the burst is filled with dismembered paladin parts and is difficult terrain.

Str 19 (+9) **Dex** 7 (+3) **Wis** 13 (+6)

Con 21 (+10) **Int** 2 (+1) **Cha** 2 (+1)

Alignment Evil **Languages** -

Note: Based on the Goblin Mass from *Dungeon* 177. Upgraded speed and got rid of swim speed.

Corrupt Paladin Level 5 Skirmisher

Medium aberrant humanoid (human) XP 200

HP 62; **Bloodied** 31 **Initiative** +6

AC 21, **Fortitude** 18, **Reflex** 18, **Will** 16 **Perception** +2

Speed 6 Darkvision

STANDARD ACTIONS

m Claws • At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 2d6 + 6 necrotic damage.

R Hurl Flesh • Encounter

Attack: Ranged 5/10 (one creature); +8 vs. AC

Hit: 2d6 + 6 necrotic damage.

MOVE ACTIONS

Reintegrate • Encounter (only while adjacent to paladin mass)

The corrupt paladin regains 9 hit points.

TRIGGERED ACTIONS

Corrupted Effort • Encounter

Trigger: The corrupt paladin misses with an attack.

Effect: The corrupt paladin gains a +4 bonus to the attack.

Str 16 (+5) **Dex** 14 (+4) **Wis** 10 (+2)

Con 14 (+4) **Int** 8 (+1) **Cha** 7 (+0)

Alignment evil **Languages** Common

Note: Reflavored corrupt goblin warrior from *Dungeon 177*. Replaced goblin tactics with heroic effort-like racial trait.

MISSION 1A: WE'RE WITH YOU

Werewolf Bravo	Level 11 Brute
Medium natural humanoid (shapechanger)	XP 600
HP 136; Bloodied 68	Initiative +7
AC 23, Fortitude 24, Reflex 23, Will 22	Perception +5
Speed 6	
TRAITS	
Bravo's Fury	
The bravo's attacks deal 2d6 extra damage against dazed, helpless, or prone creatures.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Requirement:</i> The bravo must be in wolf or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 2d6 + 6 damage, and target falls prone.	
m Falchion (weapon) • At-Will	
<i>Requirement:</i> The bravo must be in human or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 4d4 + 8 damage. If the bravo scores a critical hit, this attack instead deals 2d4+24 damage.	
M Howling Frenzy • Recharge when first bloodied	
<i>Effect:</i> The uses bite twice. If both attacks hit the same target, the target is dazed until the end of the bravo's next turn.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Skills Athletics +13, Bluff +12, Stealth +12	
Str 17 (+8)	Dex 15 (+7) Wis 11 (+5)
Con 16 (+8)	Int 10 (+5) Cha 14 (+7)
Alignment Unaligned Languages - Common	
Note: Based on the Jackalwere Bravo from <i>Monster Manual 3</i> .	

Werewolf Warrior	Level 11 Minion Soldier
Medium natural humanoid (shapechanger)	XP 150
HP 1; a missed attack never damages a minion.	Initiative +9
AC 27, Fortitude 24, Reflex 25, Will 22	Perception +5
Speed 6	
TRAITS	
Combat Advantage	
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Requirement:</i> The warrior must be in wolf or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 9 damage.	
m Short Sword (weapon) • At-Will	
<i>Requirement:</i> The warrior must be in human or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 7 damage and the target grants combat advantage to the next attack made against it before the start of the warriors next turn.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing,	

armor, and other possessions do not change.		
Skills Athletics +13, Stealth +12		
Str 17 (+8)	Dex 15 (+7)	Wis 11 (+5)
Con 14 (+7)	Int 10 (+5)	Cha 14 (+7)
Alignment Unaligned Languages - Common		
Note: Based on the Jackalwere Harrier from <i>Monster Manual 3</i> .		

Nisal, Werewolf Boss	Level 12 Controller
Medium natural humanoid (shapechanger)	XP 700
HP 118; Bloodied 59	Initiative +9
AC 26, Fortitude 23, Reflex 24, Will 24	Perception +7
Speed 6	
TRAITS	
Combat Advantage	
Whenever the warrior hits a creature granting combat advantage to it, that creature falls prone (save ends).	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Requirement:</i> The boss must be in wolf or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 1d6+8 damage, and the target falls prone.	
m Short Sword (weapon) • At-Will	
<i>Requirement:</i> The boss must be in human or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 2d6+9 damage.	
C Vicious Howl (thunder) • At-Will	
<i>Requirement:</i> The boss must be in wolf or hybrid form.	
<i>Attack:</i> Close blast 3 (enemies in blast); +15 vs. Fortitude	
<i>Hit:</i> 1d6+7 thunder damage, and the target falls prone.	
r Gaze of Sleep (sleep) • Recharge 5-6	
<i>Attack:</i> Ranged 5(one creature); +15 vs. Will	
<i>Hit:</i> The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw against the effect.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Skills Bluff +14, Diplomacy +14, Insight +12, Streetwise +12	
Str 15 (+8)	Dex 17 (+7) Wis 13 (+7)
Con 14 (+8)	Int 14 (+8) Cha 16 (+9)
Alignment Unaligned Languages Common	
Note: Based on the Jackalwere Deceiver from <i>Monster Manual 3</i> .	

MISSION 1B: SCOUT BEHIND THE WALLS

Netherese Soldier	Level 10 Minion
Medium natural humanoid (human)	XP 125
HP 1; A missed attack never damages a minion	Initiative +9
AC 24, Fortitude 24, Reflex 23, Will 21	Perception +5
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 7 damage (9 damage with combat advantage)	
Str 16 (+8)	Dex 14 (+7) Wis 9 (+4)

Con 12 (+6)	Int 10 (+5)	Cha 8 (+4)
Alignment Evil Languages Common, Netherese		
Note: Re-flavored Grand Melee Gladiator; Dragon Magazine Annual.		

Bhaalspawn Zombie	Level 10 Brute
Medium natural animate (undead)	XP 500
HP 120; Bloodied 60	Initiative +3
AC 21, Fortitude 21, Reflex 17, Will 18	Perception +4
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	
Saving Throws +5 vs. charm, poison, unconscious	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d6+6 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +12 vs. Reflex	
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Str 14 (+7)	Dex 6 (+3) Wis 8 (+4)
Con 10 (+5)	Int 5 (+2) Cha 3 (+1)
Alignment Unaligned Languages -	
Note: Re-flavored Zombie with Bhaalspawn theme; Monster Manual.	

MISSION 1B: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator	Level 11 Artillery
Medium natural humanoid (aquatic, reptile)	XP 600
HP 82; Bloodied 41	Initiative +9
AC 23, Fortitude 22, Reflex 24, Will 23	Perception +11
Resist 5 poison	
Speed 6, swim 4	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 10 damage	
r Magic Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +16 vs. Reflex	
Hit: 2d4 + 6 force damage	
R Missile Barrage (force) • At-Will	
Effect: The infiltrator makes two <i>magic missile</i> attacks.	
A Force Implosion (force) • Encounter	
Attack: Area burst 2 within 20 squares (each creature in the burst); +14 vs. Reflex	
Hit: 3d6 + 9 force damage	
Miss: Half damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.	
Skills Bluff +15, Insight +11	
Str 15(+7)	Dex 18 (+9) Wis 12 (+6)
Con 16(+8)	Int 14 (+7) Cha 20 (+10)
Alignment evil Languages Common, Draconic	
Equipment leather armor, spear	
Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.	

ADCP5-1 Home's Last Light

Bloodfire Ooze	Level 11 Elite Brute
Large elemental beast (fire, ooze)	XP 1200
HP 276; Bloodied 138	Initiative +6
AC 23, Fortitude 25, Reflex 22, Will 21	Perception +10
Speed 6	Blindsight 20
Immune fire, Vulnerable 10 cold	
Saving Throws +2; Action Points 1	
TRAITS	
Bloodfire Aura (fire) • Aura 2	
Any creature that ends its turn in the aura takes 10 fire damage	
Demonic Fire	
Fire damage dealt by the bloodfire ooze ignores 10 points of a target's fire resistance.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d10 + 9 fire damage.	
C Fiery Eruption (fire) • Recharge 5 6	
Attack: Close burst 3 (creatures in burst); +14 vs. Reflex	
Hit: 2d8 + 4 fire damage, and ongoing 10 fire damage (save ends).	
MINOR ACTIONS	
C Sulfuric Breath (poison) • At-Will (1/round)	
Attack: Close blast 3 (creatures in blast); +14 vs. Fortitude	
Hit: 2d6 + 6 poison damage.	
TRIGGERED ACTIONS	
Boiling Blood (fire) • Encounter	
Trigger: The bloodfire ooze is bloodied.	
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.	
Str 15 (+7)	Dex 13 (+6) Wis 11 (+5)
Con 18 (+9)	Int 1 (+0) Cha 4 (+2)
Alignment Chaotic Evil Languages -	

Bhaalspawn Zombie	Level 10 Brute
Medium natural animate (undead)	XP 500
HP 120; Bloodied 60	Initiative +3
AC 21, Fortitude 21, Reflex 17, Will 18	Perception +4
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	
Saving Throws +5 vs. charm, poison, unconscious	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d6+6 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +12 vs. Reflex	
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Str 14 (+7)	Dex 6 (+3) Wis 8 (+4)
Con 10 (+5)	Int 5 (+2) Cha 3 (+1)
Alignment Unaligned Languages -	

Note: Reflavored Zombie with Bhaalspawn theme; Monster Manual.

Bhaalspawn Grunts		Level 12 Minion Soldier	
Medium natural humanoid (undead)		XP 175	
HP 1; a missed attack never damages a minion.		Initiative +11	
AC 28, Fortitude 26, Reflex 24, Will 22		Perception +11	
Speed 6		Darkvision	
STANDARD ACTIONS			
m Grabbing Claws • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 8 damage, and the target is grabbed (escape DC 19) if the Bhaalspawn grunt has no creature grabbed.			
M Bite (disease) • At-Will			
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +17 vs. AC			
Hit: 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
Str 18 (+10)	Dex 14 (+8)	Wis 11 (+6)	
Con 18 (+10)	Int 7 (+4)	Cha 10 (+6)	
Alignment chaotic evil		Languages Common	
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.			

Yuan-ti Conglomeration		Level 10 Elite Brute	
Large natural animate (reptile, undead)		XP 1000	
HP 254; Bloodied 127		Initiative +9	
AC 22, Fortitude 22, Reflex 22, Will 21		Perception +7	
Immune disease, poison; Resist 10 necrotic		Darkvision	
Vulnerable 5 radiant			
Speed 7			
Action Points 1			
STANDARD ACTIONS			
m Bite (disease, poison) • At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 1d4+7 damage and ongoing 10 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
m Scimitar (charm) • At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 1d8+7 damage (crit 1d8+15) plus 10 poison damage			
M Snake Strike • At-Will			
The yuan-ti conglomeration makes a <i>bite</i> and a <i>scimitar</i> attack.			
MOVE ACTIONS			
Conglomeration (healing) • Encounter			
Effect: The yuan-ti conglomeration absorbs a dead body, healing 10 points of damage and gaining a +2 bonus to attacks and +10 bonus to damage until the end of the conglomeration's next turn.			
Str 16 (+8)	Dex 16 (+8)	Wis 14 (+7)	
Con 17 (+8)	Int 3 (+1)	Cha 3 (+1)	
Alignment evil		Languages -	
Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.			

MISSION 1Bc: TAKE THE TOWERS

4 Black Reaper Zombie		Level 9 Lurker	
Medium natural humanoid (blind, undead)		XP 400	
HP 75; Bloodied 37		Initiative +12	
AC 23, Fortitude 21, Reflex 23, Will 20		Perception +4	
Speed 7,		Blindsight	

Immune blinded, disease, gaze, poison Resist 10 necrotic		
TRAITS		
Scoured by Light		
A black reaver that takes radiant damage cannot use <i>shadow burst</i> until the end of its next turn.		
STANDARD ACTIONS		
m Bite (necrotic) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 1d8+5 damage plus 1d6 necrotic damage or plus 4d6 necrotic damage against a creature that could not see the zombie at the start of the zombie's turn.		
MOVE ACTIONS		
Shadow Burst (teleportation, zone) • Recharge 4,5,6		
Effect: The black reaver teleports 5 squares, and then creates a zone in a close burst 1 that lasts until the start of its next turn. The zone blocks line of sight for all creatures except the zombie, and any other creature except the zombie is blinded while within the zone.		
Stealth +13		
Str 10(+4)	Dex 19(+8)	Wis 10(+4)
Con 15(+6)	Int 8(+3)	Cha 12(+5)
Alignment Chaotic Evil		Languages Common

4 Zombie Shambler		Level 9 Minion Brute	
Medium natural animate (undead)		XP 100	
HP 1; a missed attack never damages a minion		Initiative -3	
AC 21, Fortitude 22, Reflex 19, Will 19		Perception -3	
Speed 4,		Darkvision	
Immune disease, poison			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +14 vs. AC			
Hit: 10			
TRIGGERED ACTIONS			
Deathless Hunger • Encounter			
Trigger: The zombie is reduced to 0 hit points			
Effect: (no action) Roll a d20 on a 15 or higher, the zombie is instead reduced to 1 hit point.			
Str 18 (+8)	Dex 8 (+3)	Wis 8 (+3)	
Con 15(+6)	Int 1 (-1)	Cha 3 (+0)	
Alignment unaligned		Languages -	

Corpse of Despair		Level 10 Brute	
Medium natural animate(undead)		XP 125	
HP 126; Bloodied 63		Initiative +5	
AC 22, Fortitude 23, Reflex 19, Will 20		Perception +6	
Speed 4, climb 5 (spider climb)		Darkvision	
Immune disease, poison Resist 10 necrotic		Vulnerable 5 radiant	
TRAITS			
Death of Hope (psychic)			
A dazed target hit by the corpse of despair also takes ongoing 5 psychic damage (save ends)			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 3d6 +12 damage.			
M Crushing Despair • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 3d4+12 damage, and the target is dazed (save ends).			
Str 19 (+9)	Dex 10 (+5)	Wis 13 (+6)	
Con 16 (+8)	Int 2 (+1)	Cha 1 (+0)	
Alignment unaligned		Languages -	

1-2 Lizardfolk Shocker		Level 10 Artillery
Medium natural humanoid (reptile)		XP 500
HP 80; Bloodied 40		Initiative +9
AC 24, Fortitude 22, Reflex 24, Will 19		Perception +5
Speed 6 (swamp walk)		
STANDARD ACTIONS		
m Greatclub (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 9 damage.		
R Witch Lightning (lightning, radiant) • At-Will		
Attack: Ranged 20 (one creature); +15 vs. Reflex		
Hit: 2d8 + 7 damage and each enemy within 2 squares of the target takes 5 lightning damage.		
A Ball of Lightning (lightning) • Encounter		
Attack: Area burst 2 within 20 (creatures in burst); +15 vs. Reflex		
Hit: 2d8+7 lightning damage, and ongoing 5 lightning damage (save ends).		
TRIGGERED ACTIONS		
Sudden Jolt (lightning, radiant) • At-Will		
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or area attack.		
Effect: (Immediate Reaction) Close burst 10 (triggering enemy in burst). The target takes 10 lightning and radiant damage.		
Str 14 (+7)	Dex 18 (+9)	Wis 10 (+5)
Con 14 (+7)	Int 8 (+4)	Cha 8 (+6)
Alignment unaligned		Languages Draconic
Equipment greatclub		

Yuan-ti Cabalist		Level 10 Soldier
Medium natural humanoid (reptile)		XP 500
HP 108; Bloodied 54		Initiative +5
AC 26 Fortitude 24, Reflex 22, Will 21		Perception +4
Speed 7		
Resist 10 poison		
TRAITS		
A Whipping Trail • Aura 1		
Any enemy that starts its turn in the aura is slowed until the start of its next turn.		
STANDARD ACTIONS		
m Venomite Pick (poison, weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage plus 5 poison damage		
Effect: The target is marked until the end of the yuan-ti's next turn		
R Snakebite Crossbow (poison, weapon) • At-Will		
Attack: Ranged 15 (one creature); +15 vs. AC		
Hit: 1d10+9 and ongoing 5 poison damage (save ends).		
Skills: Arcana +14, Nature +13, Thievery +12		
Str 22 (+11)	Dex 14 (+7)	Wis 16 (+8)
Con 20 (+10)	Int 18 (+9)	Cha 12 (+5)
Alignment Evil		Languages Common, Draconic
Equipment crossbow, 10 crossbow bolt 10x, war pick		

Yuan-ti Ignan		Level 10 Elite Soldier
Large Elemental humanoid (fire, reptile)		XP 1,000
HP 212; Bloodied 106		Initiative +8
AC 18, Fortitude 16, Reflex 13, Will 14		Perception +12
Speed 6		
Resist 10 fire, Saving Throws +2, Action Points 1		
TRAITS		
Body of Flame		
Any creature that hits the yuan-ti ignan with a melee attack gains vulnerable 5 fire until the end of its next turn.		
STANDARD ACTIONS		

m Mace (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d8 + 9 plus 5 fire damage and the target is marked until the end of the yuan-ti's next turn.		
MINOR ACTIONS		
M Tail Slap (fire) • At-Will (1/round)		
Attack: Melee 1 (one creature); +15 vs. Reflex		
Hit: 2d6+4 damage plus 5 fire damage, and the target is grabbed.		
M Burning Constriction (fire) • At-Will (1/round)		
Restriction: Target must be grabbed by the yuan-ti		
Attack: Melee (creature grabbed); +15 vs. Fortitude		
Hit: 1d8 + 5 damage plus 1d6 fire damage and until the end of the yuan-ti's turn, it can move the grabbed target with it as a move action.		
Str 21 (+6)	Dex 13 (+2)	Wis 14 (+3)
Con 18 (+5)	Int 6 (-1)	Cha 11 (+1)
Alignment Evil		Languages Common, Draconic, Primordial
Equipment mace		

Udmuela, Guardian Naga		Level 10 Elite Artillery
Large immortal magical beast (reptile)		XP 1,000
HP 164; Bloodied 82		Initiative +9
AC 22, Fortitude 22, Reflex 23, Will 21		Perception +12
Speed 6		
Saving Throws +2, Action Points 1		
STANDARD ACTIONS		
m Tail Slap • At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 2d8 + 9 damage and the target is pushed 2 squares.		
R Word of Pain (psychic) • At-Will		
Attack: Ranged 20 (one or two creatures); +15 vs. Will		
Hit: 1d8 + 9 damage and the target is immobilized (save ends).		
C Spit Poison (poison) • Recharge 5-6		
Attack: Close blast 3 (enemies in burst); +15 vs. Fortitude		
Hit: 1d8+4 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).		
A Thunderstrike (thunder) • Recharge 5-6		
Attack: Area burst 1 within 20 (enemies in burst); +5 vs. Fortitude		
Hit: 2d10+4 damage and the target is dazed (save ends).		
Miss: Half damage		
Skills Arcana +11, History +11, Insight +9		
Str 16 (+4)	Dex 18 (+5)	Wis 14 (+3)
Con 15 (+3)	Int 18 (+5)	Cha 12 (+2)
Alignment Evil		Languages Common, Draconic, Supernal

MISSION IBD: BREACH THE WALLS

Sail Snake		Level 10 Brute
Medium natural beast (reptile)		XP 500
HP 125; Bloodied 62		Initiative +9
AC 22, Fortitude 21, Reflex 23, Will 21		Perception +10
Immune fear; Resist 10 poison		
Speed 4, climb 4, fly 6 (clumsy)		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 8 damage		
C Venom Spray • Recharge 6		
Attack: Close blast 3 (creatures in blast); +11 vs. Fortitude		
Hit: Target is blinded (save ends)		
Afterside: Target takes a -2 penalty to attacks until then end of sail snake's next turn.		
Str 12(+6)	Dex 19 (+9)	Wis 10 (+5)
Con 15(+7)	Int 2 (+1)	Cha 14 (+7)

Alignment Unaligned **Languages** -
Note: Fortress of the Yuan-ti.

Plaguetouched Eladrin Arcane Archer	Level 11 Artillery
Medium fey humanoid (plaguetouched, eladrin)	XP 600
HP 97; Bloodied 48	Initiative +9
AC 23, Fortitude 22, Reflex 24, Will 22	Perception +10
Speed 6	low-light vision
Saving Throw +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 1d6 + 7 damage.	
r Scorching Arrows (fire, weapon) • At-Will	
Attack: Ranged 20/40 (two creatures); +16 vs. AC or Reflex (whichever is lower)	
Hit: 1d10+3 damage plus 1d8+1 fire damage.	
A Eldritch Burst (force) • Recharge 4-6	
Attack: Area burst 1 within 20; +16 vs. Fortitude	
Hit: 1d10 + 8 force damage, and the target is knocked prone (save ends).	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
The eladrin arcane archer teleports 5 squares.	
Str 12 (+6)	Dex 18 (+9)
Con 15 (+7)	Int 17 (+8)
Wis 11 (+5)	Cha 15 (+7)
Alignment Unaligned Languages Common, Elven	
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .	

Concealed Spiked Pit	Level 9 Warder
Trap	XP 400
Detect Perception 20	Initiative--
Immune attacks	
TRIGGERED ACTIONS	
m Attack • At-Will	
Trigger: A medium or smaller creature enters a pit square.	
Attack (immediate reaction): Melee 1 (triggering creature); +12 vs. Reflex	
Hit: The target falls 2 squares (10 feet) into the pit, taking 1d10+4 falling damage, and is knocked prone. The target takes 5 ongoing damage (save ends). Climbing out of the pit requires a DC 14 Athletics check.	
Miss: The target returns to the square it last occupied and its movement ends.	
Effect: After the trap has triggered, the pit is no longer hidden.	

Note: Increase Perception DC and added spikes; *Dungeon Magazine* 178.

MISSION 1B: THANK YOU FOR FLYING AIR NETHERIL (PARAGON ONLY)

This mission is for Paragon tier only. There are no Heroic stat blocks for this mission.

MISSION 1B: RECOVER THE RELICS

Holy Door Guardian	Level 10 Solo Controller (leader)
Huge natural animate (blind, construct)	XP 2,500
HP 416; Bloodied 208	Initiative -1
AC 24, Fortitude 20, Reflex 21, Will 23	Perception +14

Speed 0 Tremorsense 20

Immune conditions, forced movement, gaze;
Resist 5 all; **Saving Throws +2, Action Points 2**

TRAITS	
Door Defense • Aura 5	
While within the aura, allies gain +2 bonus to attack rolls and damage rolls.	
Construct Bond	
Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.	
STANDARD ACTIONS	
C Invoke Pain (psychic) • At-Will	
Attack: Close burst 5, or 10 while bloodied (one or two enemies in burst); +13 vs. Fortitude	
Hit: 1d10 + 12 damage and the target takes a -2 penalty to attack and damage rolls (save ends).	
Miss: Half damage and the target takes no penalty to attack and damage rolls.	
C Invoke Fealty (charm) • Recharge when first bloodied	
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +13 vs. Will	
Hit: 1d10 + 12 damage and Holy Door Guardian slides the target 1 square and the target falls prone.	
C Invoke Obedience (charm, psychic) • Recharge when first bloodied	
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +13 vs. Will	
Hit: 1d10 + 12 damage and the target is dominated until the end of its next turn.	

MINOR ACTIONS	
Call Stone Golem • Recharge 6	
Effect: The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10 squares of the Holy Door Guardian. It acts immediately.	
Call Minor Stone Golem • At-will (1/round)	
Effect: The Holy Door Guardian summons 4 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.	
TRIGGERED ACTIONS	
Invoke Rebuke (psychic, radiant) • At-will	
Trigger: An enemy hits the Holy Door Guardian.	
Effect (Immediate Reaction): The triggering enemy takes 5 psychic and radiant damage, and ongoing 5 psychic and radiant damage (save ends).	
Skills Bluff +16, Diplomacy +16, Insight +14	
Str -1 (-1)	Dex -1 (-1)
Con 16 (+8)	Int 18 (+9)
Wis 18 (+9)	Cha 22 (+11)
Alignment lawful good Languages Common	

Stone Golem	Level 10 Elite Soldier
Large natural animate (construct)	XP 1,000
HP 218; Bloodied 109	Initiative +4
AC 26, Fortitude 24, Reflex 22, Will 20	Perception +2
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
M Slam • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 1d6 + 14 damage, and the golem can push the target 1 square	
m Double-Attack • At-Will	
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.	

m Golem Rampage • Recharge 5-6		
<i>Effect:</i> The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.		
TRIGGERED ACTIONS		
C Death Burst • Encounter		
<i>Trigger:</i> The stone golem drops to 0 hit points.		
<i>Attack (no action):</i> Close burst 1 (creatures in burst); +15 vs. AC		
<i>Hit:</i> 1d12 + 12 damage.		
<i>Effect:</i> The golem is destroyed. The area of the burst becomes difficult terrain until cleared.		
Str 21 (+10)	Dex 4 (+2)	Wis 5 (+2)
Con 21 (+10)	Int 0 (+0)	Cha 0 (+0)
Alignment unaligned Languages -		
Minor Stone Golem		Level 10 Minion Soldier
Large natural animate (construct)		XP 125
HP 1; a missed attack never damages a minion		
		Initiative +4
AC 26, Fortitude 24, Reflex 22, Will 20		
		Perception +2
Speed 6 (cannot shift) Darkvision		
Immune disease, poison		
STANDARD ACTIONS		
M Slam • At-Will		
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC		
<i>Hit:</i> 9 damage, and the golem can push the target 1 square		
m Double-Attack • At-Will		
<i>Effect:</i> The golem uses slam twice. Each attack knocks the target prone if it hits.		
TRIGGERED ACTIONS		
C Death Burst • Encounter		
<i>Trigger:</i> The stone golem drops to 0 hit points.		
<i>Attack (no action):</i> Close burst 1 (creatures in burst); +15 vs. AC		
<i>Hit:</i> 9 damage.		
<i>Effect:</i> The golem is destroyed.		
Str 21 (+10)	Dex 4 (+2)	Wis 5 (+2)
Con 21 (+10)	Int 0 (+0)	Cha 0 (+0)
Alignment unaligned Languages -		

MISSION 3A: EVACUATION

Rubble Launcher	
HP 60	
Initiative +4	
AC 16, Fortitude 14, Reflex 14, Will 14;	
STANDARD ACTIONS	
B Launch Rubble (weapon) • At-Will	
<i>Attack:</i> Area burst 1 within 20 (creatures in the burst); +13 vs. Reflex	
<i>Hit:</i> 3d6+5	

MISSION 3B: ASSASSINS

PlagueWarped Captain of Torm (A)		Level 12 Elite
Medium aberrant humanoid (human)		XP 1200
HP 214; Bloodied 107		Initiative +6
AC 25, Fortitude 24, Reflex 23, Will 24		Perception +6
Speed 6		Darkvision
Saving Throw +2, Action Points 1		
TRAITS		
O Sickening Swirl • Aura 3		
Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty.		

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Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful Endurance checks they are immune to the aura but still suffer the sight penalty. A player may chose to spend a standard action to make an Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other then the center - which he as already done at the start. He must still be in the aura for the anchoring to be in effect.

STANDARD ACTIONS		
m • Captain's Remark At-Will		
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC		
<i>Hit:</i> 3d6 + 11 damage.		
<i>Effect:</i> The Captain can slide the target 1 square.		
M Double Attack • At-Will		
<i>Effect:</i> The Captain can use his Captain's Remark twice.		
R Stinging Words • At-Will		
<i>Attack:</i> Ranged 5/10; +17 vs. AC		
<i>Hit:</i> 2d10 + 5 damage		
C Captain's Affliction (poison) • Recharge ☒☒		
<i>Attack:</i> Close burst 3 (creatures in the burst); +14 vs. Fortitude		
<i>Hit:</i> 3d8 + 12 poison damage.		
MOVE ACTIONS		
Slip Away • (only while in Captain's Aura)		
The Captain or an ally can shift 3 squares but must remain in the aura.		
MINOR ACTIONS		
Coughing Spasm (poison) • Recharge when no creature is affected by this power		
<i>Attack:</i> Ranged 5 (one dazed creature affected by Captain's Aura); +14 vs. Fortitude		
<i>Hit:</i> The target is weakened (save ends).		
Skills Athletics +13, Endurance +14		
Str 17 (+8)	Dex 12 (+6)	Wis 12 (+6)
Con 19 (+9)	Int 17 (+8)	Cha 18 (+9)
Alignment Evil		Languages - Common
Equipment chainmail, pike		

Note: Based on the Aboleth Plaguewhisper from *Dungeon* 195.

Corrupted Paladin of Torm (B)		Level 10 Solider
Medium aberrant humanoid (human)		XP 600
HP 104; Bloodied 52		Initiative +5
AC 23, Fortitude 22, Reflex 19, Will 20		Perception +4
Resist 5 poison		
Speed 5		Darkvision
TRAITS		
O Unholy Bravado • Aura 1		
(Fear) aura 1; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn		
STANDARD ACTIONS		
m Spear • At-Will • Necrotic, Weapon		
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC		
<i>Hit:</i> 1d8 + 4 plus 5 necrotic damage.		
M Death Stab • At-Will • Necrotic, Weapon		
+15 vs AC; 2d8+8 necrotic damage, and the target is knocked prone.		
C Necrotic Strike • Standard, Recharge ☒☒ • Necrotic, Weapon		
+15 vs AC; 3d8+5 damage, and ongoing 5 necrotic damage (save ends).		
MINOR ACTIONS		
Punish the Righteous • At-Will (1/round)		
Targets one enemy adjacent to the Paladin; the target gains vulnerable 5 necrotic until the end of the Paladin's next turn.		
Str 18 (+8)	Dex 12 (+5)	Wis 11 (+4)

Con 16 (+7)	Int 10 (+4)	Cha 15 (+6)
Alignment Evil		
Languages - Common, Abyssal		
Note: Based on the Arzaanezra, Paladin of Slaughter from Fortress of the Yuan-ti, page(s) 14.		

Spitting Yuan-ti	Level 10 Artillery
Medium natural humanoid (reptile), yuan-ti	XP 1000
HP 96; Bloodied 48	Initiative +8
AC 24, Fortitude 21, Reflex 23, Will 20	Perception +12
Resist 10 poison	
Speed 7	
STANDARD ACTIONS	
m Scimitar • At-Will • Weapon	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 8.	
R Crossbow • At-Will • Poison, Weapon	
Attack: Ranged 15 (one creature); +17 vs AC	
Hit: 2d8 + 6, ongoing 5 poison damage (save ends), and knocked prone.	
C Shattering Bolt • Poison, Weapon • Recharge	
Attack: Area burst 1 within 15 (creatures in burst); +15 vs Reflex	
Hit: 2d10+6 damage, ongoing 10 poison damage (save ends)	
MINOR ACTIONS	
Mental Rebuke (psychic) • At-Will (1/round)	
Attack: Ranged 20 (one creature); +13 vs Will	
Hit: Until the end of the Yuan-ti's next turn, the target takes 10 psychic damage each time it makes an attack against a Yuan-ti.	
Skills Arcana +14, Athletics +14, History +14, Stealth +16	
Str 18 (+8)	Dex 22 (+11)
Con 14 (+7)	Int 19 (+9)
Wis 16 (+8)	Cha 20 (+10)
Alignment Evil	
Languages - Common, Draconic	
Equipment 30 poisoned bolts, crossbow, scimitar	
Note: Based on the Senjarik from Dungeon Magazine 190.	

Undead Cleric of Torm (D)	Level 12 Elite
Medium natural humanoid (undead, human)	XP 1000
HP 205; Bloodied 102	Initiative +5
Regeneration 10 (if the Cleric takes radiant damage, regeneration doesn't function on its next turn)	
AC 24, Fortitude 23, Reflex 22, Will 24	Perception +9
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 fire	
Speed 5	Darkvision
Saving Throws +1, Action Points 1	
STANDARD ACTIONS	
m Shielding Mace • At-Will • Weapon	
Attack: Melee 1 +15 vs. AC, 2d8+9, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.	
R Plague of Doom • At-Will • Necrotic	
+16 vs Reflex; 2d8+6 necrotic damage, and the target takes a -2 penalty to saves until the end of the Cleric's next turn.	
C Undying Breath • Standard, Recharge • Healing	
On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.	
TRIGGERED ACTIONS	
Unholy Aid • (immediate interrupt, when affected by a condition; recharge	
The Cleric removes the condition.	
Str 18 (+10)	Dex 12 (+7)
Con 15 (+8)	Int 14 (+8)
Wis 18 (+10)	Cha 15 (+8)
Alignment Evil	
Languages - Common	
Equipment chainmail, mace	
Note: Based on the Mummy Lord from Monster Manual page(s) 192.	

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MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts	Level 12 Minion Soldier
Medium natural humanoid (undead)	XP 175
HP 1; a missed attack never damages a minion.	Initiative +11
AC 28, Fortitude 26, Reflex 24, Will 22	Perception +11
Speed 6	Darkvision
STANDARD ACTIONS	
m Grabbing Claws • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 8 damage, and the target is grabbed (escape DC 19) if the Bhaalspawn grunt has no creature grabbed.	
M Bite (disease) • At-Will	
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +17 vs. AC	
Hit: 10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 18 (+10)	Dex 14 (+8)
Con 18 (+10)	Int 7 (+4)
Wis 11 (+6)	Cha 10 (+6)
Alignment chaotic evil	
Languages Common	
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.	

Crawling Claw Swarm	Level 12 Soldier
Medium natural animate (swarm, undead)	XP 700
HP 117; Bloodied 58	Initiative +11
AC 27, Fortitude 23, Reflex 25, Will 22	Perception +9
Vulnerable 10 against close and area attacks	tremorsense 10
Immune disease, poison; Resist half damage from melee and ranged attacks	
Speed 8, climb 4	
TRAITS	
Swarm Attack • Aura 2	
The crawling claw swarm makes a swarm of claws attack as a free action against enemy that starts its turn within the aura.	
STANDARD ACTIONS	
m Swarm of Claws • At-Will	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: 1d8+9 damage, and the target is immobilized until the start of crawling claw swarms next turn.	
Str 15 (+8)	Dex 16 (+9)
Con 13 (+7)	Int 3 (+2)
Wis 10 (+6)	Cha 6 (+4)
Alignment Unaligned	
Languages --	
Note: Open Grave.	

Dayan, Vampire Necromancer	Level 11 Elite Controller
Medium natural humanoid (undead)	XP 1200
HP 212; Bloodied 106	Initiative +8
AC 25, Fortitude 22, Reflex 23, Will 24	Perception +12
Vulnerable 5 radiant	Darkvision
Immune disease, poison; Resist 10 necrotic	
Speed 7, climb 4 (spider climb)	
Saving Throws +2; Action Points 1	
TRAITS	
Unholy Strength (necrotic) • Aura 2	
Any undead ally in the aura deals 5 extra necrotic damage.	
STANDARD ACTIONS	
m Deft Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8+6 damage.	

Effect: After the attack, Dayan slides the target up to 2 squares.

Embolden Undead • At-Will
Effect: Dayan can use *deft longsword* twice, or he can use *deft longsword* once and allow one undead ally within 5 squares of him to make a basic attack as a free action.

C Word of Beguilement (charm, psychic) • Recharge 5-6
Attack: Close blast 3 (enemies in the blast); +14 vs. Will
Hit: 2d8+9 psychic damage, and until the end of its next turn, the target is slowed and takes a -2 penalty to attack rolls it makes against Dayan.

C Necromantic Surge (necrotic) • Recharge when first bloodied
Attack: Close blast 5 (enemies in the blast); +14 vs. Fortitude
Hit: 2d6+8 necrotic damage, and the target is dazed (save ends).
Miss: Half damage.
Effect: Undead allies in the blast gain 15 temporary hit points.

MINOR ACTIONS

M Bite • At-Will (1/round)
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +14 vs. AC
Hit: 1d10+7 damage, and Dayan regains 10 hit points.

TRIGGERED ACTIONS

Mist Form (polymorph) • Encounter
Trigger: Dayan takes damage while bloodied.
Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.

Skills Arcana +14, Bluff +14, Stealth +13
Str 14 (+7) **Dex** 16 (+8) **Wis** 14 (+7)
Con 10 (+5) **Int** 18 (+9) **Cha** 18 (+9)
Alignment Evil **Languages** Common, Netherese

Note: Removed irrelevant traits; Halls of Undermountain.

MISSION 3D: HOLD THE GATE, AGAIN

Nethril Spies **Level 9 Lurker**
Medium natural humanoid XP 400
HP 71; Bloodied 35 **Initiative +11**
AC 23, Fortitude 19, Reflex 21, Will 20
Perception +11
Speed 6

STANDARD ACTIONS

m Poisoned Dagger (poison, weapon) • At-Will
Attack: Melee 1 (one creature) +14 vs. AC
Hit: 4d4 + 8 damage and the target takes a -2 penalty to AC and Reflex until the end of the spy's next turn.

r Fastlight Strike (radiant) • At Will
Requirement: The spy must be visible
Attack: Ranged 5 (one creature) +12 vs. Will
Hit: 5d6 + 10 damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both)
Miss: Half damage, and the target is blinded until the end of its next turn.

Witchcloak • At Will
Effect: The Spy becomes invisible until the end of its next turn or until immediately after it attacks.

Skills Stealth +12, Thievery +12
Str 12 (+5) **Dex** 17 (+7) **Wis** 15 (+6)
Con 11 (+4) **Int** 7 (+2) **Cha** 9 (+3)
Alignment evil **Languages** Common, shou
Equipment: leather armor, poisoned dagger

Base Creature: Lizardfolk Fen Spy, from Monster Vault: Threats to the Nentir Vale

Nethril Battlestaves **Level 11 Soldier**
Medium natural humanoid XP 600
HP 94; Bloodied 47 **Initiative +11**
AC 27, Fortitude 23, Reflex 25, Will 21
Perception +5
Speed 6

STANDARD ACTIONS

M quarterstaff (weapon) • At-Will
Attack: Melee 1 (one creature); +16 vs. AC
Hit: 2d6 + 12 damage, and the target is slowed until the end of its next turn.
Effect: The battlestaff marks the target until the end of the target's next turn.

M Staff Sweep (weapon) • At-Will
Attack: Melee 2 (one creature) +14 vs. Reflex
Hit: 1d6+12 damage, and the target falls prone.

M Slap Down • Recharge 4 5 6
Effect: The battlestaff uses *quarterstaff* and *staff sweep*

TRIGGERED ACTIONS

Menacing Glare • At Will
Trigger: An enemy within 5 squares of the battlestaff marks it.
Effect (Free action): Close burst 5 (triggering enemy). The battlestaff marks the target until the end of the target's next turn.

Skills: Athletics +12, Stealth +43
Str 15 (+7) **Dex** 18 (+9) **Wis** 10 (+5)
Con 14 (+7) **Int** 8 (+4) **Cha** 8 (+4)
Alignment Evil **Languages** Common, Shou
Equipment: leather armor, quarterstaff

Base Creature: Lizardfolk Dreadtail, from Monster Vault: Threats to the Nentir Vale.

Nethril Dreadnaught **Level 12 Elite Brute (Leader)**
Medium natural humanoid XP 1400
HP 290; Bloodied 145 **Initiative +7**
AC 24, Fortitude 26, Reflex 22, Will 24 Perception +9
Speed 6

TRAITS

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 stunned until the end of the target's next turn.

STANDARD ACTIONS

m Halberd (weapon) • At-Will
Attack: Melee 2 (one creature) +17 vs. AC
Hit: 3d10 + 8 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares adjacent to the target.

TRIGGERED ACTIONS

m Low Blow (weapon) • At Will (1/round)
Attack: Melee 2. +15 vs. Fortitude
Hit: 4d6 + 10 damage, and the target falls prone.

r You Fight Now! • Recharge when first bloodied.
Effect: Ranged 5 (one ally). The target can charge as a free action.

Skills Athletics +17, Intimidate +10
Str 23 (+12) **Dex** 13 (+7) **Wis** 16 (+9)
Con 15 (+8) **Int** 10 (+6) **Cha** 8 (+5)
Alignment evil **Languages** Common, shou
Equipment: halberd, scale armor

Base Creature: Lizardfolk Dreadnought, from Monster Vault: Threats to the Nentir Vale.

MISSION 3F: CONTAINMENT

Warwing Drake		Level 12 Skirmisher
Large natural beast (reptile)		XP 700
HP 120; Bloodied 60	Initiative +10	
AC 26, Fortitude 25, Reflex 23, Will 23	Perception +13	
Immune fear (while flying)		
Speed 8, fly 8, overland flight 12		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d10+8 damage.		
m Claw • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d6+8 damage.		
M Flyby Attack • At-Will		
Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the either attack.		
Skills Athletics +15		
Str 18 (+10)	Dex 15 (+8)	Wis 14 (+8)
Con 16 (+9)	Int 6 (+4)	Cha 14 (+8)
Alignment Unaligned Languages -		
Note: Warwing Drake, reoved mount for space; Dungeon Magazine 165.		

Scaled Guardian		Level 10 Soldier
Medium natural humanoid (undead)		XP 500
HP 102; Bloodied 51	Initiative +11	
AC 26, Fortitude 22, Reflex 24, Will 20	Perception +5	
Speed 8, climb 4		
Resist 10 necrotic; Vulnerable 5 radiant		
STANDARD ACTIONS		
m Bite(poison) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d6+6 damage, and ongoing 10 poison damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
TRIGGERED ACTIONS		
M Death Bite (necrotic) • At-Will		
Trigger: A creature takes damage from the ongoing poison of the guardian's bite.		
Attack (opportunity action): Melee 1 (the triggering creature); +10 vs. AC		
Hit: 2d6+5 damage, and the target is dazed and takes ongoing 5 necrotic damage (save ends both).		
Skills Stealth +14		
Str 13 (+6)	Dex 18 (+9)	Wis 10 (+5)
Con 14 (+7)	Int 9 (+4)	Cha 11 (+5)
Alignment Chaotic Evil Languages Common, Primordial		
Note: Marauders of the Dune Sea.		

Ad'Kian		Level 11 Elite Controller (Leader)
Medium natural humanoid (human)		XP 1200
HP 214; Bloodied 107	Initiative +5	
AC 25, Fortitude 22, Reflex 23, Will 23	Perception +8	
Speed 6		
Resist 6 necrotic		
Action Point 1		
Saving Throws +2		
TRAITS		

Death Master • Aura 5		
All undead allies within the aura gain a +1 bonus to attack rolls and resist 5 radiant.		
STANDARD ACTIONS		
m Staff (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d6+5 damage.		
r Shadow Claw (implement, necrotic) • At-Will		
Attack: Ranged 10 (one creature); +12 vs. Fortitude		
Hit: 1d10+8 necrotic damage and Ad'kian slides the target 3 squares.		
R Decaying Whisper (implement, necrotic) • Recharge 4-6		
Attack: Ranged 10 (one creature); +12 vs. Fortitude		
Hit: 2d10+7 necrotic damage and the target is slowed and takes ongoing 10 necrotic damage (save ends both).		
R Wind of Death (implement, necrotic) • At-Will		
Requirement: Decaying Whisper must be available.		
Effect: Ad'kian uses shadow claw and decaying whisper.		
A Swarming Claws (implement, necrotic) • Encounter		
Attack: Area Burst 1 within 10 (enemies within burst); +12 vs. Reflex		
Hit: 2d6+7 damage and the target is immobilized (save ends).		
Miss: Half damage and is slowed until the end of Ad'kian's next turn..		
Effect: The burst becomes a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 5 damage.		
TRIGGERED ACTIONS		
M Shadow Fury		
Trigger: Ad'kian is bloodied.		
Attack (no action): Decaying whisper recharges and Ad'kian immediately uses wind of death.		
Skills Arcana +13, Bluff +10, Intimidate +10, Religion +13		
Str 12 (+6)	Dex 11 (+5)	Wis 16 (+8)
Con 11 (+5)	Int 16 (+8)	Cha 11 (+5)
Alignment Evil Languages Common, Netherese		
Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death and shadow fury; Dungeon Magazine 182.		

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier		Level 10 Minion
Medium natural humanoid (human)		XP 125
HP 1; A missed attack never damages a minion	Initiative +9	
AC 24, Fortitude 24, Reflex 23, Will 21	Perception +5	
Speed 6		
TRAITS		
Dirty Tactics		
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.		
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 7 damage (9 damage with combat advantage)		
Str 16 (+8)	Dex 14 (+7)	Wis 9 (+4)
Con 12 (+6)	Int 10 (+5)	Cha 8 (+4)
Alignment Evil Languages Common, Netherese		
Note: Re-flavored Grand Melee Gladiator; Dragon Magazine Annual.		

Lizardfolk Shocker		Level 11 Artillery
Medium natural humanoid (reptile)		XP 600
HP 86; Bloodied 43	Initiative +9	
AC 25, Fortitude 23, Reflex 25, Will 21	Perception +5	

Speed 6 (swampwalk)
STANDARD ACTIONS
m Greatclub (weapon) • At-Will Attack: Melee 1 (one creature); +16 vs. AC Hit: 1d6+8 damage.
r Witch Lightning (lightning, radiant) • At-Will Attack: Ranged 20 (one creature); +16 vs. Reflex Hit: 1d8+7 lightning and radiant damage, and each enemy within 2 squares of the target takes 10 lightning damage.
A Ball of Lightning (lightning) • Encounter Attack: Area burst 2 within 20 (creatures in the burst); +16 vs. Reflex Hit: 1d8+7 lightning damage, and ongoing 10 lightning damage (save ends). Miss: Half damage.
TRIGGERED ACTIONS
Sudden Jolt (lightning, radiant) • At-Will Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack. Effect (immediate reaction): Close burst 20 (triggering enemy in the burst). The target takes 8 lightning and radiant damage.
Str 14 (+7) Dex 18 (+9) Wis 10 (+5) Con 14 (+7) Int 8 (+4) Cha 8 (+4)
Alignment Unaligned Languages Draconic
Note: Monster Vault:Threats to the Nentir Vale.

Poisonscale Brawler	Level 11 Brute
Medium natural humanoid (reptile)	XP 600
HP 135; Bloodied 67	Initiative +7
AC 23, Fortitude 23, Reflex 21, Will 20	Perception +5
Speed 6 (swampwalk)	
STANDARD ACTIONS	
m Club (weapon) • At-Will Attack: Melee 1 (one creature); +16 vs. AC Hit: 2d6+10 damage.	
M Crushing Grasp • At-Will Attack: Melee1 (one creature grabbed by the brawler); +14 vs.Fortitude Hit: 3d6+11 and target is slowed (save ends). Miss: Half damage.	
MINOR ACTIONS	
M Feral Grab • At-Will (1/round) Requirement: The brawler must not be grabbing a creature. Attack: Melee1 (one creature that isn't grabbed); +14 vs.Reflex Hit: The brawler grabs the target (escape DC 17).	
Skills Athletics +14, Stealth +12	
Str 18 (+9) Dex 15 (+7) Wis 10 (+5) Con 15 (+7) Int 7 (+3) Cha 8 (+4)	
Alignment Unaligned Languages Draconic	
Note: Monster Vault.	

Shadrixx, Young Black Dragon	Level 10 Solo Lurker
Large natural magical beast (aquatic, dragon)	XP 2500
HP 400; Bloodied 200	Initiative +15
AC 24, Fortitude 22, Reflex 24, Will 21	Perception +13
Resist 10 acid	Darkvision
Speed 7 (swampwalk), fly 7, swim 7	
Saving Throws +5; Action Points 2	
TRAITS	
Acidic Blood (acid) Whenever the dragon takes damage while it is bloodied, each creature adjacent to it takes 5 acid damage.	
Aquatic The dragon can breathe underwater. In aquatic combat, it gains a +2	

bonus to attack rolls against nonaquatic creatures.
Instinctive Devouring On an initiative of 10 + its initiative check, the dragon can use a free action to charge or to use bite. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.
Action Recovery Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.
STANDARD ACTIONS
m Bite (acid) • At-Will Attack: Melee 2 (one creature); +15 vs. AC Hit: 2d8+7 damage, and the target takes ongoing 5 acid damage (save ends). Miss: 8 acid damage.
M Claw • At-Will Attack: Melee 2 (2 attacks; one or two creatures); +15 vs. AC Hit: 2d6+8 damage.
C Breath Weapon (Acid) • Recharge 5-6 Attack: Close blast 5 (enemies in blast); +13 vs. Reflex Hit: 2d8+6 acid damage, and ongoing 5 acid damage and a -4 penalty to AC (save ends both). Miss: Half damage.
C Shroud of Gloom • Recharge 6 Effect: Close burst 5 (enemies in blast); Each target gains vulnerable 5 acid and takes a -2 penalty to attack rolls until the end of the encounter. A character can use a standard action to attempt a DC 13 Heal check to end this effect on himself or herself or an adjacent ally.
TRIGGERED ACTIONS
M Tail Sweep • At-Will Trigger: An enemy misses the dragon with a melee attack. Attack (opportunity action): Melee 3 (triggering enemy); +13 vs. AC Hit: 1d6+5 damage, and the target is falls prone, eachof the target's allies adjacent to the target takes 8 damage.
C Bloodied Breath • At-Will Trigger: The dragon is first bloodied. Effect (free action): Breath weapon recharges, and the dragon uses it.
Skills Stealth +15
Str 16 (+8) Dex 20 (+10) Wis 15 (+7) Con 12 (+6) Int 12 (+6) Cha 10 (+5)
Alignment Evil Languages Common, Draconic
Note: Monster Manual.

Shadow Ogre	Level 10 Brute
Large natural humanoid (shadow, giant)	XP 500
HP 131; Bloodied 65	Initiative +7
AC 22, Fortitude 24, Reflex 20, Will 20	Perception +7
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will Attack: Melee 2 (one creature); +15 vs. AC Hit: 4d8+5 damage.	
r Rock (weapon) • At-Will Attack: Ranged 5 (one creature); +15 vs. AC Hit: 3d6+7 damage.	
M Juggernaut Push • Recharge 5-6 Attack: Melee 1 (one creature); +13 vs. Fortitude Hit: The ogre pushes the target 1 square and knocks it prone. The ogre then shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.	
M Grand Slam (weapon) • Encounter Attack: Melee 2 (one creature); +13 vs. AC	

Hit: 4d10+6 damage, and the ogre pushes the target up to 2 squares and knocks it prone.

Miss: Half damage, and the target falls prone.

MOVE ACTIONS

Shadow Step (teleport)

Effect: The ogre teleports 4 squares and gains concealment until the end of its next turn.

Str 24 (+12) **Dex** 15 (+7) **Wis** 15 (+7)

Con 21 (+10) **Int** 4 (+2) **Cha** 6 (+3)

Alignment Chaotic evil **Languages** Giant

Note: Ogre Juggernaut, added shadow step; Monster Vault.

APPENDIX 10: AL 12 STAT BLOCKS

MISSION 1AA: THROUGH THE BORDER

Kobold Nagaguard		Level 12 Minion	
Small natural humanoid (reptile)		XP 175	
HP 1 ; A missed attack never damages a minion		Initiative +9	
AC 26, Fortitude 24, Reflex 24, Will 21		Perception +6	
Speed 6		Darkvision	
STANDARD ACTIONS			
m Short Sword (Weapon) • At-Will			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 10 damage			
r Javelin (Weapon) • Encounter			
Attack: Ranged 10/20 (one creature); +16 vs. AC			
Hit: 10 damage			
MINOR ACTIONS			
Shifty • At-Will			
Effect: The kobold shifts 1 square.			
TRIGGERED ACTIONS			
Spinning Slash			
Trigger: The kobold nagaguard hits with a short sword attack.			
Attack (no action): The kobold nagaguard deals 7 damage to one other enemy adjacent to it.			
Shield Block			
Trigger: The kobold nagaguard is reduced to 0 hit points by a close or area attack.			
Attack (no action): Roll a d20. On a 15 or higher, the kobold is instead reduced to 1 hit point.			
Skills Stealth +11, Thievery +11			
Str 8 (+5)	Dex 16 (+9)	Wis 10 (+6)	
Con 14 (+8)	Int 9 (+5)	Cha 10 (+6)	
Alignment Unaligned		Languages -	
Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power, added shield block; Dungeon Delve.			

Wyrmpwarped Atrocity		Level 13 Brute	
Medium natural humanoid (reptile)		XP 800	
HP 160; Bloodied 80		Initiative +12	
AC 26, Fortitude 27, Reflex 27, Will 24		Perception +9	
Speed 7			
TRAITS			
Zehir's Fang • Aura 10			
Reptile allies in the aura gain a +1 power bonus to attack rolls.			
STANDARD ACTIONS			
m Claws • At-Will			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 2d10 + 5 damage.			
m Poison Bite (poison) • At-Will			
Attack: Melee 1 (one creature); +15 vs. Fortitude			
Hit: 2d6+4 damage plus ongoing 5 poison damage (save ends).			
M Swift Strikes • At-Will			
The wyrmpwarped atrocity makes a <i>claw</i> and <i>poison bite</i> attack.			
TRIGGERED ACTIONS			
C Death Burst (acid)			
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.			
Attack (no action): Close burst 2 (creatures in burst); +13 vs. Reflex			
Hit: 1d10 + 7 acid damage, and the target takes a -1 penalty to attack rolls (save ends).			
Str 22 (+13)	Dex 22 (+13)	Wis 16 (+10)	

Con 20 (+12)	Int 9 (+6)	Cha 12 (+8)
Alignment Evil		Languages Common, Draconic
Note: Based on the Yuan-ti Fangblade with death burst from <i>Dangerous Delves</i> .		

Plaguetoached Eladrin Arcane Archer		Level 13 Artillery	
Medium fey humanoid (plaguetoached, eladrin)		XP 800	
HP 109; Bloodied 54		Initiative +10	
AC 25, Fortitude 24, Reflex 26, Will 24		Perception +9	
Speed 6		low-light vision	
Saving Throw +5 against charm effects			
STANDARD ACTIONS			
m Short Sword (weapon) • At-Will			
Attack: Melee 1 (one creature); +20 vs. AC			
Hit: 1d6 + 8 damage.			
r Scorching Arrows (fire, weapon) • At-Will			
Attack: Ranged 20/40 (two creatures); +18 vs. AC or Reflex (whichever is lower)			
Hit: 1d10+4 damage plus 1d8+2 fire damage.			
A Eldritch Burst (force) • Recharge 4-6			
Attack: Area burst 2 within 20; +18 vs. Fortitude			
Hit: 1d10 + 9 force damage, and the target is knocked prone (save ends).			
MOVE ACTIONS			
Fey Step (teleportation) • Encounter			
The eladrin arcane archer teleports 5 squares.			
TRIGGERED ACTIONS			
Archer's Withdrawal • Encounter			
Trigger: An enemy moves adjacent to the arcane archer.			
Attack (immediate interrupt): The arcane archer shifts 1 square and makes a <i>scorching arrow</i> attack against the triggering enemy.			
Str 12 (+7)	Dex 18 (+10)	Wis 11 (+6)	
Con 15 (+8)	Int 17 (+9)	Cha 15 (+8)	
Alignment Unaligned		Languages Common, Elven	
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .			

Plaguetoached Pikeman		Level 13 Soldier	
Medium natural humanoid (plaguetoached, human)		XP 800	
HP 133; Bloodied 66		Initiative +11	
AC 29, Fortitude 26, Reflex 24, Will 24		Perception +9	
Speed 6			
TRAITS			
Chosen Foe			
Any target marked by the pikeman also grants combat advantage to it.			
STANDARD ACTIONS			
m Pike (weapon) • At-Will			
Attack: Melee 2 (one creature); +20 vs. AC			
Hit: 1d8 + 8 damage, plus the target is marked until the end of the pikeman's next turn.			
r Shortbow (weapon) • At-Will			
Attack: Ranged 15/30 (one creature); +20 vs. AC			
Hit: 1d8 + 8 damage, plus the target is marked until the end of the pikeman's next turn.			
MINOR ACTIONS			
Spearmaster's Stead (weapon) • Recharge 5-6			
The pikeman gains threatening reach, allowing it to make opportunity attacks against all enemies within its reach (2 squares). This effect ends when the pikeman moves.			
TRIGGERED ACTIONS			
Pinning Pike			
Trigger: The pikeman hits with an opportunity attack.			

Effect (immediate reaction): The target is knocked prone.

Plaguetouched Resilience • Encounter
Effect: The pikeman rolls a saving throw against the triggering effect.

Skills Athletics +17, Religion +12
Str 22 (+12) **Dex** 16 (+9) **Wis** 17 (+9)
Con 21 (+11) **Int** 12 (+7) **Cha** 14 (+8)

Alignment Evil **Languages** Common

Note: Based on Banesworn Warrior, made human and plaguetouched, added plaguetouched resilience; *The Plane Above*.

MISSION 1AB: HOLD THE PORTAL

Venom-Maw Hydra (H) **Level 13 Solo Brute**
Huge natural beast (reptile, water) XP 4000
HP 512; **Bloodied** 256 **Initiative** +11
AC 27, **Fortitude** 27, **Reflex** 25, **Will** 24 **Perception** +15
Resist 10 poison
Speed 7, swim 10 All-around vision, Darkvision
Saving Throw +5, **Action Points** 2

TRAITS

All-Around Vision
Enemies can't gain combat advantage by flanking the hydra.

Many Headed
While stunned or dominated, the hydra can take free actions.

Regenerating Heads
The hydra starts an encounter with four heads. When the hydra hit points first go below 384, 256 and 128, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.

Threatening Reach
The hydra can make opportunity attacks against enemies within 3 squares of it.

STANDARD ACTIONS

m Bite • At-Will
Attack: Melee 3 (one creature); +18 vs. AC
Hit: 3d8 + 3 damage and ongoing 10 poison damage, or ongoing 20 poison damage if the hydra is bloodied (save ends).

R Venomous Spit (Poison) • At-Will
Attack: Ranged 10 (one creature); +16 vs. Reflex; This attack does not provoke opportunity attacks.
Hit: 2d12 + 1 poison damage and the target falls prone.

Hydra Fury • At-Will
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has two heads, it gains a +5 bonus to damage rolls. If it only has one head, it gains a +15 bonus to damage rolls.

TRIGGERED ACTIONS

M Snapping Jaws • At-Will
Trigger: An enemy ends its turn within 2 squares of the hydra.
Effect (free action): The hydra uses bite twice against the triggering enemy.

Skills Stealth +16
Str 25 (+13) **Dex** 20 (+11) **Wis** 18 (+10)
Con 24 (+14) **Int** 2 (+2) **Cha** 8 (+5)

Alignment Unaligned **Languages** -

5 Yuan-ti Sharpshooters (S) **Level 13 Minion Artillery**
Medium natural humanoid (reptile) XP 200
HP 1; a missed attack never damages a minion **Initiative** +8
AC 27, **Fortitude** 26, **Reflex** 26, **Will** 25 **Perception** +9

Resist 10 poison
Speed 6 Darkvision

TRAITS

Chameleon Defense
The yuan-ti has partial concealment from creatures more than 3 squares away from it.

STANDARD ACTIONS

m Poison Touch • At-Will
Attack: Melee 1 (one creature); +16 vs. Fortitude
Hit: 6 poison damage.

r Poison Arrows • At-Will
Attack: Ranged 20 (one creature); +18 vs. Reflex
Hit: 10 poison damage.

A Exploding Arrows • At-Will
Attack: Area burst 1 within 20 (enemies in burst); +18 vs. Reflex
Hit: 8 fire and poison damage.
Miss: Half damage.

Str 9 (+5) **Dex** 14 (+8) **Wis** 17 (+9)
Con 20 (+11) **Int** 28 (+15) **Cha** 26 (+14)

Alignment Evil **Languages** Common, Draconic

Note: Re-flavored lich remnant as a yuan-ti.

Yuan-ti Beastmaster **Level 12 Controller (Leader)**
Large natural humanoid (reptile) XP 700

HP 124; **Bloodied** 62 **Initiative** +10
AC 26, **Fortitude** 25, **Reflex** 23, **Will** 24 **Perception** +12
Resist 10 poison
Speed 8 Low-light vision

TRAITS

Chameleon Defense
The yuan-ti has partial concealment from creatures more than 3 squares away from it.

O Zehir's Agony • Aura 5
An enemy that starts its turn within the aura takes 10 poison damage.

STANDARD ACTIONS

m Trident (weapon) • At-Will
Attack: Melee 3 (one creature); +15 vs. AC
Hit: 3d6 + 10 damage, and the target falls prone.

C Beast Mastery • At-Will
Effect: Close burst 10 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.

C Attraction Spray (charm) • Encounter
Attack: Close burst 1 (enemies in the burst); +15 vs. Will
Hit: The target is dominated (save ends).

MINOR ACTIONS

A Hurl Net (weapon) • At-Will (1/round)
Attack: Area burst 1 within 5 (creatures in the burst); +15 vs. Reflex
Hit: The target is restrained (save ends).

TRIGGERED ACTIONS

Poison Defense • At-Will
Trigger: The beastmaster is hit by the attack.
Effect (Immediate Interrupt): The beastmaster gains resist 5 to all damage against the triggering attack.

Skills Athletics +15, Dungeoneering +16, Nature +16, Stealth +14
Str 21 (+10) **Dex** 18 (+9) **Wis** 22 (+10)
Con 20 (+10) **Int** 12 (+6) **Cha** 11 (+5)

Alignment Evil **Languages** Common, Draconic

Equipment 6 nets, trident

Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony.

MISSION 1A C: DROP ZONE

Plaguechanged Evangelist of Torm (E) Level 12 Elite Artillery	
Large aberrant humanoid (human)	XP 1400
HP 196; Bloodied 98	Initiative +10
AC 26, Fortitude 24, Reflex 24, Will 25	Perception +12
Immune poison	
Speed 6, fly 6 (hover)	Low-light vision
Saving Throw +2, Action Points 1	
TRAITS	
Regeneration	
The evangelist regains 10 hit points at the start of his turn unless he takes radiant damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 10 damage.	
M Mangle • Recharge 6	
The evangelist uses slam twice. If both hit, it makes a secondary attack against the target.	
Effect: 3d8 + 10 damage.	
R Sapping Narration (fire, psychic) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: 2d8 + 9 fire and psychic damage, and the target is weakened (save ends).	
R Painful Speech (fire, necrotic) • At-Will	
Attack: Ranged 20 (one creature); +15 vs. Will	
Hit: 3d6 + 10 fire and necrotic damage, and the target is gains vulnerable 10 fire and psychic (save ends). The target cannot save against this effect while within 10 squares of the evangelist.	
A Mesmerizing Oration (charm, fire, psychic) • Encounter	
Attack: Area burst 4 within 10 (creatures in the burst); +16 vs. Will	
Hit: 2d8 + 9 fire and psychic damage, and the target is dazed (save ends).	
First Failed Save: The target is unconscious (save ends).	
Aftersave: The target is dazed (save ends).	
Skills Arcana +16 Bluff +18, Diplomacy +18, Insight +12	
Str 12 (+7)	Dex 18 (+10) Wis 12 (+7)
Con 20 (+11)	Int 21 (+11) Cha 25 (+13)
Alignment Chaotic Evil Languages Abyssal, Common, Deep Speech	
Note: Based on the Luthvaerynn from <i>Forgotten Realms Campaign Guide</i> . Changed to large to match heroic size and show abnormal growth due to corruption. Removed change shape power because not relevant. Added fire to show influence of corrupted fire. Assumed legged form for speed and changed silvered weapon to radiant damage for regeneration.	

4 Flamechanged Clerics of Torm (C) Level 14 Minion Artillery	
Medium aberrant humanoid (human)	XP 250
HP 1; a missed attack never damages a minion	Initiative +9
AC 28, Fortitude 25, Reflex 26, Will 27	Perception +10
Immune fire	
Speed 6 fly 6	Darkvision
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 11 damage.	
r Searing Light (fire, radiant) • At-Will	
Attack: Ranged 20 (one or two creatures); +19 vs. Reflex	
Hit: 10 fire and radiant damage.	
TRIGGERED ACTIONS	
Corrupted Effort • Encounter	

Trigger: The cleric misses with an attack.		
Effect: The cleric gains a +4 bonus to the attack.		
Dying Breath (fire, necrotic) • Encounter		
Trigger: The cleric drops to 0 hit points.		
Attack (free action): Area burst 1 within 10 (creatures in burst); +19 vs. Reflex		
Hit: 13 fire and radiant damage.		
Miss: 6 fire and radiant damage.		
Str 10 (+7)	Dex 14 (+9)	Wis 16 (+10)
Con 16 (+10)	Int 18 (+11)	Cha 22 (+13)
Alignment Evil		Languages Common
Equipment mace		
Note: Based on flamebred kobold mage from <i>Dungeon 200</i> . Added heroic effort-like power and removed shift.		

Warped Paladin of Torm (P) Level 12 Elite Brute	
Large aberrant humanoid (human)	XP 1400
HP 306; Bloodied 153	Initiative +9
AC 24, Fortitude 24, Reflex 23, Will 22	Perception +9
Resist 10 psychic	
Speed 6, climb 4	Blindsight 10
Saving Throw +2, Action Points 1	
STANDARD ACTIONS	
m Shadow Tentacle • At-Will	
Attack: Melee 3 (one creature); +15 vs. Reflex	
Hit: 4d10 + 4 damage, and the target is grabbed (escape DC 19).	
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); +15 vs. Reflex	
Hit: 3d10 + 4 damage, and the target falls prone.	
C Psychic Burst • Encounter	
Attack: Close burst 2 (enemies in the burst); +15 vs. Will	
Hit: 2d10 + 3 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Arcane Release (cold, fire, lightning, thunder) • Encounter	
Trigger: The paladin is stunned or dropped to 0 hit points.	
Attack (no action): Close burst 2 (creatures in burst); +15 vs. Fortitude	
Hit: 2d10 + 10 cold, fire, lightning, and thunder damage.	
Miss: Half damage.	
Skills Arcana +16, Dungeoneering +14	
Str 20 (+11)	Dex 16 (+9) Wis 16 (+9)
Con 23 (+12)	Int 21 (+11) Cha 3 (+2)
Alignment Evil Languages Common, Deep Speech	
Note: Based on warped mage of saruun from <i>Monster Vault: Threats to the Nentir Vale</i> . Changed to large due to corruption and to match size on map with heroic.	

MISSION 1A D: WE'RE WITH YOU

Werewolf Bravo Level 13 Skirmisher	
Medium natural humanoid (shapechanger)	XP 800
HP 130; Bloodied 65	Initiative +14
AC 27, Fortitude 25, Reflex 26, Will 24	Perception +14
Speed 6	Low-light vision
Regeneration 10 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn).	
TRAITS	
Combat Advantage	
The bravo deals 2d6 extra damage on melee attacks against any target that grants it combat advantage.	
STANDARD ACTIONS	
m Short Sword (poison, weapon) • At-Will	

<i>Requirement:</i> The bravo must be in human or hybrid form. <i>Attack:</i> Melee 1 (one creature); +18 vs. AC <i>Hit:</i> 1d10 + 6 damage, plus ongoing 10 poison damage (save ends).
m Bite • At-Will <i>Requirement:</i> The bravo must be in wolf or hybrid form. <i>Attack:</i> Melee 1 (one creature); +18 vs. AC <i>Hit:</i> 1d6 + 4 damage, plus ongoing 5 poison damage (save ends).
r Crossbow (poison, weapon) • At-Will <i>Attack:</i> Ranged 15/30 (one creature); +18 vs. AC <i>Hit:</i> 1d8 + 6 poison damage, plus ongoing 5 poison damage (save ends).
M Dance of Poison • Recharge when first bloodied <i>Effect:</i> The bravo makes two short sword attacks against one target, shifts up to 3 squares, and makes two short sword attacks against a different target.
MINOR ACTIONS
Change Shape (polymorph) • At-Will <i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.
Skills Bluff +15, Stealth +17, Streetwise +15, Thievery +17 Str 20 (+11) Dex 22 (+12) Wis 16 (+9) Con 18 (+10) Int 15 (+8) Cha 18 (+10)
Alignment Unaligned Languages Common
Note: Based on the Wererat Sewer Guard from <i>Dungeonmaster's Guide</i> 2.

Werewolf Warrior Level 13 Minion Soldier
Medium natural humanoid (shapechanger) XP 200
HP 1; a missed attack never damages a minion. Initiative +12 AC 29, Fortitude 25, Reflex 25, Will 25 Perception +9 Speed 6
TRAITS
Harrying Bite • Aura 1 Any enemy that starts its turn within the aura is slowed until the start of its next turn.
STANDARD ACTIONS
m Bite • At-Will <i>Requirement:</i> The warrior must be in wolf or hybrid form. <i>Attack:</i> Melee 1 (one creature); +16 vs. AC <i>Hit:</i> 9 damage.
m Silver Longsword (weapon) • At-Will <i>Requirement:</i> The warrior must be in human or hybrid form. <i>Attack:</i> Melee 1 (one creature); +20 vs. AC <i>Hit:</i> 8 damage or 12 damage against slowed targets.
MOVE ACTIONS
Jump • Encounter <i>Effect:</i> The werewolf flies 5 squares. The werewolf must land at the end of this movement, or it falls.
MINOR ACTIONS
Change Shape (polymorph) • At-Will <i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.
Str 19 (+10) Dex 18 (+10) Wis 16 (+9) Con 13 (+7) Int 10 (+6) Cha 11 (+6)
Alignment Unaligned Languages Common
Note: Based on the Githyanki Sky Pirate from <i>Dungeon Magazine</i> 180.

Nisal, Werewolf Boss Level 15 Soldier
Medium natural humanoid (shapechanger) XP 1200
HP 146; Bloodied 73 Initiative +14 AC 31, Fortitude 29, Reflex 27, Will 25 Perception +8 Speed 7; climb 5 Darkvision
STANDARD ACTIONS
m Kinslayer Axe (weapon) • At-Will <i>Requirement:</i> The boss must be in human or hybrid form. <i>Attack:</i> Melee 1 (one creature); +18 vs. AC <i>Hit:</i> 2d12+10 damage, and the target falls prone. <i>Effect:</i> The target is marked until the end of Nisal's next turn.
m Bite • At-Will <i>Requirement:</i> The boss must be in wolf or hybrid form. <i>Attack:</i> Melee 1 (one creature); +18 vs. AC <i>Hit:</i> 2d12+10 damage, and the target falls prone.
C Kinslayer's Carnage (weapon) • Recharge when first bloodied <i>Requirement:</i> The boss must be in human or hybrid form. <i>Attack:</i> Close burst 1 (enemies in blast); +18 vs. AC <i>Hit:</i> 3d12+6, and the target is marked (save ends). <i>Miss:</i> Half damage and the target is marked until the end of Nisal's next turn.
MOVE ACTIONS
Lycanthrope Charge (polymorph) • Recharge when Nisal uses Lycanthrope Mark <i>Effect:</i> Nisal becomes a wolf and shifts up to his speed. During this movement he is insubstantial. At the end of the movement, each enemy adjacent to him is marked until the end of Nisal's next turn.
MINOR ACTIONS
Change Shape (polymorph) • At-Will <i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.
TRIGGERED ACTIONS
Lycanthrope Mark (necrotic) • At-Will <i>Trigger:</i> An enemy within 5 squares of Nisal and marked by him makes an attack that doesn't include him as a target. <i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 15 necrotic damage.
Str 24 (+14) Dex 21 (+12) Wis 13 (+8) Con 18 (+11) Int 10 (+7) Cha 17 (+10)
Alignment Unaligned Languages Common
Note: Based on the Nikolai Charnel Brother from <i>The Shadowfell</i> .

MISSION IBA: SCOUT BEHIND THE WALLS

Netherese Soldier Level 12 Minion
Medium natural humanoid (human) XP 175
HP 1; A missed attack never damages a minion Initiative +10 AC 26, Fortitude 26, Reflex 25, Will 23 Perception +6 Speed 6
TRAITS
Dirty Tactics A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.
STANDARD ACTIONS
m Short Sword (Weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC <i>Hit:</i> 9 damage and target is slowed (save ends) (13 damage with combat advantage)
Str 16 (+9) Dex 14 (+8) Wis 9 (+5) Con 12 (+7) Int 10 (+6) Cha 8 (+5)

Alignment Evil **Languages** Common, Netherese
Note: Reflavored Grand Melee Gladiator, added slow; Dragon Magazine Annual.

Bhaalspawn Zombie		Level 12 Brute
Medium natural animate (undead)		XP 700
HP 140; Bloodied 70	Initiative +4	
AC 23, Fortitude 23, Reflex 19, Will 20	Perception +5	
Speed 4	Blindsight 5, Darkvision	
Immune disease, poison; Resist 10 necrotic, 5 radiant		
Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC		
<i>Hit:</i> 2d6+7 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
<i>Attack:</i> Melee 1 (one creature); +14 vs. Reflex		
<i>Hit:</i> The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+8)	Dex 6 (+4)	Wis 8 (+5)
Con 10 (+6)	Int 5 (+3)	Cha 3 (+2)
Alignment Unaligned Languages -		

Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.

MISSION IBB: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator		Level 13 Artillery
Medium natural humanoid (aquatic, reptile)		XP 800
HP 94; Bloodied 47	Initiative +10	
AC 25, Fortitude 24, Reflex 26, Will 25	Perception +12	
Resist 5 poison		
Speed 6, swim 4		
STANDARD ACTIONS		
m Spear (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC		
<i>Hit:</i> 2d8 + 11 damage		
r Magic Missile (force) • At-Will		
<i>Attack:</i> Ranged 20 (one creature); +18 vs. Reflex		
<i>Hit:</i> 2d4 + 7 force damage		
R Missile Barrage (force) • At-Will		
<i>Effect:</i> The infiltrator makes three <i>magic missile</i> attacks.		
A Force Implosion (force) • Encounter		
<i>Attack:</i> Area burst 2 within 20 squares (each creature in the burst); +15 vs. Reflex		
<i>Hit:</i> 3d6 + 10 force damage		
<i>Miss:</i> Half damage.		
MINOR ACTIONS		
Change Shape (polymorph) • At-Will		
<i>Effect:</i> The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.		
Skills Bluff +16, Insight +12		
Str 15(+8)	Dex 18 (+10)	Wis 12 (+7)
Con 16(+9)	Int 14 (+8)	Cha 20 (+11)
Alignment evil Languages Common, Draconic		
Equipment leather armor, spear		

Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.

Bhaalspawn Zombie		Level 12 Brute
Medium natural animate (undead)		XP 700
HP 140; Bloodied 70	Initiative +4	
AC 23, Fortitude 23, Reflex 19, Will 20	Perception +5	
Speed 4	Blindsight 5, Darkvision	
Immune disease, poison; Resist 10 necrotic, 5 radiant		
Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC		
<i>Hit:</i> 2d6+7 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
<i>Attack:</i> Melee 1 (one creature); +14 vs. Reflex		
<i>Hit:</i> The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+8)	Dex 6 (+4)	Wis 8 (+5)
Con 10 (+6)	Int 5 (+3)	Cha 3 (+2)
Alignment Unaligned Languages -		

Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.

Bhaalspawn Grunts		Level 14 Minion Soldier
Medium natural humanoid (undead)		XP 250
HP 1; a missed attack never damages a minion.		Initiative +12
AC 30, Fortitude 28, Reflex 26, Will 24	Perception +12	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Grabbing Claws • At-Will		
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC		
<i>Hit:</i> 9 damage, and the target is grabbed (escape DC 20) if the Bhaalspawn grunt has no creature grabbed.		
M Bite (disease) • At-Will		
<i>Attack:</i> Melee 1 (one creature grabbed by the Bhaalspawn grunt); +18 vs. AC		
<i>Hit:</i> 11 damage and 5 ongoing damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
Str 18 (+11)	Dex 14 (+9)	Wis 11 (+7)
Con 18 (+11)	Int 7 (+5)	Cha 10 (+7)
Alignment chaotic evil Languages Common		

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Bloodfire Ooze		Level 13 Elite Brute
Large elemental beast (fire, ooze)		XP 1600
HP 316; Bloodied 158	Initiative +7	
AC 24, Fortitude 27, Reflex 24, Will 23	Perception +11	
Speed 6	Blindsight 20	
Immune fire, Vulnerable 10 cold		
Saving Throws +2; Action Points 1		
TRAITS		
Bloodfire Aura (fire) • Aura 2		
Any creature that ends its turn in the aura takes 10 fire damage		
Demonic Fire		

Fire damage dealt by the bloodfire ooze ignores 10 points of a target's fire resistance.

Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack roles, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 2d10 + 10 fire damage.		
C Fiery Eruption (fire) • Recharge 5 6		
Attack: Close burst 3 (creatures in burst); +16 vs. Reflex		
Hit: 2d8 + 5 fire damage, and ongoing 10 fire damage (save ends).		
MINOR ACTIONS		
C Sulfuric Breath (poison) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +15 vs. Fortitude		
Hit: 2d6 + 7 poison damage.		
TRIGGERED ACTIONS		
Boiling Blood (fire) • Encounter		
Trigger: The bloodfire ooze is bloodied.		
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.		
Str 15 (+8)	Dex 13 (+7)	Wis 11 (+6)
Con 18 (+10)	Int 1 (+1)	Cha 4 (+3)
Alignment Chaotic Evil Languages -		

Yuan-ti Conglomeration		Level 12 Elite Brute
Large natural animate (reptile, undead)		XP 1400
HP 294; Bloodied 147		Initiative +10
AC 24, Fortitude 24, Reflex 24, Will 23		Perception +8
Immune disease, poison; Resist 10 necrotic		Darkvision
Vulnerable 5 radiant		
Speed 7		
Action Points 1		
STANDARD ACTIONS		
m Bite (disease, poison) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 1d4+8 damage and ongoing 10 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
m Scimitar (charm) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 1d8+8 damage (crit 1d8+16) plus 10 poison damage		
M Snake Strike • At-Will		
The yuan-ti conglomeration makes a <i>bite</i> and two <i>scimitar</i> attacks.		
MOVE ACTIONS		
Conglomeration (healing) • Encounter		
Effect: The yuan-ti conglomeration absorbs a dead body, healing 12 points of damage and gaining a +2 bonus to attacks and +12 bonus to damage until the end of the conglomeration's next turn.		
Str 16 (+9)	Dex 16 (+9)	Wis 14 (+8)
Con 17 (+9)	Int 3 (+2)	Cha 3 (+2)
Alignment evil Languages -		
Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.		

MISSION IBC: TAKE THE TOWERS

4 Dark Flameskull		Level 11 Artillery
small natural animate (undead)		XP 600
HP 74; Bloodied 37		Initiative +11
AC 23, Fortitude 23, Reflex 24, Will 23		Perception +14
Speed 0, fly 10 (hover)		
Immune disease, poison Resist 10 fire, 10 necrotic Vulnerable 5 radiant		
TRAITS		
Illumination		
The dark flameskull sheds dim light out to 5 squares.		
Regeneration (healing)		
The darkskull regains 10 hit points whenever it starts its turn and has at least 1 hit point.		
STANDARD ACTIONS		
m Fiery Bite (fire) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d4 damage plus 2d4 fire damage		
R Black Ray (fear,necrotic) • At-Will		
Attack: Range 10 (one creature); +16 vs. Reflex		
Hit: 2d6 + 10 necrotic damage, the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.		
A Shadowfire (fire, necrotic, zone) • Encounter		
Attack: Area burst 3 within 10 (enemies in burst); +16 vs. Reflex		
Hit: 2d4 +7fire and necrotic damage.		
Miss: Half damage		
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 10 fire and necrotic damage.		
Skills Stealth +16		
Str 8(+5)	Dex 21 (+11)	Wis 17 (+9)
Con 22 (+12)	Int 25 (+13)	Cha 22 (+12)
Alignment Unaligned Languages Abyssal, Common		

4 Warped Grimlock Zombie		Level 11 Minion
Medium natural animate (undead)		XP 150
HP 1; a missed attack never damages a minion		Initiative +3
AC 25, Fortitude 24, Reflex 22 Will 22		Perception +7
Speed 4,		Blindsight
Immune disease, poison		
TRAITS		
Corpse Seeming		
If the zombie is inactive, it appears to be a corpse (moderate DC Insight to see through the ruse)..		
STANDARD ACTIONS		
m Viscera Grab • At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 9 damage and the target is grabbed (escape ends). The zombie can grab only one target at a time, but can maintain the grab as long as it remains within 2 squares of the target		
M Burring Entrails • At-Will		
Requirement: Target is grabbed		
Effect: 12 necrotic damage		
Str 18 (+9)	Dex 14 (+7)	Wis 14(+7)
Con 21(+10)	Int 3 (+1)	Cha 3 (+1)
Alignment Chaotic evil Languages DeepSpeech		

Winter Wight		Level 12 Brute
Medium shadow humanoid (cold undead)		XP 700
HP 150; Bloodied 75		Initiative +11
AC 24, Fortitude 24, Reflex 23, Will 23		Perception +10
Speed 7		Darkvision
Immune disease, poison Resist 10 cold 10necrotic Vulnerable 5 fire, 5		

radiant
TRAITS
Regeneration (healing)
A winter wight regains 10 hit points whenever it starts its turn and has at least 1 hit point. If a winter wight takes fire damage, its regeneration doesn't function until the end of its next turn.
STANDARD ACTIONS
m Ice Claw • At-Will
<i>Attack:</i> Melee 1 (one creature); +17 vs. Fortitude <i>Hit:</i> 3d10 +9 cold damage.
M Blackfire (cold, necrotic) • Recharge 5,6
<i>Attack:</i> Melee 1 (one creature); +15 vs. Fortitude <i>Hit:</i> 2d10 cold and necrotic damage, and the target takes ongoing 10 cold and necrotic damage and is dazed (save ends both). <i>First failed saving throw:</i> the target is stunned instead of dazed (save ends both). <i>Second failed saving throw:</i> the target is knocked unconscious instead of stunned (save ends both) <i>Third failed saving throw:</i> The target dies.
TRIGGERED ACTIONS
C Blackfire Shroud (cold necrotic)
<i>Trigger:</i> The winter wight drops to 0 hit points <i>Attack (Immediate Reaction):</i> Close burst 5 (creatures in burst); +15 vs Reflex <i>Hit:</i> 3d8 +5 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends). <i>Effect:</i> The burst creates an area of difficult terrain that lasts until the end of the encounter.
Str 24 (+11) Dex 20 (+9) Wis 19 (+8)
Con 20 (+9) Int 19 (+8) Cha 13 (+5)
Alignment Evil Languages Abyssal, Common

1-2 Yaun-ti Malison Chanter	Level 12 Artillery
Medium natural humanoid (reptile)	XP 700
HP 100; Bloodied 50	Initiative +12
AC 26, Fortitude 22, Reflex 24, Will 25	Perception +12
Speed 7	
Resist 10 poison	
TRAITS	
Bloody Scales	
While bloodied, the yaun-ti gains a +2 bonus to speed and a +2 bonus to all defenses	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. Will <i>Hit:</i> 2d6 + 3 damage and ongoing 5 poison damage (save ends).	
r Mid Warp (psychic) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +17 vs. Will <i>Hit:</i> 4d6 + 6 damage and the target takes a -2 penalty to attack rolls until the end of the yaun-ti's next turn.	
R Poison Domination (charm) • Recharge when first bloodied	
<i>Attack:</i> Ranged 20 (one creature taking ongoing poison damage); +17 vs. Will <i>Hit:</i> The target is dominated until the end of the yaun-ti's next turn.	
TRIGGERED ACTIONS	
Deflect Attack • Recharge 4,5,6	
<i>Trigger:</i> A melee or range attack hits the yaun-ti <i>Effect (Immediate Interrupt):</i> The triggering attack hits one of the yaun-ti's allies adjacent to it.	
Skills Athletics +14, Bluff +18, Insight +17, Stealth +17, Thievery +17	
Str 16 (+9) Dex 22 (+12) Wis 22 (+12)	
Con 22 (+12) Int 25 (+13) Cha 25 (+13)	
Alignment evil Languages Common, Draconic	

Note: can use Trebuchet

Trebuchet	At-Will Terrain
HP 50; Bloodied 25	
AC 29, Fortitude 30, Reflex 23, Will 0	
STANDARD ACTIONS	
Load	
<i>Requirement:</i> The NPC or PC must be adjacent and have appropriate ammunition, such as a nearby pile of rocks. <i>Check:</i> Athletics check (moderate DC) to load. <i>Success:</i> The trebuchet is loaded and ready to attack.	
Attack	
<i>Requirement:</i> The trebuchet is loaded and the NPC or PC is adjacent. <i>Check:</i> Thievery check (easy DC). <i>Success:</i> The NPC or PC fires the trebuchet <i>Target:</i> Area burst 1 within 40 (creatures in burst) <i>Attack:</i> +15 vs. Reflex <i>Hit:</i> 2d12 + 6 damage <i>Effect:</i> Trebuchet is unloaded	

At the start of combat the trebuchet is already loaded.

Ebony Knight	Level 12 Soldier
Medium shadow humanoid, human	XP 700
HP 120; Bloodied 60	Initiative +12
AC 27, Fortitude 25, Reflex 23, Will 24	Perception +7
Speed 5	Low-light vision
TRAITS	
Furious Flock	
The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC <i>Hit:</i> 2d10 + 10 damage <i>Effect:</i> The target is marked until the end of the knight's next turn.	
M Silence Unbeliever (weapon) • Recharge 5, 6	
<i>Attack:</i> Melee 1 (one creature marked by the knight); +17 vs. AC <i>Hit:</i> 3d10+10 and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is dazed instead (save ends).	
MINOR ACTIONS	
R Death's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it	
<i>Attack:</i> Ranged 5 (one creature); +15 vs. Will <i>Hit:</i> 1d10 + 2 necrotic damage, and the knight pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
Death's Rebuke (necrotic) • At-Will	
<i>Trigger:</i> An enemy within 10 squares of the knight and marked by it makes an attack that does not include the knight as a target. <i>Effect (Free Action):</i> Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it takes 5 necrotic damage.	
Skills Athletics +17, Thievery +15	
Str 22 (+12) Dex 18 (+10) Wis 12 (+7)	
Con 16 (+9) Int 10 (+6) Cha 20 (+11)	
Alignment Unaligned Languages Common	
Equipment greatsword, plate armor	

Note: uses Trebuchet

Guardian Naga		Level 12 Elite Artillery	
Large immortal magical beast (reptile)		XP 1,400	
HP 186; Bloodied 93		Initiative +10	
AC 26, Fortitude 24, Reflex 25, Will 23		Perception +13	
Speed 6		Darkvision	
Saving Throws +2, Action Points 1			
STANDARD ACTIONS			
m Tail Slap • At-Will			
Attack: Melee 2 (one creature); +17 vs. AC			
Hit: 3d6 + 10 damage and the target is pushed 2 squares.			
R Word of Pain (psychic) • At-Will			
Attack: Ranged 20 (one or two creatures); +17 vs. Will If the Naga targets only one creature with this power, it can make this attack against it twice.			
Hit: 3d6 + 6 psychic damage, and the target is immobilized (save ends).			
C Spit Poison (poison) • Recharge 5-6			
Attack: Close blast 3 (creatures in burst); +15 vs. Fortitude			
Hit: 2d8+10 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).			
A Thunderstrike (thunder) • Recharge 5-6			
Attack: Area burst 1 within 20 (enemies in burst); +15 vs. Fortitude			
Hit: 3d6+4 damage and the target is dazed (save ends).			
Miss: Half damage			
Skills Arcana +15, History +15, Insight +13			
Str 16 (+9)		Dex 18 (+10)	
		Wis 14 (+8)	
Con 15 (+8)		Int 18 (+10)	
		Cha 12 (+7)	
Alignment Evil		Languages Common, Supernal	

Nighthwalker		Level 12 Elite Brute	
Large Shadow humanoid (undead)		XP 1,400	
HP 304; Bloodied 1522		Initiative +11	
AC 26, Fortitude 24, Reflex 22, Will 24		Perception +10	
Speed 8		Darkvision	
Immune disease, poison; Saving Throws +2, Action Points 1			
STANDARD ACTIONS			
m Slam (cold, necrotic) • At-Will			
Attack: Melee 2 (one creature); +15 vs. AC			
Hit: 2d8 + 9 plus 3d6 cold and necrotic damage.			
R Finger of Death (necrotic) • Encounter			
Requirement: Target is bloodied			
Attack: Ranged 5 (one creature); +13 vs. Fortitude			
Hit: target drops to 0 hit points. Resistance to necrotic damage does not apply to this power.			
MINOR ACTIONS			
C Void Gaze (gaze, necrotic) • At-Will (1/round)			
Attack: Close blast 5 (enemies in blast); +13 vs. Will			
Hit: 2d8+9 necrotic damage, and the target is pushed 4 squares and takes a -2 penalty to all defenses (save ends).			
Skills Stealth +16			
Str 24 (+13)		Dex 20 (+11)	
		Wis 18 (+10)	
Con 22 (+16)		Int 17 (+9)	
		Cha 24 (+13)	
Alignment Evil		Languages Common, telepathy 20	

Wall Golem		Level 12 Elite Lurker	
Large natural animate (construct)		XP 1,400	
HP 196; Bloodied 98		Initiative +13	
AC 26, Fortitude 27, Reflex 23, Will 22		Perception +7	
Speed 6		Darkvision	
Saving Throws +2, Action Points 1			
TRAITS			
All-Around Vision			

Enemies cannot gain combat advantage by flanking the golem		
Plodding		
The golem cannot shift		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 3d8 + 7 damage		
C Topple • At-Will		
Requirement: The golem must be affected by wall form		
Attack: close blast 5 (creatures in blast); +15 vs. Fortitude		
Hit: 4d8 + 9 damage, and the golem pushes the target up to 3 squares and knocks it prone.		
Miss: Half damage		
Effect: The golem is no longer affected by wall form and appears in an unoccupied space within or adjacent to the blast area.		
Wall Form (polymorph) • At-Will		
Effect: The golem no longer occupies its current space and instead occupies the squares within a close wall 6. The squares must be unoccupied. While in this form, the golem is blocking terrain, is 3 squares high, and gains resist 20 to all damage. In addition the golem can take no other actions than using topple or spending a free action to return to its normal form in an unoccupied space adjacent to a square of the wall.		
TRIGGERED ACTIONS		
C Collapse • Encounter		
Trigger: The golem is first bloodied		
Effect(Free Action): The golem uses topple, even if it does not meet the power's requirement. The golem is then removed from play, and any effects on it end. At the start of its next turn, the golem appears in an unoccupied space within or adjacent to the squares it last occupied.		
Str 24(+13)		Dex 16 (+9)
		Wis 14 (+8)
Con 20 (+11)		Int 5 (+3)
		Cha 8 (+5)
Alignment Unaligned		Languages -

MISSION IBD: BREACH THE WALLS (HEROIC ONLY)

This mission is for Heroic tier only. There are no Paragon stat blocks for this mission.

MISSION IBE: THANK YOU FOR FLYING AIR NETHERIL

Netherese Captain		Level 13 Controller (Leader)	
Medium shadow humanoid (shade)		XP 800	
HP 131; Bloodied 65		Initiative +6	
AC 27, Fortitude 25, Reflex 23, Will 23		Perception +8	
Speed 6, teleport 4		Darkvision	
Action Points 1			
STANDARD ACTIONS			
m Powerful Slam • At-Will			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 2d8 + 10 damage, and the target is restrained until the end of the captain's next turn.			
r Magic Missile • At-Will			
Effect: Ranged 20 (one creature); 10 damage, and you push the target 1 square.			
R Spectral Chains (healing) • Encounter			
Attack: Ranged 10 (one creature); +16 vs. Reflex			
Hit: 1d8 + 5 damage, and the target is stunned (save ends). The first time one of the captain's allies hits the target while it is stunned by this power, that ally regains 15 hit points.			

C Shadow Wave • Recharge 5 6

Attack: Close blast 5 (enemies in the blast); +16 vs. Fortitude

Hit: 3d10+4 damage.

Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.

Str 21 (+11) Dex 10 (+6) Wis 14 (+8)

Con 19 (+10) Int 19 (+10) Cha 16 (+9)

Alignment evil Languages Common, Netherese

Equipment master's wand of magic missile

Note: Reflavored/edited hill giant earth shaman

Netherese Sailor Level 11 Minion Soldier

Medium natural humanoid (human) XP 150

HP 1; a missed attack never damages a minion Initiative +8

AC 27, Fortitude 24, Reflex 23, Will 21 Perception +6

Speed 6

TRAITS**Squad Defense**

The Netherese sailor gains a +2 bonus to its AC when adjacent to an ally.

STANDARD ACTIONS**m Longsword • At-Will**

Attack: Melee 1 (one creature); +16 vs. AC

Hit: 9 damage, and the target takes 4 necrotic damage if it willingly moves during its next turn.

Str 17 (+4) Dex 15 (+3) Wis 13 (+2)

Con 15 (+3) Int 8 (+0) Cha 9 (+0)

Alignment unaligned Languages Common, Netherese

Note: Reflavored legion devil hellguard

Netherese Chain Master Level 12 Skirmisher (Leader)

Medium shadow humanoid (shadar-kai) XP 700

HP 124; Bloodied 62 Initiative +15

AC 26, Fortitude 24, Reflex 26, Will 22 Perception +8

Speed 7 Low-light vision

STANDARD ACTIONS**m Spiked Chain • At-Will**

Attack: Melee 2 (one creature); +17 vs. AC

Hit: 2d4 + 6 damage.

M Double Attack • At-Will

Effect: The chain master uses spiked chain twice.

M Ensnaring Chains of Shar (necrotic) • At-Will

Attack: Melee 2 (one creature); +15 vs. Reflex

Hit: 2d4 + 6 damage, and the target is restrained and takes ongoing 10 necrotic (save ends both). The chain master can restrain only one creature at a time.

MOVE ACTIONS**Shadow Jaunt • Encounter**

Effect: The chain master teleports up to 3 squares and is insubstantial until the start of its next turn.

MINOR ACTIONS**Dance of Battle • At-Will**

Effect: The chain master shifts 1 square.

TRIGGERED ACTIONS**Dance of Defiance • Recharge when bloodied**

Trigger: The chain master is the target of a melee attack

Effect (Immediate Interrupt): The chain master shifts 1 square.

M Chains of Vengeance • Encounter

Trigger: The chain master is first bloodied.

Effect (Free Action): The chain master uses spiked chain twice.

Str 19 (+10) Dex 24 (+13) Wis 15 (+8)

Con 20 (+11) Int 14 (+8) Cha 13 (+7)

Alignment evil Languages Common, Netherese

Note: Reflavored/edited chain devil

Netherese Bombardier Level 12 Artillery

Medium shadow humanoid (shade) XP 700

HP 92; Bloodied 46 Initiative +9

AC 26, Fortitude 23, Reflex 25, Will 22 Perception +12

Speed 6 Darkvision

STANDARD ACTIONS**m Longsword • At-Will**

Attack: Melee 1 (one creature); +17 vs. AC

Hit: 3d8 + 4 damage.

r Shadow Slice (necrotic, psychic) • At-Will

Attack: Ranged 10 (one creature); +17 vs. Will

Hit: 3d8 + 7 necrotic and psychic damage.

A Shadow Barrage (necrotic, psychic) • Recharge 6

Attack: Area burst 1 within 20 (creatures in the burst); +17 vs. Will

Hit: 2d8 + 7 necrotic and psychic damage, and the target takes ongoing 10 psychic damage and can't use daily or encounter attack powers (save ends both).

Skills History +11, Insight +12

Str 14 (+8) Dex 16 (+9) Wis 12 (+7)

Con 14 (+8) Int 17 (+9) Cha 11 (+6)

Alignment evil Languages Common, Netherese

Note: Reflavored githyanki mindslicer

MISSION 1BF: RECOVER THE RELICS**Holy Door Guardian Level 12 Solo Controller (leader)**

Huge natural animate (blind, construct) XP 3,500

HP 484; Bloodied 242 Initiative +1

AC 26, Fortitude 22, Reflex 23, Will 25

Speed 0 Perception +15

Immune conditions, forced movement, gaze; Tremorsense 20

Resist 10 all; Saving Throws +2, Action Points 2

TRAITS**Door Defense • Aura 5**

While within the aura, allies gain +2 bonus to attack rolls and damage rolls.

Construct Bond

Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.

STANDARD ACTIONS**C Invoke Pain (psychic) • At-Will**

Attack: Close burst 5, or 10 while bloodied (one or two enemies in

burst); +15 vs. Fortitude

Hit: 1d10 + 15 damage and the target takes a -2 penalty to attack and damage rolls (save ends).

Miss: Half damage and the target takes no penalty to attack and damage rolls.

C Invoke Fealty (charm) • Recharge when first bloodied

Attack: Close burst 5, or 10 while bloodied (two or three enemies in

burst); +15 vs. Will

Hit: 1d10 + 15 damage and Holy Door Guardian slides the target 1 square and the target falls prone.

C Invoke Obedience (charm, psychic) • Recharge when first bloodied

Attack: Close burst 5, or 10 while bloodied (two or three enemies in

burst); +15 vs. Will

Hit: 1d10 + 15 damage and the target is dominated until the end of its next turn.

MINOR ACTIONS**Call Stone Golem • Recharge 6**

Effect: The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10 squares of the Holy Door Guardian. It acts immediately.

Call Minor Stone Golem • At-will (1/round)

Effect: The Holy Door Guardian summons 5 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.

TRIGGERED ACTIONS

Invoke Rebuke (psychic, radiant) • At-will

Trigger: An enemy hits the Holy Door Guardian.

Effect (Immediate Reaction): The triggering enemy takes 10 psychic and radiant damage, and ongoing 10 psychic and radiant damage (save ends).

Skills Bluff +17, Diplomacy +17, Insight +15

Str 0 (+1) **Dex** 0 (+1) **Wis** 19 (+10)

Con 17 (+9) **Int** 19 (+10) **Cha** 23 (+12)

Alignment lawful good **Languages** Common

Stone Golem **Level 12 Elite Soldier**

Large natural animate (construct) XP 1,400

HP 252; **Bloodied** 126 **Initiative** +5

AC 28, **Fortitude** 26, **Reflex** 23, **Will** 22

Perception +4

Speed 6 (cannot shift) Darkvision

Immune disease, poison

Saving Throws +2, **Action Points** 1

STANDARD ACTIONS

M Slam • At-Will

Attack: Melee 2 (one creature); +17 vs. AC

Hit: 1d6 + 17 damage, and the golem can push the target 1 square

m Double-Attack • At-Will

Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.

m Golem Rampage • Recharge 5-6

Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.

TRIGGERED ACTIONS

C Death Burst • Encounter

Trigger: The stone golem drops to 0 hit points.

Attack (no action): Close burst 1 (creatures in burst); +17 vs. AC

Hit: 1d12 + 14 damage.

Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.

Str 22 (+12) **Dex** 5 (+3) **Wis** 6 (+4)

Con 22 (+12) **Int** 1 (+1) **Cha** 1 (+1)

Alignment unaligned **Languages** -

Minor Stone Golem **Level 12 Minion Soldier**

Large natural animate (construct) XP 175

HP 1; a missed attack never damages a minion

Initiative +5

AC 28, **Fortitude** 26, **Reflex** 23, **Will** 22

Perception +4

Speed 6 (cannot shift) Darkvision

Immune disease, poison

STANDARD ACTIONS

M Slam • At-Will

Attack: Melee 2 (one creature); +17 vs. AC

Hit: 10 damage, and the golem can push the target 1 square

m Double-Attack • At-Will

Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.

TRIGGERED ACTIONS

C Death Burst • Encounter

Trigger: The stone golem drops to 0 hit points.

Attack (no action): Close burst 1 (creatures in burst); +17 vs. AC

Hit: 10 damage.

Effect: The golem is destroyed.

Str 22 (+12) **Dex** 5 (+3) **Wis** 6 (+4)

Con 22 (+12) **Int** 1 (+1) **Cha** 1 (+1)

Alignment unaligned **Languages** -

MISSION 3A: EVACUATION

Rubble Launcher

HP 100

Initiative +4

AC 24, **Fortitude** 22, **Reflex** 22, **Will** 22;

STANDARD ACTIONS

B Launch Rubble (weapon) • At-Will

Attack: Area burst 1 within 20 (creatures in the burst); +15 vs. Reflex

Hit: 3d6+5 and the target is knocked prone

MISSION 3B: ASSASSINS

PlagueChaged Captain of Torm (A)

Level 14 Elite

Medium aberrant humanoid (human) XP 1400

HP 250; **Bloodied** 125 **Initiative** +7

AC 27, **Fortitude** 26, **Reflex** 25, **Will** 26 **Perception** +6

Speed 6 **Darkvision**

Saving Throw +3, **Action Points** 1

TRAITS

O Sickening Swirl • Aura 3

Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty.

Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful Endurance checks they are immune to the aura but still suffer the sight penalty. A player may chose to spend a standard action to make an Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other then the center - which he as already done at the start. He must still be in the aura for the anchoring to be in effect.

STANDARD ACTIONS

m • Captain's Remark At-Will

Attack: Melee 2 (one creature); +17 vs. AC

Hit: 3d8 + 12 damage.

Effect: The Captain can slide the target 1 square.

M Double Attack • At-Will

Effect: The Captain can use his Captain's Remark twice.

R Stinging Words • At-Will

Attack: Ranged 5/10; +19 vs. AC

Hit: 2d10 + 7 damage

C Captain's Affliction (poison) • Recharge ☹☹

Attack: Close burst 3 (creatures in the burst); +16 vs. Fortitude

Hit: 4d8 + 8 poison damage.

MOVE ACTIONS

Slip Away • (only while in Captain's Aura)

The Captain or an ally can shift 3 squares but must remain in the aura.

MINOR ACTIONS

Coughing Spasm (poison) • Recharge when no creature is affected by this power

Attack: Ranged 5 (one dazed creature affected by Captain's Aura); +16 vs. Fortitude
Hit: The target is weakened (save ends).
Skills Athletics +15, Endurance +16
Str 17 (+9) **Dex** 12 (+7) **Wis** 12 (+7)
Con 19 (+10) **Int** 17 (+9) **Cha** 18 (+10)
Alignment Evil **Languages** - Common
Equipment chainmail, pike
Note: Based on the Aboleth Plaguewhisper from *Dungeon* 195.

Warped Paladin of Torm (B) **Level 12 Solider**
Medium aberrant humanoid (human) XP 900
HP 120; **Bloodied** 60 **Initiative** +6
AC 22, **Fortitude** 24, **Reflex** 21, **Will** 22 **Perception** +4
Resist 10 poison
Speed 5 Darkvision

TRAITS
O Unholy Bravado • Aura 1
(Fear) aura 1; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn

STANDARD ACTIONS

m Spear • At-Will • Necrotic, Weapon
Attack: Melee 2 (one creature); +17 vs. AC
Hit: 2d6 + 4 plus 5 necrotic damage.

M Death Stab • At-Will • Necrotic, Weapon
+17 vs AC; 2d8+12 necrotic damage, and the target is knocked prone.

C Necrotic Strike • Standard, Recharge [2][2] • Necrotic, Weapon
+17 vs AC; 3d8+6 damage, and ongoing 10 necrotic damage (save ends).

MINOR ACTIONS

Punish the Righteous • At-Will (1/round)
Targets one enemy adjacent to the Paladin; the target gains vulnerable 10 necrotic until the end of the Paladin's next turn.

Str 18 (+8) **Dex** 12 (+5) **Wis** 11 (+4)
Con 16 (+7) **Int** 10 (+4) **Cha** 15 (+6)

Alignment Evil **Languages** - Common, Abyssal
Note: Based on the Arzaanezra, Paladin of Slaughter from *Fortress of the Yuan-ti*, page(s) 14.

FlameSpitting Yuan-ti **Level 12 Artillery**
Medium natural humanoid (reptile), yuan-ti XP 900
HP 112; **Bloodied** 56 **Initiative** +9
AC 24, **Fortitude** 21, **Reflex** 23, **Will** 20 **Perception** +13
Resist 10 poison
Speed 7

STANDARD ACTIONS

m Scimitar • At-Will • Weapon
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 3d8 + 8.

R Crossbow • At-Will • Poison, Weapon
Attack: Ranged 15 (one creature); +19 vs AC
Hit: 3d8 + 6, ongoing 5 poison damage (save ends), and knocked prone.

C Toxic Sizzling Spittle • Poison, Fire • Recharge [2][2]
Attack: Area burst 2 within 15 (creatures in burst); +17 vs Reflex
Hit: 2d10+10 damage, ongoing 10 poison, fire damage (save ends)

MINOR ACTIONS

Mental Rebuke (psychic) • At-Will (1/round)
Attack: Ranged 20 (one creature); +15 vs Will
Hit: Until the end of the Yuan-ti's next turn, the target takes 10 psychic damage each time it makes an attack against a Yuan-ti.

Skills Arcana +16, Athletics +16, History +16, Stealth +18
Str 18 (+9) **Dex** 22 (+12) **Wis** 16 (+9)

Con 14 (+8) **Int** 19 (+10) **Cha** 20 (+11)
Alignment Evil **Languages** - Common, Draconic
Equipment 30 poisoned bolts, crossbow, scimitar
Note: Based on the Senjarik from *Dungeon Magazine* 190.

Warped Undead Cleric of Torm (D) **Level 14 Elite**
Medium natural humanoid (undead, human) XP 1400

HP 221; **Bloodied** 110 **Initiative** +6

Regeneration 10 (if the Cleric takes radiant damage, regeneration doesn't function on its next turn)

AC 26, **Fortitude** 25, **Reflex** 24, **Will** 26 **Perception** +11

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 fire

Speed 5 Darkvision

Saving Throws +3, **Action Points** 1

STANDARD ACTIONS

m Shielding Mace • At-Will • Weapon
Attack: Melee 1 +17 vs. AC, 3d8+7, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.

R Plague of Doom • At-Will • Necrotic
+18 vs Reflex; 3d8+6 necrotic damage, and the target takes a -2 penalty to defenses until the end of the Cleric's next turn.

C Undying Breath • Standard, Recharge [3] • Healing
On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.

MINOR ACTIONS

Last Rights (necrotic) • At-Will (1/round)
Attack: Close Burst 5 (one creature); +16 vs Fortitude
Hit: Until the end of the Cleric's next turn, the target gains vulnerable 10.

TRIGGERED ACTIONS

Unholy Aid • (immediate interrupt, when affected by a condition; recharge [1])
The Cleric removes the condition.

Str 18 (+11) **Dex** 12 (+8) **Wis** 18 (+11)
Con 15 (+9) **Int** 14 (+9) **Cha** 15 (+9)

Alignment Evil **Languages** - Common
Equipment chainmail, mace

Note: Based on the Mummy Lord from *Monster Manual* page(s) 192.

MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts **Level 14 Minion Soldier**
Medium natural humanoid (undead) XP 250

HP 1; a missed attack never damages a minion. **Initiative** +12

AC 30, **Fortitude** 28, **Reflex** 26, **Will** 24 **Perception** +12

Speed 6 Darkvision

STANDARD ACTIONS

m Grabbing Claws • At-Will
Attack: Melee 1 (one creature); +18 vs. AC
Hit: 9 damage, and the target is grabbed (escape DC 20) if the Bhaalspawn grunt has no creature grabbed.

M Bite (disease) • At-Will
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +18 vs. AC
Hit: 11 damage and 5 ongoing damage (save ends). At the end of the encounter, the target makes a

saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

Str 18 (+11) **Dex** 14 (+9) **Wis** 11 (+7)
Con 18 (+11) **Int** 7 (+5) **Cha** 10 (+7)

Alignment chaotic evil **Languages** Common

Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Crawling Claw Swarm		Level 14 Soldier
Medium natural animate (swarm, undead)		XP 1000
HP 133; Bloodied 66		Initiative +12
AC 29, Fortitude 24, Reflex 27, Will 24		Perception +10
Vulnerable 10 against close and area attacks		tremorsense 10
Immune disease, poison; Resist half damage from melee and ranged attacks		
Speed 8, climb 4		
TRAITS		
Swarm Attack • Aura 2		
The crawling claw swarm makes a <i>swarm of claws</i> attack as a free action against enemy that starts its turn within the aura.		
STANDARD ACTIONS		
m Swarm of Claws • At-Will		
Attack: Melee 1 (one creature); +19 vs. Reflex		
Hit: 1d8+10 damage, and the target is immobilized until the start of crawling claw swarms next turn.		
Str 15 (+9)	Dex 16 (+10)	Wis 10 (+7)
Con 13 (+8)	Int 3 (+3)	Cha 6 (+5)
Alignment Unaligned	Languages --	
Note: Open Grave.		

Dayan, Vampire Necromancer		Level 13 Elite Controller
Medium natural humanoid (undead)		XP 1600
HP 244; Bloodied 122		Initiative +9
AC 27, Fortitude 24, Reflex 25, Will 26		Perception +13
Vulnerable 5 radiant		Darkvision
Immune disease, poison; Resist 10 necrotic		
Speed 7, climb 4 (spider climb)		
Saving Throws +2; Action Points 1		
TRAITS		
Unholy Strength (necrotic) • Aura 2		
Any undead ally in the aura deals 5 extra necrotic damage.		
STANDARD ACTIONS		
m Deft Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d8+7 damage.		
Effect: After the attack, Dayan slides the target up to 3 squares.		
Embolden Undead • At-Will		
Effect: Dayan can use <i>deft longsword</i> twice, or he can use <i>deft longsword</i> once and allow one undead ally within 5 squares of him to make a basic attack as a free action.		
C Word of Beguilement (charm, psychic) • Recharge 5-6		
Attack: Close blast 3 (enemies in the blast); +16 vs. Will		
Hit: 2d8+10 psychic damage, and until the end of its next turn, the target is slowed and takes a -2 penalty to attack rolls its makes against Dayan.		
C Necromantic Surge (necrotic) • Recharge when first bloodied		
Attack: Close blast 5 (enemies in the blast); +16 vs. Fortitude		
Hit: 2d6+9 necrotic damage, and the target is dazed (save ends).		
Miss: Half damage.		
Effect: Undead allies in theblast gain 15 temporary hit points.		
MINOR ACTIONS		
M Bite • At-Will (1/round)		
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +16 vs. AC		
Hit: 1d10+8 damage, and Dayan regains 10 hit points.		
TRIGGERED ACTIONS		
Mist Form (polymorph) • Encounter		
Trigger: Dayan takes damage while bloodied.		

Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.		
Skills Arcana +15, Bluff +15, Stealth +14		
Str 14 (+8)	Dex 16 (+9)	Wis 14 (+8)
Con 10 (+6)	Int 18 (+10)	Cha 18 (+10)
Alignment Evil	Languages Common, Netherese	
Note: Removed irrelevant traits; Halls of Undermountain.		

MISSION 3D: HOLD THE GATE, AGAIN

Yuan-ti Abomination		Level 12 Soldier
Large natural humanoid (reptile)		XP 700
HP 120; Bloodied 60		Initiative +12
AC 22, Fortitude 24, Reflex 20, Will 22		Perception +9
Resist 10 poison		
Speed 7, Climb 7		
STANDARD ACTIONS		
m Bastard sword (poison, weapon) • At-Will		
Attack: Melee 2 (one creature) +18 vs. AC		
Hit: 1d12 + 4 damage (crit 2d12+12), and the target is marked until the end of the abomination's next turn and takes ongoing 5 poison damage (save ends)		
M Bite (poison) • At-Will		
Attack: Grabbed target only +16 vs. Fortitude		
Hit: 1d12+4 poison damage, and ongoing 10 poison damage (save ends)		
MINOR ACTIONS		
Grasping Coils • At-Will (1/round)		
Attack: Melee 2. +16 vs. Reflex		
Hit: The target is pulled 1 square and grabbed (until escape). The Abomination can grab only one creature at a time.		
Skills Endurance +14, Intimidate +13, Stealth +13		
Str 22 (+12)	Dex 18 (+10)	Wis 16 (+9)
Con 20 (+11)	Int 12 (+7)	Cha 14 (+8)
Alignment evil	Languages Draconic	
Equipment: heavy shield, bastard sword		

Yuan-ti Malison Sharp-eye		Level 11 Artillery
Medium natural humanoid (reptile)		XP 600
HP 78; Bloodied 39		Initiative +10
AC 25, Fortitude 21, Reflex 23, Will 20		Perception +11
Resist 10 poison		
Speed 7		
TRAITS		
Chameleon Defense		
The malison sharp-eye has concealment against attacks that originate more than 3 squares away.		
STANDARD ACTIONS		
m Scimitar (weapon) • At-Will		
Attack: Melee 1 (one creature) +14 vs. AC		
Hit: 1d8 + 3 damage (crit 2d8+9)		
r Longbow (poison, weapon) • At-Will		
Attack: Ranged 4, +16 vs. AC		
Hit: 1d10+4 damage, and the malison sharp-eye makes a secondary attack against the same target.		
Secondary Attack: +14 vs. Fortitude		
Hit: ongoing 5 poison damage and the target is dazed (save ends both).		
Skills Bluff +14, History +11, Insight +12, Stealth +16		
Str 18 (+9)	Dex 23 (+13)	Wis 14 (+9)
Con 14 (+7)	Int 12 (+6)	Cha 18 (+9)

Alignment evil **Languages** common, Draconic
Equipment: scimitar, longbow, quiver of 30 arrows

Yuan-ti Incanter **Level 13 Artillery (leader)**

Medium natural humanoid (reptile) XP 1000

HP 98; Bloodied 49 **Initiative +12**

AC 27, Fortitude 24, Reflex 25, Will 25 Perception +12

Resist 10 poison

Speed 7

TRAITS

Zehir's Shield Aura 10

Allies in the aura gain a +2 power bonus to all defenses

Slither Away

While bloodied, the Incanter gains +2 speed and a +5 bonus to all defenses.

STANDARD ACTIONS

m Bite (poison) • At-Will

Attack: Melee 1 (one creature) +14 vs. Fortitude

Hit: 1d6 + 4 damage and ongoing 5 poison damage (save ends)

r Mindwarp (psychic) • At-Will

Attack: Range 20, +16 vs. AC

Hit: 2d6+5 psychic damage, and the target is dazed (save ends)

R Poisoned Domination [Encounter] (charm) • Recharges when first bloodied

Attack: Range 5 Only against a target taking ongoing poison damage: +18 vs. Will

Effect: The target is dominated until the end of the Incanter's next turn.

Aftereffect: The Target is dazed (save ends)

R Zehir's Venom (poison) • Recharge 4 5 6

Attack: Range 10 Only against a target taking ongoing poison damage: +18 vs. Fortitude

Hit: 2d10+4 poison damage, and the target is dazed (save ends)

MINOR ACTIONS

Grasping Coils • At-Will (1/round)

Attack: Melee 2, +16 vs. Reflex

Hit: The target is pulled 1 square and grabbed (until escape). The

Abomination can grab only one creature at a time.

TRIGGERED ACTIONS

Deflect Attack • Recharge 5 6

(Immediate Interrupt)

Effect: The malison incanter transfers the attack's damage and effects to an adjacent ally.

Skills Endurance +14, Intimidate +13, Stealth +13

Str 22 (+12) **Dex** 18 (+10) **Wis** 16 (+9)

Con 20 (+11) **Int** 12 (+7) **Cha** 14 (+8)

Alignment evil **Languages** Draconic

Equipment: heavy shield, bastard sword

MISSION 3F: CONTAINMENT

Warwing Drake **Level 14 Skirmisher**

Large natural beast (reptile) XP 1000

HP 136; Bloodied 68 **Initiative +11**

AC 28, Fortitude 27, Reflex 25, Will 25 **Perception +14**

Immune fear (while flying)

Speed 8, fly 8, overland flight 12

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 1d10+9 damage.

m Claw • At-Will

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 1d6+9 damage.

M Flyby Attack • At-Will

Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the either attack.

Skills Athletics +16

Str 18 (+11) **Dex** 15 (+9) **Wis** 14 (+9)

Con 16 (+10) **Int** 6 (+5) **Cha** 14 (+9)

Alignment Unaligned **Languages** -

Note: Warwing Drake, reeved mount for space; Dungeon Magazine 165.

Scaled Guardian **Level 12 Soldier**

Medium natural humanoid (undead) XP 700

HP 118; Bloodied 59 **Initiative +12**

AC 28, Fortitude 24, Reflex 26, Will 22 **Perception +6**

Speed 8, climb 4

Resist 10 necrotic; Vulnerable 5 radiant

STANDARD ACTIONS

m Bite(poison) • At-Will

Attack: Melee 1 (one creature); +13 vs. AC

Hit: 1d6+7 damage, and ongoing 10 poison damage (save ends). At

the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

TRIGGERED ACTIONS

M Death Bite (necrotic) • At-Will

Trigger: A creature takes damage from the ongoing poison of the guardian's bite.

Attack (opportunity action): Melee 1 (the triggering creature); +11 vs. AC

Hit: 2d6+6 damage, and the target is dazed and takes ongoing 10 necrotic damage (save ends both).

Skills Stealth +15

Str 13 (+7) **Dex** 18 (+10) **Wis** 10 (+6)

Con 14 (+8) **Int** 9 (+5) **Cha** 11 (+6)

Alignment Chaotic Evil **Languages** Common, Primordial

Note: Marauders of the Dune Sea.

Ad'Kian **Level 13 Elite Controller (Leader)**

Medium natural humanoid (human) XP 1600

HP 246; Bloodied 123 **Initiative +6**

AC 27, Fortitude 24, Reflex 25, Will 25 **Perception +9**

Speed 6

Resist 10 necrotic

Action Point 1

Saving Throws +2

TRAITS

Death Master • Aura 5

All undead allies within the aura gain a +1 bonus to attack rolls and resist 5 radiant.

Force of Personality (1/round)

If Ad'Kian is affected by an effect that dazes, dominates, stuns, removes him from play, or makes him unconscious; he may make a saving throw against that effect before beginning his turn.

STANDARD ACTIONS

m Staff (weapon) • At-Will

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 1d6+6 damage.

r Shadow Claw (implement, necrotic) • At-Will

Attack: Ranged 10 (one creature); +14 vs. Fortitude

<i>Hit:</i> 1d10+9 necrotic damage and Ad'kian slides the target 3 squares.		
R Decaying Whisper (implement, necrotic) • Recharge 4-6		
<i>Attack:</i> Ranged 10 (one creature); +14 vs. Fortitude		
<i>Hit:</i> 2d10+8 necrotic damage and the target is slowed and takes ongoing 10 necrotic damage (save ends both).		
R Wind of Death (implement, necrotic) • At-Will		
<i>Requirement:</i> Decaying Whisper must be available.		
<i>Effect:</i> Ad'kian uses shadow claw and decaying whisper.		
A Swarming Claws (implement, necrotic) • Encounter		
<i>Attack:</i> Area Burst 1 within 10 (enemies within burst); +14 vs. Reflex		
<i>Hit:</i> 2d6+8 damage and the target is immobilized (save ends).		
<i>Miss:</i> Half damage and is slowed until the end of Ad'kian's next turn..		
<i>Effect:</i> The burst becomes a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 5 damage.		
TRIGGERED ACTIONS		
M Shadow Fury		
<i>Trigger:</i> Ad'kian is bloodied.		
<i>Attack (no action):</i> Decaying whisper recharges and Ad'kian immediately uses wind of death.		
Skills Arcana +14, Bluff +11, Intimidate +11, Religion +14		
Str 12 (+7)	Dex 11 (+6)	Wis 16 (+9)
Con 11 (+6)	Int 16 (+9)	Cha 11 (+6)
Alignment Evil Languages Common, Netherese		
Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death and shadow fury; Dungeon Magazine 182.		

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier		Level 12 Minion
Medium natural humanoid (human)		XP 175
HP 1; A missed attack never damages a minion		Initiative +10
AC 26, Fortitude 26, Reflex 25, Will 23		Perception +6
Speed 6		
TRAITS		
Dirty Tactics		
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.		
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC		
<i>Hit:</i> 9 damage and target is slowed (save ends) (13 damage with combat advantage)		
Str 16 (+9)	Dex 14 (+8)	Wis 9 (+5)
Con 12 (+7)	Int 10 (+6)	Cha 8 (+5)
Alignment Evil Languages Common, Netherese		

Note: Re-flavored Grand Melee Gladiator, added slow; Dragon Magazine Annual.

Lizardfolk Shocker		Level 13 Artillery
Medium natural humanoid (reptile)		XP 800
HP 98; Bloodied 49		Initiative +10
AC 27, Fortitude 25, Reflex 27, Will 23		Perception +6
Speed 6 (swampwalk)		
STANDARD ACTIONS		
m Greatclub (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC		
<i>Hit:</i> 1d6+9 damage.		
r Witch Lightning (lightning, radiant) • At-Will		

<i>Attack:</i> Ranged 20 (one creature); +18 vs. Reflex		
<i>Hit:</i> 1d8+8 lightning and radiant damage, and each enemy within 2 squares of the target takes 10 lightning damage.		
A Ball of Lightning (lightning) • Encounter		
<i>Attack:</i> Area burst 2 within 20 (creatures in the burst); +18 vs. Reflex		
<i>Hit:</i> 1d8+8 lightning damage, and ongoing 10 lightning damage (save ends).		
<i>Miss:</i> Half damage.		
TRIGGERED ACTIONS		
Sudden Jolt (lightning, radiant) • At-Will		
<i>Trigger:</i> An enemy within 20 squares of the shocker hits it with a ranged or an area attack.		
<i>Effect (immediate reaction):</i> Close burst 20 (triggering enemy in the burst) . The target takes 9 lightning and radiant damage.		
Str 14 (+8)	Dex 18 (+10)	Wis 10 (+6)
Con 14 (+8)	Int 8 (+5)	Cha 8 (+5)
Alignment Unaligned Languages Draconic		
Note: Monster Vault:Threats to the Nentir Vale.		

Poisonscale Brawler		Level 13 Brute
Medium natural humanoid (reptile)		XP 800
HP 155; Bloodied 77		Initiative +8
AC 25, Fortitude 25, Reflex 23, Will 22		Perception +6
Speed 6 (swampwalk)		
STANDARD ACTIONS		
m Club (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC		
<i>Hit:</i> 2d6+11 damage.		
M Crushing Grasp • At-Will		
<i>Attack:</i> Melee1 (one creature grabbed by the brawler); +16 vs. Fortitude		
<i>Hit:</i> 3d6+12 and target is slowed (save ends).		
<i>Miss:</i> Half damage.		
MINOR ACTIONS		
M Feral Grab • At-Will (1/round)		
<i>Requirement:</i> The brawler must not be grabbing a creature.		
<i>Attack:</i> Melee1 (one creature that isn't grabbed); +16 vs. Reflex		
<i>Hit:</i> The brawler grabs the target (escape DC 18).		
Skills Athletics +15, Stealth +13		
Str 18 (+10)	Dex 15 (+8)	Wis 10 (+6)
Con 15 (+8)	Int 7 (+4)	Cha 8 (+5)
Alignment Unaligned Languages Draconic		
Note: Monster Vault.		

Shadrixx, Adult Black Dragon		Level 12 Solo Lurker
Large natural magical beast (aquatic, dragon)		XP 3500
HP 592; Bloodied 296		Initiative +16
AC 30, Fortitude 26, Reflex 28, Will 25		Perception +14
Resist 20 acid		Darkvision
Speed 8 (swampwalk), fly 8, overland flight 10, swim 8		
Saving Throws +5; Action Points 2		
TRAITS		
Acidic Blood (acid)		
Whenever the dragon takes damage while it is bloodied, each creature adjacent to it takes 10 acid damage.		
Aquatic		
The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Instinctive Devouring		
On an initiative of 10 + its initiative check, the dragon can use a free action to charge or to use bite. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.		

Action Recovery		
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.		
STANDARD ACTIONS		
m Bite (acid) • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 2d8+8 damage, and the target takes ongoing 5 acid damage (save ends).		
Miss: 9 acid damage.		
M Claw • At-Will		
Attack: Melee 2 (2 attacks; one or two creatures); +17 vs. AC		
Hit: 2d6+9 damage.		
C Breath Weapon (Acid) • Recharge 5-6		
Attack: Close blast 5 (enemies in blast); +14 vs. Reflex		
Hit: 2d8+7 acid damage, and ongoing 5 acid damage and a -4 penalty to AC (save ends both).		
Miss: Half damage.		
C Shroud of Gloom • Recharge 6		
Effect: Close burst 5 (enemies in blast); Each target gains vulnerable 5 acid and takes a -2 penalty to attack rolls until the end of the encounter. A character can use a standard action to attempt a DC 13 Heal check to end this effect on himself or herself or an adjacent ally.		
C Cloud of Darkness (zone) • Recharge 4-6		
Effect: Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded. The zone can be sustained as a minor action.		
C Frightful Presence (Fear) • Encounter		
Attack: Close burst 5 (enemies in blast); +14 vs. Will		
Hit: The target is stunned until the end of the dragon's next turn.		
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).		
TRIGGERED ACTIONS		
M Tail Sweep • At-Will		
Trigger: An enemy misses the dragon with a melee attack.		
Attack (opportunity action): Melee 3 (triggering enemy); +17 vs. AC		
Hit: 1d8+7 damage, and the target is pushed 1 square and falls prone, each of the target's allies adjacent to the target takes 8 damage.		
C Bloodied Breath • At-Will		
Trigger: The dragon is first bloodied.		
Effect (free action): Breath weapon recharges, and the dragon uses it.		
Skills Nature +14, Stealth +22		
Str 18 (+10)	Dex 22 (+12)	Wis 16 (+9)
Con 16 (+9)	Int 14 (+8)	Cha 12 (+7)
Alignment Evil Languages Common, Draconic		
Note: Updated, Monster Manual.		

Shadow Ogre	Level 12 Brute
Large natural humanoid (shadow, giant)	XP 700
HP 151; Bloodied 75	Initiative +8
AC 24, Fortitude 24, Reflex 22, Will 22	Perception +8
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 4d8+6 damage.	
r Rock (weapon) • At-Will	
Attack: Ranged 5 (one creature); +17 vs. AC	
Hit: 3d6+8 damage.	

M Juggernaut Push • Recharge 5-6		
Attack: Melee 1 (one creature); +15 vs. Fortitude		
Hit: The ogre pushes the target 1 square and knocks it prone. The ogre then shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.		
M Grand Slam (weapon) • Encounter		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 4d10+7 damage, and the ogre pushes the target up to 2 squares and knocks it prone.		
Miss: Half damage, and the target falls prone.		
MOVE ACTIONS		
Shadow Step (teleport)		
Effect: The ogre teleports 4 squares and gains concealment until the end of its next turn.		
Str 24 (+13)	Dex 15 (+8)	Wis 15 (+8)
Con 21 (+11)	Int 4 (+3)	Cha 6 (+4)
Alignment Chaotic evil Languages Giant		
Note: Ogre Juggernaut, added shadow step; Monster Vault.		

APPENDIX II: AL 14 STAT BLOCKS

MISSION 1AA: THROUGH THE BORDER

Kobold Nagaguard	Level 14 Minion
Small natural humanoid (reptile)	XP 250
HP 1; A missed attack never damages a minion	Initiative +10
AC 28, Fortitude 26, Reflex 26, Will 23	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 11 damage	
r Javelin (Weapon) • Encounter	
Attack: Ranged 10/20 (one creature); +18 vs. AC	
Hit: 11 damage	
MINOR ACTIONS	
Shifty • At-Will	
Effect: The kobold shifts 1 square.	
TRIGGERED ACTIONS	
Spinning Slash	
Trigger: The kobold nagaguard hits with a short sword attack.	
Attack (no action): The kobold nagaguard deals 8 damage to one other enemy adjacent to it.	
Shield Block	
Trigger: The kobold nagaguard is reduced to 0 hit points by a close or area attack.	
Attack (no action): Roll a d20. On a 15 or higher, the kobold is instead reduced to 1 hit point.	
Skills Stealth +12, Thievery +12	
Str 8 (+6)	Dex 16 (+10) Wis 10 (+7)
Con 14 (+9)	Int 9 (+6) Cha 10 (+7)
Alignment Unaligned Languages -	
Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power, added shield block; Dungeon Delve.	

Plaguetoached Eladrin Arcane Archer	Level 15 Artillery
Medium fey humanoid (plaguetoached, eladrin)	XP 1200
HP 121; Bloodied 60	Initiative +11
AC 27, Fortitude 26, Reflex 28, Will 26	Perception +10
Speed 6	low-light vision
Saving Throw +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 1d6 + 9 damage.	
r Scorching Arrows (fire, weapon) • At-Will	
Attack: Ranged 20/40 (two creatures); +20 vs. AC or Reflex (whichever is lower)	
Hit: 1d10+5 damage plus 1d8+3 fire damage.	
A Eldritch Burst (force) • Recharge 4-6	
Attack: Area burst 2 within 20; +20 vs. Fortitude	
Hit: 1d10 + 10 force damage, and the target is knocked prone (save ends).	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
The eladrin arcane archer teleports 5 squares.	
TRIGGERED ACTIONS	
Archer's Withdraw • Encounter	
Trigger: An enemy moves adjacent to the arcane archer.	
Attack (immediate interrupt): The arcane archer shifts 1 square and	

makes a <i>scorching arrow</i> attack against the triggering enemy.		
Str 12 (+8)	Dex 18 (+11)	Wis 11 (+7)
Con 15 (+9)	Int 17 (+10)	Cha 15 (+9)
Alignment Unaligned		Languages Common, Elven
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual</i> 2.		

Wyrmpwarped Atrocity	Level 15 Brute	
Medium natural humanoid (reptile)	XP 1200	
HP 180; Bloodied 90	Initiative +13	
AC 28, Fortitude 29, Reflex 29, Will 26	Perception +10	
Speed 7		
TRAITS		
Zehir's Fang • Aura 10		
Reptile allies in the aura gain a +1 power bonus to attack rolls.		
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d10 + 6 damage.		
m Poison Bite (poison) • At-Will		
Attack: Melee 1 (one creature); +17 vs. Fortitude		
Hit: 2d6+5 damage plus ongoing 5 poison damage (save ends).		
M Swift Strikes • At-Will		
The wyrmpwarped atrocity makes a <i>claw</i> and <i>poison bite</i> attack.		
TRIGGERED ACTIONS		
C Death Burst (acid)		
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.		
Attack (no action): Close burst 2 (creatures in burst); +15 vs. Reflex		
Hit: 1d10 + 8 acid damage, and the target takes a -1 penalty to attack rolls (save ends).		
Str 22 (+14)	Dex 22 (+14)	Wis 16 (+11)
Con 20 (+13)	Int 9 (+7)	Cha 12 (+9)
Alignment Evil		Languages Common, Draconic
Note: Based on the Yuan-ti Fangblade with death burst from <i>Dangerous Delves</i> .		

Plaguetoached Pikeman	Level 15 Soldier
Medium natural humanoid (plaguetoached, human)	XP 1200
HP 149; Bloodied 74	Initiative +12
AC 31, Fortitude 28, Reflex 26, Will 26	Perception +10
Speed 6	
TRAITS	
Chosen Foe	
Any target marked by the pikeman also grants combat advantage to it.	
STANDARD ACTIONS	
m Pike (weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 1d8 + 9 damage, plus the target is marked until the end of the pikeman's next turn.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +22 vs. AC	
Hit: 1d8 + 9 damage, plus the target is marked until the end of the pikeman's next turn.	
MINOR ACTIONS	
Spearmaster's Stead (weapon) • Recharge 5-6	
The pikeman gains threatening reach, allowing it to make opportunity attacks against all enemies within its reach (2 squares). This effect ends when the pikeman moves.	
TRIGGERED ACTIONS	
Pinning Pike	
Trigger: The pikeman hits with an opportunity attack.	

Effect (immediate reaction): The target is knocked prone.

Plaguetouched Resilience • Encounter
Effect: The pikeman rolls a saving throw against the triggering effect.

Skills Athletics +18, Religion +13
Str 22 (+13) **Dex** 16 (+10) **Wis** 17 (+10)
Con 21 (+12) **Int** 12 (+8) **Cha** 14 (+9)

Alignment Evil **Languages** Common

Note: Based on Banesworn Warrior, made human and plaguetouched, added plaguetouched resilience; *The Plane Above*.

MISSION 1AB: HOLD THE PORTAL

Venom-Maw Hydra (H) **Level 15 Solo Brute**
Huge natural beast (reptile, water) XP 6000
HP 592; **Bloodied** 276 **Initiative** +12
AC 29, **Fortitude** 29, **Reflex** 27, **Will** 26 **Perception** +16
Resist 10 poison
Speed 7, swim 10 All-around vision, Darkvision
Saving Throw +5, **Action Points** 2

TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the hydra.

Many Headed

While stunned or dominated, the hydra can take free actions.

Regenerating Heads

The hydra starts an encounter with four heads. When the hydra hit points first go below 414, 276 and 138, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.

Threatening Reach

The hydra can make opportunity attacks against enemies within 3 squares of it.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 3 (one creature); +20 vs. AC

Hit: 3d8 + 5 damage and ongoing 10 poison damage, or ongoing 20 poison damage if the hydra is bloodied (save ends).

R Venomous Spit (Poison) • At-Will

Attack: Ranged 10 (one creature); +18 vs. Reflex; This attack does not provoke opportunity attacks.

Hit: 2d12 + 3 poison damage and the target falls prone.

Hydra Fury • At-Will

Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has two heads, it gains a +5 bonus to damage rolls. If it only has one head, it gains a +15 bonus to damage rolls.

TRIGGERED ACTIONS

M Snapping Jaws • At-Will

Trigger: An enemy ends its turn within 2 squares of the hydra.

Effect (free action): The hydra uses bite twice against the triggering enemy.

Skills Stealth +17

Str 25 (+14) **Dex** 20 (+12) **Wis** 18 (+11)

Con 24 (+15) **Int** 2 (+3) **Cha** 8 (+6)

Alignment Unaligned **Languages** -

5 Yuan-ti Sharpshooters (S) **Level 15 Minion Artillery**

Medium natural humanoid (reptile) XP 300

HP 1; a missed attack never damages a minion **Initiative** +9

AC 29, **Fortitude** 24, **Reflex** 28, **Will** 27 **Perception** +10

Resist 10 poison

Speed 6 Darkvision

TRAITS

Chameleon Defense

The yuan-ti has partial concealment from creatures more than 3 squares away from it.

STANDARD ACTIONS

m Poison Touch • At-Will

Attack: Melee 1 (one creature); +18 vs. Fortitude

Hit: 7 poison damage.

r Poison Arrows • At-Will

Attack: Ranged 20 (one creature); +20 vs. Reflex

Hit: 11 poison damage.

A Exploding Arrows • At-Will

Attack: Area burst 1 within 20 (enemies in burst); +20 vs. Reflex

Hit: 9 fire and poison damage.

Miss: Half damage.

Str 9 (+6) **Dex** 14 (+9) **Wis** 17 (+10)

Con 20 (+12) **Int** 28 (+16) **Cha** 26 (+15)

Alignment Evil **Languages** Common, Draconic

Note: Re-flavored lich remnant as a yuan-ti.

Yuan-ti Beastmaster **Level 14 Controller (Leader)**

Large natural humanoid (reptile) XP 1000

HP 140; **Bloodied** 70 **Initiative** +11

AC 28, **Fortitude** 27, **Reflex** 25, **Will** 26 **Perception** +13

Resist 10 poison

Speed 8 Low-light vision

TRAITS

Chameleon Defense

The yuan-ti has partial concealment from creatures more than 3 squares away from it.

O Zehir's Agony • Aura 5

An enemy that starts its turn within the aura takes 10 poison damage.

STANDARD ACTIONS

m Trident (weapon) • At-Will

Attack: Melee 3 (one creature); +17 vs. AC

Hit: 3d6 + 12 damage, and the target falls prone.

C Beast Mastery • At-Will

Effect: Close burst 10 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.

C Attraction Spray (charm) • Encounter

Attack: Close burst 1 (enemies in the burst); +17 vs. Will

Hit: The target is dominated (save ends).

MINOR ACTIONS

A Hurl Net (weapon) • At-Will (1/round)

Attack: Area burst 1 within 5 (creatures in the burst); +17 vs. Reflex

Hit: The target is restrained (save ends).

TRIGGERED ACTIONS

Poison Defense • At-Will

Trigger: The beastmaster is hit by the attack.

Effect (Immediate Interrupt): The beastmaster gains resist 5 to all damage against the triggering attack.

Skills Athletics +16, Dungeoneering +17, Nature +17, Stealth +15

Str 21 (+11) **Dex** 18 (+10) **Wis** 22 (+11)

Con 20 (+11) **Int** 12 (+7) **Cha** 11 (+6)

Alignment Evil **Languages** Common, Draconic

Equipment 6 nets, trident

Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony.

MISSION 1Ac: DROP ZONE

Plaguechanged Evangelist of Torm (E) **Level 14 Elite Artillery**

Large aberrant humanoid (human) XP 2000

HP 220; **Bloodied** 110 **Initiative** +11

AC 28, **Fortitude** 26, **Reflex** 26, **Will** 27 **Perception** +13

Immune poison	
Speed 6, fly 6 (hover)	Low-light vision
Saving Throw +2, Action Points 1	
TRAITS	
Regeneration	
The evangelist regains 10 hit points at the start of his turn unless he takes radiant damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage.	
M Mangle • Recharge 6	
The evangelist uses slam twice. If both hit, it makes a secondary attack against the target.	
Effect: 3d8 + 12 damage.	
R Sapping Narration (fire, psychic) • At-Will	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: 3d6 + 10 fire and psychic damage, and the target is weakened (save ends).	
R Painful Speech (fire, necrotic) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. Will	
Hit: 3d6 + 12 fire and necrotic damage, and the target is gains vulnerable 10 fire and psychic (save ends). The target cannot save against this effect while within 10 squares of the evangelist.	
A Mesmerizing Oration (charm, fire, psychic) • Encounter	
Attack: Area burst 4 within 10 (creatures in the burst); +18 vs. Will	
Hit: 3d6 + 10 fire and psychic damage, and the target is dazed (save ends).	
First Failed Save: The target is unconscious (save ends).	
Aftereffect: The target is dazed (save ends).	
Skills Arcana +17, Bluff +19, Diplomacy +19, Insight +13	
Str 12 (+8)	Dex 18 (+11) Wis 12 (+8)
Con 20 (+12)	Int 21 (+12) Cha 25 (+14)
Alignment Chaotic Evil Languages Abyssal, Common, Deep Speech	
Note: Based on the Luthvaerynn from <i>Forgotten Realms Campaign Guide</i> . Changed to large to match heroic size and show abnormal growth due to corruption. Removed change shape power because not relevant. Added fire to show influence of corrupted fire. Assumed legged form for speed and changed silvered weapon to radiant damage for regeneration.	

4 Flamechanged Clerics of Torm (C)	Level 16 Minion
Artillery	
Medium aberrant humanoid (human)	XP 350
HP 1; a missed attack never damages a minion	Initiative +10
AC 30, Fortitude 27, Reflex 28, Will 29	Perception +11
Immune fire	
Speed 6 fly 6	Darkvision
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 12 damage.	
r Searing Light (fire, radiant) • At-Will	
Attack: Ranged 20 (one or two creatures); +21 vs. Reflex	
Hit: 11 fire and radiant damage.	
TRIGGERED ACTIONS	
Corrupted Effort • Encounter	
Trigger: The cleric misses with an attack.	
Effect: The cleric gains a +4 bonus to the attack.	
Dying Breath (fire, necrotic) • Encounter	
Trigger: The cleric drops to 0 hit points.	
Attack (free action): Area burst 1 within 10 (creatures in burst); +21 vs. Reflex	

Hit: 14 fire and radiant damage.		
Miss: 7 fire and radiant damage.		
Str 10 (+8)	Dex 14 (+10)	Wis 16 (+11)
Con 16 (+11)	Int 18 (+12)	Cha 22 (+14)
Alignment Evil		Languages Common
Equipment mace		
Note: Based on flamebred kobold mage from <i>Dungeon 200</i> . Added heroic effort-like power and removed shifty.		

Warped Paladin of Torm (P)	Level 14 Elite Brute
Large aberrant humanoid (human)	XP 2000
HP 346; Bloodied 173	Initiative +10
AC 26, Fortitude 26, Reflex 25, Will 24	Perception +10
Resist 10 psychic	
Speed 6, climb 4	Blindsight 10
Saving Throw +2, Action Points 1	
STANDARD ACTIONS	
m Shadow Tentacle • At-Will	
Attack: Melee 3 (one creature); +17 vs. Reflex	
Hit: 4d10 + 6 damage, and the target is grabbed (escape DC 21).	
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); +17 vs. Reflex	
Hit: 3d10 + 6 damage, and the target falls prone.	
C Psychic Burst • Encounter	
Attack: Close burst 2 (enemies in the burst); +17 vs. Will	
Hit: 2d12 + 3 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Arcane Release (cold, fire, lightning, thunder) • Encounter	
Trigger: The paladin is stunned or dropped to 0 hit points.	
Attack (no action): Close burst 2 (creatures in burst); +17 vs. Fortitude	
Hit: 2d10 + 12 cold, fire, lightning, and thunder damage.	
Miss: Half damage.	
Skills Arcana +17, Dungeoneering +15	
Str 20 (+12)	Dex 16 (+10) Wis 16 (+10)
Con 23 (+13)	Int 21 (+12) Cha 3 (+3)
Alignment Evil Languages Common, Deep Speech	
Note: Based on warped mage of saruun from <i>Monster Vault: Threats to the Nentir Vale</i> . Changed to large due to corruption and to match size on map with heroic.	

MISSION 1AD: WE'RE WITH YOU

Werewolf Bravo	Level 15 Skirmisher
Medium natural humanoid (shapechanger)	XP 1200
HP 146; Bloodied 73	Initiative +15
AC 29, Fortitude 27, Reflex 28, Will 26	Perception +15
Speed 6	Low-light vision
Regeneration 10 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn).	
TRAITS	
Combat Advantage	
The bravo deals 2d6 extra damage on melee attacks against any target that grants it combat advantage.	
STANDARD ACTIONS	
m Short Sword (poison, weapon) • At-Will	
Requirement: The bravo must be in human or hybrid form.	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 1d10 + 7 damage, plus ongoing 10 poison damage (save ends).	
m Bite • At-Will	
Requirement: The bravo must be in wolf or hybrid form.	

Attack: Melee 1 (one creature); +20 vs. AC Hit: 1d6 + 5 damage, plus ongoing 5 poison damage (save ends).
r Crossbow (poison, weapon) • At-Will Attack: Ranged 15/30 (one creature); +20 vs. AC Hit: 1d8 + 7 poison damage, plus ongoing 5 poison damage (save ends).
M Dance of Poison • Recharge when first bloodied Effect: The bravo makes two short sword attacks against one target, shifts up to 3 squares, and makes two short sword attacks against a different target.
MINOR ACTIONS
Change Shape (polymorph) • At-Will Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.
Skills Bluff +16, Stealth +18, Streetwise +16, Thievery +18 Str 20 (+12) Dex 22 (+13) Wis 16 (+10) Con 18 (+11) Int 15 (+9) Cha 18 (+11)
Alignment Unaligned Languages Common Note: Based on the Wererat Sewer Guard from <i>Dungeonmaster's Guide</i> 2.

Werewolf Warrior	Level 15 Minion Soldier
Medium natural humanoid (shapechanger)	XP 300
HP 1; a missed attack never damages a minion.	Initiative +13
AC 31, Fortitude 27, Reflex 27, Will 27	Perception +10
Speed 6	
TRAITS	
Harrrying Bite • Aura 1 Any enemy that starts its turn within the aura is slowed until the start of its next turn.	
STANDARD ACTIONS	
m Bite • At-Will Requirement: The warrior must be in wolf or hybrid form. Attack: Melee 1 (one creature); +18 vs. AC Hit: 10 damage.	
m Silver Longsword (weapon) • At-Will Requirement: The warrior must be in human or hybrid form. Attack: Melee 1 (one creature); +22 vs. AC Hit: 9 damage or 13 damage against slowed targets.	
MOVE ACTIONS	
Jump • Encounter Effect: The werewolf flies 5 squares. The werewolf must land at the end of this movement, or it falls.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Str 19 (+11) Dex 18 (+11) Wis 16 (+10) Con 13 (+8) Int 10 (+7) Cha 11 (+7)	
Alignment Unaligned Languages Common Note: Based on the Githyanki Sky Pirate from <i>Dungeon Magazine</i> 180.	

Nisal, Werewolf Boss	Level 17 Soldier
Medium natural humanoid (shapechanger)	XP 1600
HP 162; Bloodied 81	Initiative +15
AC 33, Fortitude 31, Reflex 29, Will 27	Perception +9
Speed 7; climb 5	Darkvision
STANDARD ACTIONS	
m Kinslayer Axe (weapon) • At-Will	

ADCP5-1 Home's Last Light

Requirement: The boss must be in human or hybrid form. Attack: Melee 1 (one creature); +20 vs. AC Hit: 2d12+11 damage, and the target falls prone. Effect: The target is marked until the end of Nisal's next turn.
m Bite • At-Will Requirement: The boss must be in wolf or hybrid form. Attack: Melee 1 (one creature); +20 vs. AC Hit: 2d12+11 damage, and the target falls prone.
C Kinslayer's Carnage (weapon) • Recharge when first bloodied Requirement: The boss must be in human or hybrid form. Attack: Close burst 1 (enemies in blast); +20 vs. AC Hit: 3d12+7, and the target is marked (save ends). Miss: Half damage and the target is marked until the end of Nisal's next turn.
MOVE ACTIONS
Lycanthrope Charge (polymorph) • Recharge when Nisal uses Lycanthrope Mark Effect: Nisal becomes a wolf and shifts up to his speed. During this movement he is insubstantial. At the end of the movement, each enemy adjacent to him is marked until the end of Nisal's next turn.
MINOR ACTIONS
Change Shape (polymorph) • At-Will Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.
TRIGGERED ACTIONS
Lycanthrope Mark (necrotic) • At-Will Trigger: An enemy within 5 squares of Nisal and marked by him makes an attack that doesn't include him as a target. Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 15 necrotic damage.
Str 24 (+15) Dex 21 (+13) Wis 13 (+9) Con 18 (+12) Int 10 (+8) Cha 17 (+11)
Alignment Unaligned Languages Common Note: Based on the Nikolai Charnel Brother from <i>The Shadowfell</i> .

MISSION IBA: SCOUT BEHIND THE WALLS

Netherese Soldier	Level 14 Minion
Medium natural humanoid (human)	XP 250
HP 1; A missed attack never damages a minion	Initiative +11
AC 28, Fortitude 28, Reflex 27, Will 25	Perception +7
Speed 6	
TRAITS	
Dirty Tactics A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will Attack: Melee 1 (one creature); +19 vs. AC Hit: 10 damage and target is slowed (save ends) (14 damage with combat advantage)	
Str 16 (+10) Dex 14 (+9) Wis 9 (+6) Con 12 (+8) Int 10 (+7) Cha 8 (+6)	
Alignment Evil Languages Common, Netherese	

Note: Re-flavored Grand Melee Gladiator, added slow; Dragon Magazine Annual.

Bhaalspawn Zombie	Level 14 Brute
Medium natural animate (undead)	XP 1000
HP 160; Bloodied 80	Initiative +5

AC 23, Fortitude 23, Reflex 19, Will 20	Perception +6
Speed 4	Blindsight 5, Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	
Saving Throws +5 vs. charm, poison, unconscious	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6+8 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Str 14 (+9)	Dex 6 (+5) Wis 8 (+6)
Con 10 (+7)	Int 5 (+4) Cha 3 (+3)
Alignment Unaligned Languages -	
Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.	

MISSION IBB: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator	Level 15 Artillery
Medium natural humanoid (aquatic, reptile)	XP 1200
HP 106; Bloodied 53	Initiative +11
AC 27, Fortitude 26, Reflex 28, Will 27	Perception +13
Resist 5 poison	
Speed 6, swim 4	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 12 damage	
r Magic Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. Reflex	
Hit: 2d4 + 8 force damage	
R Missile Barrage (force) • At-Will	
Effect: The infiltrator makes three <i>magic missile</i> attacks.	
A Force Implosion (force) • Encounter	
Attack: Area burst 2 within 20 squares (each creature in the burst); +17 vs. Reflex	
Hit: 3d6 + 11 force damage and target is slowed (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.	
Skills Bluff +17, Insight +13	
Str 15(+9)	Dex 18 (+11) Wis 12 (+8)
Con 16(+10)	Int 14 (+9) Cha 20 (+12)
Alignment evil Languages Common, Draconic	
Equipment leather armor, spear	
Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.	

Bhaalspawn Zombie	Level 14 Brute
Medium natural animate (undead)	XP 1000
HP 160; Bloodied 80	Initiative +5
AC 23, Fortitude 23, Reflex 19, Will 20	Perception +6
<i>ADCP5-1 Home's Last Light</i>	

Speed 4	Blindsight 5, Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	
Saving Throws +5 vs. charm, poison, unconscious	
TRAITS	
Zombie Weakness	
Any critical hit to the zombie reduces it to 0 hit points.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6+8 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.	
Str 14 (+9)	Dex 6 (+5) Wis 8 (+6)
Con 10 (+7)	Int 5 (+4) Cha 3 (+3)
Alignment Unaligned Languages -	
Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.	

Bhaalspawn Grunts	Level 16 Minion Soldier
Medium natural humanoid (undead)	XP 350
HP 1 ; a missed attack never damages a minion.	Initiative +13
AC 32, Fortitude 30, Reflex 28, Will 26	Perception +13
Speed 6	Darkvision
STANDARD ACTIONS	
m Grabbing Claws • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 10 damage, and the target is grabbed (escape DC 21) if the Bhaalspawn grunt has no creature grabbed.	
M Bite (disease) • At-Will	
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +20 vs. AC	
Hit: 12 damage and 5 ongoing damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 18 (+12)	Dex 14 (+10) Wis 11 (+8)
Con 18 (+12)	Int 7 (+6) Cha 10 (+8)
Alignment chaotic evil Languages Common	
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.	

Bloodfire Ooze	Level 15 Elite Brute
Large elemental beast (fire, ooze)	XP 2400
HP 356; Bloodied 178	Initiative +8
AC 26, Fortitude 29, Reflex 26, Will 25	Perception +12
Speed 6	Blindsight 20
Immune fire, Vulnerable 10 cold	
Saving Throws +2; Action Points 1	
TRAITS	
Bloodfire Aura (fire) • Aura 2	
Any creature that ends its turn in the aura takes 10 fire damage	
Demonic Fire	
Fire damage dealt by the bloodfire ooze ignores 15 points of a target's fire resistance.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.	

STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 2d10 + 11 fire damage.		
C Fiery Eruption (fire) • Recharge 5 6		
Attack: Close burst 3 (creatures in burst); +18 vs. Reflex		
Hit: 2d8 + 6 fire damage, and ongoing 10 fire damage (save ends).		
MINOR ACTIONS		
C Sulfuric Breath (poison) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +17 vs. Fortitude		
Hit: 2d6 + 8 poison damage.		
TRIGGERED ACTIONS		
Boiling Blood (fire) • Encounter		
Trigger: The bloodfire ooze is bloodied.		
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.		
Str 15 (+9)	Dex 13 (+8)	Wis 11 (+7)
Con 18 (+11)	Int 1 (+2)	Cha 4 (+4)
Alignment Chaotic Evil Languages -		

Yuan-ti Conglomeration	Level 14 Elite Brute
Large natural animate (reptile, undead)	XP 2000
HP 334; Bloodied 167	Initiative +11
AC 26, Fortitude 26, Reflex 26, Will 25	Perception +9
Immune disease, poison; Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 7	
Action Points 1	
STANDARD ACTIONS	
m Bite (disease, poison) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 1d4+9 damage and ongoing 15 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
m Scimitar (charm) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 1d8+9 damage (crit 1d8+17) plus 10 poison damage	
M Snake Strike • At-Will	
The yuan-ti conglomeration makes a <i>bite</i> and two <i>scimitar</i> attacks.	
MOVE ACTIONS	
Conglomeration (healing) • Encounter	
Effect: The yuan-ti conglomeration absorbs a dead body, healing 14 points of damage and gaining a +2 bonus to attacks and +14 bonus to damage until the end of the conglomeration's next turn.	
Str 16 (+10)	Dex 16 (+10)
Con 17 (+10)	Int 3 (+3)
	Wis 14 (+9)
	Cha 3 (+3)
Alignment evil Languages -	
Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.	

MISSION IBC: TAKE THE TOWERS

4 Dark Flameskull	Level 13 Artillery
small natural animate (undead)	XP 800
HP 90; Bloodied 45	Initiative +12
AC 24, Fortitude 25, Reflex 26, Will 25	Perception +15
Speed 0, fly 10 (hover)	
Immune disease, poison Resist 10 fire, 10 necrotic	Vulnerable 5 radiant
TRAITS	
illumination	

The dark flameskull sheds dim light out to 5 squares.		
Regeneration (healing)		
The darkskull regains 10 hit points whenever it starts its turn and has at least 1 hit point.		
STANDARD ACTIONS		
m Fiery Bite (fire) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d4 + 2 damage plus 2d6 fire damage		
R Black Ray (fear,necrotic) • At-Will		
Attack: Range 10 (one creature); +18 vs. Reflex		
Hit: 2d6 + 12 necrotic damage, the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.		
A Shadowfire (fire, necrotic, zone) • Encounter		
Attack: Area burst 3 within 10 (enemies in burst); +18 vs. Reflex		
Hit: 2d4 +9 fire and necrotic damage.		
Miss: Half damage		
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 10 fire and necrotic damage.		
Skills Stealth +17		
Str 8(+6)	Dex 21 (+12)	Wis 17 (+10)
Con 22 (+13)	Int 25 (+14)	Cha 22 (+13)
Alignment Unaligned Languages Abyssal, Common		

4 Warped Grimlock Zombie	Level 13 Minion
Medium natural animate (undead)	XP 200
HP 1; a missed attack never damages a minion	Initiative +4
AC 27, Fortitude 26, Reflex 24 Will 24	Perception +8
Speed 4,	Blindsight
Immune disease, poison	
TRAITS	
Corspe Seeming	
If the zombie is inactive, it appears to be a corpse (moderate DC Insight to see through the ruse)..	
STANDARD ACTIONS	
m Viscera Grab • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 10 damage and the target is grabbed (escape ends). The zombie can grab only one target at a time, but can maintain the grab as long as it remains within 2 squares of the target	
M Burring Entrails • At-Will	
Requirement: Target is grabbed	
Effect: 13 necrotic damage	
Str 18 (+10)	Dex 14 (+8)
Con 21(+11)	Int 3 (+2)
	Wis 14(+8)
	Cha 3 (+2)
Alignment Chaotic evil Languages DeepSpeech	

Winter Wight	Level 14 Brute
Medium shadow humanoid (cold undead)	XP 1,000
HP 170; Bloodied 85	Initiative +12
AC 26, Fortitude 26, Reflex 24, Will 25	Perception +11
Speed 7	Darkvision
Immune disease, poison Resist 10 cold 10necrotic	Vulnerable 5 fire, 5 radiant
TRAITS	
Regeneration (healing)	
A winter wight regains 10 hit points whenever it starts its turn and has at least 1 hit point. If a winter wight takes fire damage, its regeneration doesn't function until the end of its next turn.	
STANDARD ACTIONS	
m Ice Claw • At-Will	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 3d12 +9 cold damage.	

M Blackfire (cold, necrotic) • Recharge 5,6
Attack: Melee 1 (one creature); +17 vs. Fortitude
Hit: 3d12 +6 cold and necrotic damage, and the target takes ongoing 10 cold and necrotic damage and is dazed (save ends both).
First failed saving throw: the target is stun instead of dazed(save ends both).
Second failed saving throw: the target is knocked unconscious instead of stunned (save ends both)
Third failed saving throw: The target dies.

TRIGGERED ACTIONS

C Blackfire Shroud (cold necrotic)
Trigger: The winter wigh drops to 0 hit points
Attack (Immediate Reaction): Close burst 5 (creatures in burst); +17 vs Reflex
Hit:4d6 +6 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends).
Effect: The burst creates an area of difficult terrain that lasts until the end of the encounter.
Str 24 (+14) Dex 20 (+12) Wis 19 (+11)
Con 20 (+12) Int 19 (+11) Cha 13 (+8)
Alignment Evil Languages Abyssal, Common

1-2 Yaun-ti Malison Chanter Level 14 Artillery
Medium natural humanoid (reptile) XP 1,000
HP 112; Bloodied 56 Initiative +13
AC 28, Fortitude 24, Reflex 26, Will 27 Perception +13
Speed 7
Resist 10 poison

TRAITS

Bloody Scales
While bloodied, the yaun-ti gains a +2 bonus to speed and a +2 bonus to all defenses

STANDARD ACTIONS

m Bite (poison) • At-Will
Attack: Melee 1 (one creature); +17 vs. Will
Hit: 2d6 + 5 damage and ongoing 5 poison damage (save ends).

r Mid Warp (psychic) • At-Will
Attack: Ranged 20 (one creature); +19 vs. Will
Hit: 4d6 + 8 damage and the target takes a -2 penalty to attack rolls until the end of the yaun-ti's next turn.

R Poison Domination (charm) • Recharge when first bloodied
Attack: Ranged 20 (one creatures taking ongoing poison damage); +19 vs. Will
Hit:The target is dominated until the end of the yaun-ti's next turn.

TRIGGERED ACTIONS

Deflect Attack • Recharge 4,5,6
Trigger: A melee or range attack hits the yaun-ti
Effect: (Immediate Interrupt) The triggering attack hits one of the yaun-ti's allies adjacent to it.
Skills Athletics +15, Bluff +19, Insight +18, Stealth +18, Thievery +18
Str 16 (+10) Dex 22 (+13) Wis 22 (+13)
Con 22 (+13) Int 25 (+14) Cha 25 (+14)
Alignment evil Languages Common, Draconic

Note: can use Trebuchet

Trebuchet At-Will Terrain

HP 60; Bloodied 30
AC 29, Fortitude 30, Reflex 23, Will 0
STANDARD ACTIONS
Load
Requirement: The NPC or PC must be adjacent and have appropriate ammunition, such as a nearby pile of rocks .

Check: Athletics check (moderate DC) to load.
Success: The trebuchet is loaded and ready to attack.

Attack

Requirement: The trebuchet is loaded and the NPC or PC is adjacent .
Check: Thievery check (easy DC).
Success: The NPC or PC fires the trebuchet
Target: Area burst 1 within 40 (creatures in burst)
Attack: +17 vs. Reflex
Hit: 2d12 + 7 damage
Effect: Trebuchet is unloaded

At the start of combat the trebuchet is already loaded.

Ebony Knight Level 14 Soldier

Medium shadow humanoid, human XP 1,000
HP 136; Bloodied 68 Initiative +13
AC 29, Fortitude 27, Reflex 25, Will 26 Perception +8
Speed5 Low-light vision

TRAITS

Furious Flock
The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.

STANDARD ACTIONS

m Greatsword (weapon) • At-Will
Attack: Melee 1 (one creature); +19 vs. AC
Hit: 2d10 + 12 damage
Effect: The target is marked until the end of the knight's next turn.

M Silence Unbeliever (weapon) • Recharge 5, 6
Attack: Melee 1 (one creature marked by the knight); +19 vs. AC
Hit: 3d10+12 and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is dazed instead (save ends).

MINOR ACTIONS

R Death's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it
Attack: Ranged 5 (one creature); +17 vs. Will
Hit: 1d10 + 4 necrotic damage, and the knight pulls the target up to 5 squares.

TRIGGERED ACTIONS

Death's Rebuke (necrotic) • At-Will
Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that does not include the knight as a target.
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it takes 5 necrotic damage.

Skills: Athletics +18, Thievery +16
Str 22 (+13) Dex 18 (+11) Wis 12 (+8)
Con 16 (+10) Int 10 (+7) Cha 20 (+12)
Alignment Unaligned Languages Common
Equipment greatsword, plate armor

Note: uses Trebuchet

Guardian Naga Level 14 Elite Artillery

Large immortal magical beast (reptile) XP 2,000
HP 210; Bloodied 105 Initiative +11
AC 28, Fortitude 26, Reflex 27, Will 25 Perception +14
Speed 6 Darkvision

Saving Throws +2, Action Points 1

STANDARD ACTIONS

m Tail Slap • At-Will
Attack: Melee 2 (one creature); +19 vs. AC
Hit: 3d6 + 12 damage and the target is pushed 2 squares.

R Word of Pain (psychic) • At-Will
Attack: Ranged 20 (one or two creatures); +17 vs. Will If the Naga targets only one creature with this power, it can make this attack against

it twice.

Hit: 3d6 + 8 psychic damage, and the target is immobilized (save ends).

C Spit Poison (poison) • Recharge 5-6

Attack: Close blast 3 (creatures in burst); +15 vs. Fortitude

Hit: 2d8+10 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).

A Thunderstrike (thunder) • Recharge 5-6

Attack: Area burst 1 within 20 (enemies in burst); +15 vs. Fortitude

Hit: 3d8+6 damage and the target is dazed (save ends).

Miss: Half damage

Skills Arcana +16, History +16, Insight +14

Str 16 (+10) **Dex** 18 (+11) **Wis** 14 (+9)

Con 15 (+9) **Int** 18 (+11) **Cha** 12 (+8)

Alignment Evil **Languages** Common, Supernal

Nighthwalker Level 14 Elite Brute

Large Shadow humanoid (undead) XP 2,000

HP 344; **Bloodied** 172 **Initiative** +12

AC 28, **Fortitude** 26, **Reflex** 24, **Will** 26 **Perception** +11

Speed 8 **Darkvision**

Immune disease, poison; **Saving Throws** +2, **Action Points** 1

STANDARD ACTIONS

m Slam (cold, necrotic) • At-Will

Attack: Melee 2 (one creature); +17 vs. AC

Hit: 2d8 + 11 plus 3d6 cold and necrotic damage.

R Finger of Death (necrotic) • Encounter

Requirement: Target is bloodied

Attack: Ranged 5 (one creature); +15 vs. Fortitude

Hit: target drops to 0 hit points. Resistance to necrotic damage does not apply to this power.

MINOR ACTIONS

C Void Gaze (gaze, necrotic) • At-Will (1/round)

Attack: Close blast 5 (enemies in blast); +15 vs. Will

Hit: 2d8+11 necrotic damage, and the target is pushed 4 squares and takes a -2 penalty to all defenses (save ends).

Skills Stealth +17

Str 24 (+14) **Dex** 20 (+12) **Wis** 18 (+11)

Con 22 (+17) **Int** 17 (+10) **Cha** 24 (+14)

Alignment Evil **Languages** Common, telepathy 20

Wall Golem Level 14 Elite Lurker

Large natural animate (construct) XP 2,000

HP 220; **Bloodied** 108 **Initiative** +14

AC 28, **Fortitude** 29, **Reflex** 25, **Will** 24 **Perception** +8

Speed 6 **Darkvision**

Saving Throws +2, **Action Points** 1

TRAITS

All-Around Vision

Enemies cannot gain combat advantage by flanking the golem

Plodding

The golem cannot shift

STANDARD ACTIONS

m Slam • At-Will

Attack: Melee 2 (one creature); +19 vs. AC

Hit: 3d8 + 9 damage

C Topple • At-Will

Requirement: The golem must be affected by wall form

Attack: close blast 5 (creatures in blast); +17 vs. Fortitude

Hit: 4d8 + 11 damage, and the golem pushes the target up to 3 squares and knocks it prone.

Miss: Half damage

Effect: The golem is no longer affected by wall form and appears in an unoccupied space within or adjacent to the blast area.

Wall Form (polymorph) • At-Will

Effect: The golem no longer occupies its current space and instead occupies the squares within a close wall 6. The squares must be unoccupied. While in this form, the golem is blocking terrain, is 3 squares high, and gains resist 20 to all damage. In addition the golem can take no other actions than using topple or spending a free action to return to its normal form in an unoccupied space adjacent to a square of the wall.

TRIGGERED ACTIONS

C Collaspe • Encounter

Trigger: The golem is first bloodied

Effect(Free Action): The golem uses topple, even if it does not meet the power's requirement. The golem is then removed from play, and any effects on it end. At the start of its next turn, the golem appears in an unoccupied space within or adjacent to the squares it last occupied.

Str 24(+14) **Dex** 16 (+10) **Wis** 14 (+9)

Con 20 (+12) **Int** 5 (+4) **Cha** 8 (+6)

Alignment Unaligned **Languages** -

MISSION IBD: BREACH THE WALLS (HEROIC ONLY)

This mission is for Heroic tier only. There are no Paragon stat blocks for this mission.

MISSION IBE: THANK YOU FOR FLYING AIR NETHERIL

Netherese Captain Level 15 Controller (Leader)

Medium shadow humanoid (shade) XP 800

HP 147; **Bloodied** 73 **Initiative** +7

AC 29, **Fortitude** 27, **Reflex** 25, **Will** 25 **Perception** +9

Speed 6, teleport 4 **Darkvision**

Action Points 1

STANDARD ACTIONS

m Powerful Slam • At-Will

Attack: Melee 1 (one creature); +20 vs. AC

Hit: 2d10 + 10 damage, and the target is restrained until the end of the captain's next turn.

r Magic Missile • At-Will

Effect: Ranged 20 (one creature); 11 damage, and you push the target 1 square.

R Spectral Chains (healing) • Encounter

Attack: Ranged 10 (one creature); +18 vs. Reflex

Hit: 1d8 + 7 damage, and the target is stunned (save ends). The first time one of the captain's allies hits the target while it is stunned by this power, that ally regains 15 hit points.

C Shadow Wave • Recharge 5 6

Attack: Close blast 5 (enemies in the blast); +18 vs. Fortitude

Hit: 3d10+6 damage.

Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.

Str 21 (+12) **Dex** 10 (+7) **Wis** 14 (+9)

Con 19 (+11) **Int** 19 (+11) **Cha** 16 (+10)

Alignment evil **Languages** Common, Netherese

Equipment master's wand of magic missile

Note: Reflavored/edited hill giant earth shaman

Netherese Sailor		Level 13 Minion Soldier	
Medium natural humanoid (human)		XP 150	
HP 1; a missed attack never damages a minion		Initiative +9	
AC29, Fortitude26, Reflex25, Will 23		Perception+7	
Speed 6			
TRAITS			
Squad Defense			
The Netherese sailor gains a +2 bonus to its AC when adjacent to an ally.			
STANDARD ACTIONS			
mLongsword • At-Will			
Attack:Melee 1 (one creature); +18 vs. AC			
Hit: 10damage, and the target takes 5 necrotic damage if it willingly moves during its next turn.			
Str 17 (+5)	Dex 15 (+4)	Wis 13 (+3)	
Con 15 (+4)	Int8 (+1)	Cha9 (+1)	
Alignment unaligned		LanguagesCommon, Netherese	
Note: Reflavored legion devil hellguard			

Netherese Chain Master		Level 14Skirmisher (Leader)	
Medium shadow humanoid (shadar-kai)		XP 700	
HP140; Bloodied70		Initiative +16	
AC28, Fortitude26, Reflex28, Will24		Perception +9	
Speed 7		Low-light vision	
STANDARD ACTIONS			
mSpiked Chain • At-Will			
Attack:Melee 2 (one creature); +19 vs. AC			
Hit: 2d4 + 7 damage.			
MDouble Attack • At-Will			
Effect:The chain master uses spiked chain twice.			
M Ensnaing Chains of Shar(necrotic) • At-Will			
Attack:Melee 2 (one creature); +17 vs. Reflex			
Hit: 2d4 + 7damage, and the target is restrained and takes ongoing 10 necrotic (save ends both). The chain master can restrain only one creature at a time.			
MOVE ACTIONS			
Shadow Jaunt • Encounter			
Effect:The chain master teleports up to 3 squares and is insubstantial until the start of its next turn.			
MINOR ACTIONS			
Dance of Battle • At-Will			
Effect:The chain master shifts 1 square.			
TRIGGERED ACTIONS			
Dance of Defiance • Recharge when bloodied			
Trigger:The chain master is the target of a melee attack			
Effect (Immediate Interrupt): The chain master shifts 1 square.			
MChains of Vengeance • Encounter			
Trigger:The chain master is first bloodied.			
Effect (Free Action): The chain master uses spiked chain twice.			
Str 19 (+11)	Dex 24 (+14)	Wis 15 (+9)	
Con 20 (+12)	Int 14 (+9)	Cha 13 (+8)	
Alignmentevil		LanguagesCommon, Netherese	
Note:Reflavored/edited chain devil			

NethereseBombadier		Level 14Artillery	
Mediumshadow humanoid (shade)		XP 700	
HP 104; Bloodied52		Initiative +10	
AC 28, Fortitude25, Reflex27, Will 24		Perception +13	
Speed6		Darkvision	
STANDARD ACTIONS			
mLongsword • At-Will			
Attack:Melee 1 (one creature); +19 vs. AC			
Hit: 3d8 + 6 damage.			

r Shadow Slice (necrotic, psychic) • At-Will		
Attack: Ranged 10 (one creature); +19 vs. Will		
Hit:3d8 + 9 necrotic and psychic damage.		
A Shadow Barrage (necrotic, psychic) • Recharge 6		
Attack: Area burst 1 within 20 (creatures in the burst); +19vs. Will		
Hit: 2d8 + 9 necrotic and psychic damage, and the target takes ongoing 10 psychic damage and can't use daily or encounter attack powers (save ends both).		
Skills History +12, Insight +13		
Str 14 (+9)	Dex 16 (+10)	Wis 12 (+8)
Con 14 (+9)	Int 17 (+10)	Cha 11 (+7)
Alignmentevil		LanguagesCommon, Netherese
Note:Reflavored githyanki mindslicer		

MISSION IBF: RECOVER THE RELICS

Holy Door Guardian		Level 14 Solo Controller (leader)	
Huge natural animate (blind, construct)		XP 5,000	
HP 552; Bloodied 276		Initiative +2	
AC 28, Fortitude 24, Reflex 25, Will 27		Perception +17	
Speed 0		Tremorsense 20	
Immune conditions, forced movement, gaze;			
Resist 10 all; Saving Throws +2, Action Points 2			
TRAITS			
Door Defense • Aura 5			
While within the aura, allies gain +2 bonus to attack rolls and damage rolls.			
Construct Bond			
Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.			
STANDARD ACTIONS			
C Invoke Pain (psychic) • At-Will			
Attack: Close burst 5, or 10 while bloodied (one or two enemies in burst); +17 vs. Fortitude			
Hit: 1d10 + 16 damage and the target takes a -2 penalty to attack and damage rolls (save ends).			
Miss: Half damage and the target takes no penalty to attack and damage rolls.			
C Invoke Fealty (charm) • Recharge when first bloodied			
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +17 vs. Will			
Hit: 1d10 + 16 damage and Holy Door Guardian slides the target 1 square and the target falls prone.			
C Invoke Obedience (charm, psychic) • Recharge when first bloodied			
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +17 vs. Will			
Hit: 1d10 + 16 damage and the target is dominated until the end of its next turn.			
MINOR ACTIONS			
Call Stone Golem • Recharge 6			
Effect: The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10 squares of the Holy Door Guardian. It acts immediately.			
Call Minor Stone Golem • At-will (1/round)			
Effect: The Holy Door Guardian summons 5 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.			
TRIGGERED ACTIONS			
Invoke Rebuke (psychic, radiant) • At-will			
Trigger: An enemy hits the Holy Door Guardian.			

Effect (Immediate Reaction): The triggering enemy takes 10 psychic and radiant damage, and ongoing 10 psychic and radiant damage (save ends).

Skills Bluff +19, Diplomacy +19, Insight +17

Str 1 (+2) **Dex** 1 (+2) **Wis** 20 (+12)

Con 18 (+11) **Int** 20 (+12) **Cha** 24 (+14)

Alignment lawful good **Languages** Common

Stone Golem Level 14 Elite Soldier

Large natural animate (construct) XP 2,000

HP 286; **Bloodied** 143 **Initiative** +7

AC 30, **Fortitude** 28, **Reflex** 26, **Will** 24

Speed 6 (cannot shift) **Perception** +5

Immune disease, poison **Darkvision**

Saving Throws +2, **Action Points** 1

STANDARD ACTIONS

M Slam • At-Will

Attack: Melee 2 (one creature); +19 vs. AC

Hit: 1d6 + 18 damage, and the golem can push the target 1 square

m Double-Attack • At-Will

Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.

m Golem Rampage • Recharge 5-6

Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.

TRIGGERED ACTIONS

C Death Burst • Encounter

Trigger: The stone golem drops to 0 hit points.

Attack (no action): Close burst 1 (creatures in burst); +19 vs. AC

Hit: 1d12 + 16 damage.

Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.

Str 23 (+13) **Dex** 6 (+5) **Wis** 7 (+5)

Con 23 (+13) **Int** 2 (+3) **Cha** 2 (+3)

Alignment unaligned **Languages** -

Minor Stone Golem Level 14 Minion Soldier

Large natural animate (construct) XP 250

HP 1; a missed attack never damages a minion

AC 30, **Fortitude** 28, **Reflex** 26, **Will** 24 **Initiative** +7

Speed 6 (cannot shift) **Perception** +5

Immune disease, poison **Darkvision**

STANDARD ACTIONS

M Slam • At-Will

Attack: Melee 2 (one creature); +19 vs. AC

Hit: 11 damage, and the golem can push the target 1 square

m Double-Attack • At-Will

Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.

TRIGGERED ACTIONS

C Death Burst • Encounter

Trigger: The stone golem drops to 0 hit points.

Attack (no action): Close burst 1 (creatures in burst); +19 vs. AC

Hit: 11 damage.

Effect: The golem is destroyed.

Str 23 (+13) **Dex** 6 (+5) **Wis** 7 (+5)

Con 23 (+13) **Int** 2 (+3) **Cha** 2 (+3)

Alignment unaligned **Languages** -

MISSION 3A: EVACUATION

Rubble Launcher

HP 100

Initiative +4

AC 24, **Fortitude** 22, **Reflex** 22, **Will** 22;

STANDARD ACTIONS

B Launch Rubble (weapon) • At-Will

Attack: Area burst 1 within 20 (creatures in the burst); +17 vs. Reflex

Hit: 3d6+6 and the target is knocked prone

MISSION 3B: ASSASSINS

Plaguechanged Captain of Torm (A)

Level 16 Elite

Medium aberrant humanoid (human) XP 2000

HP 266; **Bloodied** 133 **Initiative** +8

AC 29, **Fortitude** 28, **Reflex** 27, **Will** 28 **Perception** +6

Speed 6

Saving Throw +3, **Action Points** 1

TRAITS

O Sickening Swirl • Aura 3

Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty.

Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful Endurance checks they are immune to the aura but still suffer the sight penalty. A player may choose to spend a standard action to make an Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other than the center - which he has already done at the start. He must still be in the aura for the anchoring to be in effect.

STANDARD ACTIONS

m • Captain's Remark At-Will

Attack: Melee 2 (one creature); +19 vs. AC

Hit: 3d10+8 damage.

Effect: The Captain can slide the target 1 square.

M Double Attack • At-Will

Effect: The Captain can use his Captain's Remark twice.

R Stinging Words • At-Will

Attack: Ranged 5/10; +21 vs. AC

Hit: 2d10 + 10 damage

C Captain's Affliction (poison) • Recharge ☐☐☐

Attack: Close burst 3 (creatures in the burst); +18 vs. Fortitude

Hit: 4d8 + 12 poison damage.

MOVE ACTIONS

Slip Away • (only while in Captain's Aura)

The Captain or an ally can shift 3 squares but must remain in the aura.

MINOR ACTIONS

Coughing Spasm (poison) • Recharge when no creature is affected by this power

Attack: Ranged 5 (one dazed creature affected by Captain's Aura); +18 vs. Fortitude

Hit: The target is weakened (save ends).

Skills Athletics +15, Endurance +16

Str 17 (+9) **Dex** 12 (+7) **Wis** 12 (+7)

Con 19 (+10) **Int** 17 (+9) **Cha** 18 (+10)

Alignment Evil **Languages** - Common

Equipment chainmail, pike

Note: Based on the Aboleth Plaguewhisper from *Dungeon* 195.

Warped Paladin of Torm (B)		Level 14 Solider
Medium aberrant humanoid (human)		XP 1000
HP 136; Bloodied 68	Initiative +7	
AC 24, Fortitude 26, Reflex 23, Will 24	Perception +4	
Resist 10 poison		
Speed 5	Darkvision	
TRAITS		
O Unholy Bravado • Aura 1		
(Fear) aura 2; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn		
STANDARD ACTIONS		
m Spear • At-Will • Necrotic, Weapon		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 2d6 + 8 plus 10 necrotic damage.		
M Death Stab • At-Will • Necrotic, Weapon		
+19 vs AC; 3d8+12 necrotic damage, and the target is knocked prone.		
C Necrotic Strike • Standard, Recharge 2/3 • Necrotic, Weapon		
+19 vs AC; 3d8+10 damage, and ongoing 10 necrotic damage (save ends).		
MINOR ACTIONS		
Punish the Righteous • At-Will (1/round)		
Targets one enemy adjacent to the Paladin; the target gains vulnerable 10 necrotic until the end of the Paladin's next turn.		
Str 19 (+10)	Dex 13 (+6)	Wis 12 (+6)
Con 17 (+8)	Int 11 (+5)	Cha 16 (+8)
Alignment Evil	Languages - Common, Abyssal	
Note: Based on the Arzaanezra, Paladin of Slaughter from Fortress of the Yuan-ti, page(s) 14.		

FlameSpitting Yuan-ti		Level 14 Artillery
Medium natural humanoid (reptile), yuan-ti		XP 1000
HP 128; Bloodied 64	Initiative +10	
AC 26, Fortitude 23, Reflex 25, Will 22	Perception +14	
Resist 10 poison		
Speed 7		
STANDARD ACTIONS		
m Scimitar • At-Will • Weapon		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d8 + 12.		
R Crossbow • At-Will • Poison, Weapon		
Attack: Ranged 15 (one creature); +21 vs AC		
Hit: 3d8 + 8, ongoing 10 poison damage (save ends), and knocked prone.		
C Toxic Sizzling Spittle • Poison, Fire • Recharge 2/3		
Attack: Area burst 2 within 15 (creatures in burst); +19 vs Reflex		
Hit: 3d8+10 damage, ongoing 10 poison, fire damage (save ends)		
MINOR ACTIONS		
Mental Rebuke (psychic) • At-Will (1/round)		
Attack: Ranged 20 (one creature); +17 vs Will		
Hit: Until the end of the Yuan-ti's next turn, the target takes 10 psychic damage each time it makes an attack against a Yuan-ti.		
Skills Arcana +18, Athletics +18, History +18, Stealth +20		
Str 19 (+10)	Dex 23 (+13)	Wis 17 (+10)
Con 15 (+9)	Int 20 (+12)	Cha 21 (+12)
Alignment Evil	Languages - Common, Draconic	
Equipment 30 poisoned bolts, crossbow, scimitar		
Note: Based on the Senjarik from Dungeon Magazine 190.		

Warped Undead Cleric of Torm (D)		Level 14 Elite
Medium natural humanoid (undead, human)		XP 1400
HP 237; Bloodied 118	Initiative +7	
Regeneration 10 (if the Cleric takes radiant damage, regeneration		

doesn't function on its next turn)		
AC 28, Fortitude 27, Reflex 26, Will 26 Perception +12		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 fire		
Speed 5	Darkvision	
Saving Throws +3, Action Points 1		
STANDARD ACTIONS		
m Shielding Mace • At-Will • Weapon		
Attack: Melee 1 +19 vs. AC, 3d8+10, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.		
R Plague of Doom • At-Will • Necrotic		
+20 vs Reflex; 3d8+10 necrotic damage, and the target takes a -2 penalty to defenses until the end of the Cleric's next turn.		
C Undying Breath • Standard, Recharge 1/3 • Healing		
On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.		
MINOR ACTIONS		
Last Rights (necrotic) • At-Will (1/round)		
Attack: Close Burst 5 (one creature); +18 vs Fortitude		
Hit: Until the end of the Cleric's next turn, the target gains vulnerable 10.		
TRIGGERED ACTIONS		
Unholy Aid • (immediate interrupt, when affected by a condition; recharge 1/3)		
The Cleric removes the condition.		
Str 18 (+11)	Dex 12 (+8)	Wis 18 (+11)
Con 15 (+9)	Int 14 (+9)	Cha 15 (+9)
Alignment Evil	Languages - Common	
Equipment chainmail, mace		
Note: Based on the Mummy Lord from Monster Manual page(s) 192.		

MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts		Level 16 Minion Soldier
Medium natural humanoid (undead)		XP 350
HP 1; a missed attack never damages a minion.	Initiative +13	
AC 32, Fortitude 30, Reflex 28, Will 26	Perception +13	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Grabbing Claws • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 10 damage, and the target is grabbed (escape DC 21) if the Bhaalspawn grunt has no creature grabbed.		
M Bite (disease) • At-Will		
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +20 vs. AC		
Hit: 12 damage and 5 ongoing damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
Str 18 (+12)	Dex 14 (+10)	Wis 11 (+8)
Con 18 (+12)	Int 7 (+6)	Cha 10 (+8)
Alignment chaotic evil	Languages Common	
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.		

Crawling Claw Swarm		Level 16 Soldier
Medium natural animate (swarm, undead)		XP 1400
HP 149; Bloodied 74	Initiative +13	
AC 31, Fortitude 26, Reflex 29, Will 26	Perception +11	
Vulnerable 10 against close and area attacks		tremorsense 10
Immune disease, poison; Resist half damage from melee and ranged attacks		

Speed 8, climb 4
TRAITS
Swarm Attack • Aura 2
The crawling claw swarm makes a <i>swarm of claws</i> attack as a free action against enemy that starts its turn within the aura.
STANDARD ACTIONS
m Swarm of Claws • At-Will
<i>Attack:</i> Melee 1 (one creature); +21 vs. Reflex
<i>Hit:</i> 1d8+11 damage, and the target is immobilized until the start of crawling claw swarms next turn.
Str 15 (+10) Dex 16 (+11) Wis 10 (+8)
Con 13 (+9) Int 3 (+4) Cha 6 (+6)
Alignment Unaligned Languages --
Note: Open Grave.

Dayan, Vampire Necromancer Level 15 Elite Controller
Medium natural humanoid (undead) XP 2400
HP 276; Bloodied 138 Initiative +10
AC 29, Fortitude 26, Reflex 27, Will 28 Perception +14
Vulnerable 5 radiant Darkvision
Immune disease, poison; Resist 10 necrotic
Speed 7, climb 4 (spider climb)
Saving Throws +2; Action Points 1
TRAITS
Unholy Strength (necrotic) • Aura 2
Any undead ally in the aura deals 10 extra necrotic damage.
STANDARD ACTIONS
m Deft Longsword (weapon) • At-Will
<i>Attack:</i> Melee 1 (one creature); +20 vs. AC
<i>Hit:</i> 2d8+8 damage.
<i>Effect:</i> After the attack, Dayan slides the target up to 3 squares.
Embolden Undead • At-Will
<i>Effect:</i> Dayan can use <i>deft longsword</i> twice, or he can use <i>deft longsword</i> once and allow one undead ally within 5 squares of him to make a basic attack as a free action.
C Word of Beguilement (charm, psychic) • Recharge 5-6
<i>Attack:</i> Close blast 3 (enemies in the blast); +18 vs. Will
<i>Hit:</i> 2d8+11 psychic damage, and until the end of its next turn, the target is slowed and takes a -2 penalty to attack rolls its makes against Dayan.
C Necromantic Surge (necrotic) • Recharge when first bloodied
<i>Attack:</i> Close blast 5 (enemies in the blast); +18 vs. Fortitude
<i>Hit:</i> 2d6+10 necrotic damage, and the target is dazed (save ends).
<i>Miss:</i> Half damage and slowed (save ends).
<i>Effect:</i> Undead allies in the blast gain 15 temporary hit points.
MINOR ACTIONS
M Bite • At-Will (1/round)
<i>Attack:</i> Melee 1 (one dazed, dominated, stunned, or unconscious creature); +18 vs. AC
<i>Hit:</i> 1d10+9 damage, and Dayan regains 10 hit points.
TRIGGERED ACTIONS
Mist Form (polymorph) • Encounter
<i>Trigger:</i> Dayan takes damage while bloodied.
<i>Effect (No Action):</i> Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.
Skills Arcana +17, Bluff +17, Stealth +16
Str 14 (+9) Dex 16 (+10) Wis 14 (+9)
Con 10 (+7) Int 18 (+11) Cha 18 (+11)
Alignment Evil Languages Common, Netherese
Note: Removed irrelevant traits; Halls of Undermountain.

MISSION 3D: HOLD THE GATE, AGAIN

Yuan-ti Abomination Level 14 Soldier
Large natural humanoid (reptile) XP 1000
HP 140; Bloodied 70 Initiative +13
AC 24, Fortitude 26, Reflex 22, Will 24 Perception +10
Resist 10 poison
Speed 7, Climb 7
STANDARD ACTIONS
m Bastard sword (poison, weapon) • At-Will
<i>Attack:</i> Melee 2 (one creature) +20 vs. AC
<i>Hit:</i> 1d12 + 6 damage (crit 2d12+18), and the target is marked until the end of the abomination's next turn and takes ongoing 5 poison damage (save ends)
M Bite (poison) • At-Will
<i>Attack:</i> Grabbed target only +18 vs. Fortitude
<i>Hit:</i> 1d12+5 poison damage, and ongoing 10 poison damage (save ends)
MINOR ACTIONS
Grasping Coils • At-Will (1/round)
<i>Attack:</i> Melee 2. +18 vs. Reflex
<i>Hit:</i> The target is pulled 1 square and grabbed (until escape). The Abomination can grab only one creature at a time.
Skills Endurance +15, Intimidate +14, Stealth +14
Str 22 (+13) Dex 18 (+11) Wis 16 (+10)
Con 20 (+12) Int 12 (+8) Cha 14 (+9)
Alignment evil Languages Draconic
Equipment: heavy shield, bastard sword

Yuan-ti Malison Sharp-eye Level 13 Artillery
Medium natural humanoid (reptile) XP 800
HP 98; Bloodied 49 Initiative +12
AC 27, Fortitude 23, Reflex 25, Will 22 Perception +13
Resist 10 poison
Speed 7
TRAITS
Chameleon Defense
The malison sharp-eye has concealment against attacks that originate more than 3 squares away.
STANDARD ACTIONS
m Scimitar (weapon) • At-Will
<i>Attack:</i> Melee 1 (one creature) +16 vs. AC
<i>Hit:</i> 1d8 + 4 damage (crit 2d8+12)
r Longbow (poison, weapon) • At-Will
<i>Attack:</i> Ranged 4, +18 vs. AC
<i>Hit:</i> 1d10+6 damage, and the malison sharp-eye makes a secondary attack against the same target.
<i>Secondary Attack:</i> +16 vs. Fortitude
<i>Hit:</i> ongoing 5 poison damage and the target is dazed (save ends both).
Skills Bluff +15, History +12, Insight +13, Stealth +17
Str 18 (+10) Dex 23 (+12) Wis 14 (+8)
Con 14 (+8) Int 12 (+7) Cha 18 (+10)
Alignment evil Languages common, Draconic
Equipment: scimitar, longbow, quiver of 30 arrows

Yuan-ti Incanter Level 15 Artillery (leader)
Medium natural humanoid (reptile) XP 1200
HP 118; Bloodied 59 Initiative +13
AC 29, Fortitude 26, Reflex 27, Will 27 Perception +13
Resist 10 poison

Speed 7
TRAITS
Zehir's Shield Aura 10 Allies in the aura gain a +2 power bonus to all defenses
Slither Away While bloodied, the Malison incanter gains +2 speed and a +5 bonus to all defenses.
STANDARD ACTIONS
m Bite (poison) • At-Will Attack: Melee 1 (one creature) +16 vs. Fortitude Hit: 1d6 + 6 damage and ongoing 5 poison damage (save ends)
r Mindwarp (psychic) • At-Will Attack: Range 20, +18 vs. AC Hit: 2d6+7 psychic damage, and the target is dazed (save ends)
R Poisoned Domination [Encounter] (charm) • Recharges when first bloodied Attack: Range 5 Only against a target taking ongoing poison damage: +20 vs. Will Effect: The target is dominated until the incanter's next turn. Aftereffect: The Target is dazed (save ends)
R Zehir's Venom (poison) • Recharge 4 5 6 Attack: Range 10 Only against a target taking ongoing poison damage: +20 vs. Fortitude Hit: 2d10+6 poison damage, and the target is dazed (save ends)
MINOR ACTIONS
Grasping Coils • At-Will (1/round) Attack: Melee 2, +18 vs. Reflex Hit: The target is pulled 1 square and grabbed (until escape). The Abomination can grab only one creature at a time.
TRIGGERED ACTIONS
Deflect Attack • Recharge 5 6 (Immediate Interrupt) Effect: The malison incanter transfers the attack's damage and effects to an adjacent ally.
Skills Endurance +15, Intimidate +14, Stealth +14 Str 22 (+13) Dex 18 (+11) Wis 16 (+10) Con 20 (+12) Int 12 (+8) Cha 14 (+9)
Alignment evil Languages Draconic
Equipment: heavy shield, bastard sword

MISSION 3F: CONTAINMENT

Warwing Drake	Level 16 Skirmisher
Large natural beast (reptile)	XP 1400
HP 152; Bloodied 76	Initiative +12
AC 30, Fortitude 29, Reflex 27, Will 27	Perception +15
Immune fear (while flying)	
Speed 8, fly 8, overland flight 12	
STANDARD ACTIONS	
m Bite • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 1d10+10 damage.	
m Claw • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 1d6+10 damage and ongoing 5 damage (save ends).	
M Flyby Attack • At-Will Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the either attack.	
Skills Athletics +17 Str 18 (+12) Dex 15 (+10) Wis 14 (+10)	

Con 16 (+11)	Int 6 (+6)	Cha 14 (+10)
Alignment Unaligned	Languages -	
Note: Warwing Drake, rooved mount for space; Dungeon Magazine 165.		

Scaled Guardian	Level 14 Soldier
Medium natural humanoid (undead)	XP 1000
HP 134; Bloodied 67	Initiative +13
AC 30, Fortitude 26, Reflex 28, Will 24	Perception +7
Speed 8, climb 4	
Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Bite(poison) • At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 1d6+8 damage, and ongoing 10 poison damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
TRIGGERED ACTIONS	
M Death Bite (necrotic) • At-Will Trigger: A creature takes damage from the ongoing poison of the guardian's bite. Attack (opportunity action): Melee 1 (the triggering creature); +12 vs. AC Hit: 2d6+7 damage, and the target is dazed and takes ongoing 10 necrotic damage (save ends both).	
Skills Stealth +16 Str 13 (+8) Dex 18 (+11) Wis 10 (+7) Con 14 (+9) Int 9 (+6) Cha 11 (+7)	
Alignment Chaotic Evil Languages Common, Primordial	
Note: Marauders of the Dune Sea.	

Ad'Kian	Level 15 Elite Controller (Leader)
Medium natural humanoid (human)	XP 2400
HP 278; Bloodied 139	Initiative +7
AC 29, Fortitude 26, Reflex 27, Will 27	Perception +10
Speed 6	
Resist 10 necrotic	
Action Point 1	
Saving Throws +2	
TRAITS	
Death Master • Aura 5 All undead allies within the aura gain a +1 bonus to attack rolls and resist 5 radiant.	
Force of Personality (1/round) If Ad'Kian is affected by an effect that dazes, dominates, stuns, removes him from play, or makes him unconscious; he may make a saving throw against that effect before beginning his turn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will Attack: Melee 1 (one creature); +16 vs. AC Hit: 1d6+7 damage and target is pushed 2.	
r Shadow Claw (implement, necrotic) • At-Will Attack: Ranged 10 (one creature); +16 vs. Fortitude Hit: 1d10+10 necrotic damage and Ad'kian slides the target 3 squares.	
R Decaying Whisper (implement, necrotic) • Recharge 4-6 Attack: Ranged 10 (one creature); +16 vs. Fortitude Hit: 2d10+9 necrotic damage and the tagret is slowed and takes ongoing 10 necrotic damage (save ends both).	
R Wind of Death (implement, necrotic) • At-Will Requirement: Decaying Whisper must be available. Effect: Ad'kian uses shadow claw and decaying whisper.	
A Swarming Claws (implement, necrotic) • Encounter	

Attack: Area Burst 1 within 10 (enemies within burst); +16 vs.Reflex
Hit: 2d6+9 damage and the target is immobilized (save ends).
Miss: Half damage and is slowed until the end of Ad'kian's next turn..
Effect: The burst becomes a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 5 damage.

TRIGGERED ACTIONS

M Shadow Fury

Trigger: Ad'kian is bloodied.
Attack (no action): Decaying whisper recharges and Ad'kian immiately uses wind of death.

Skills Arcana +15, Bluff +12, Intimidate +12, Religion +15

Str 12 (+8) **Dex** 11 (+7) **Wis** 16 (+10)

Con 11 (+7) **Int** 16 (+10) **Cha** 11 (+7)

Alignment Evil **Languages** Common, Netherese

Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death and shadow fury; Dungeon Magazine 182.

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier Level 14 Minion

Medium natural humanoid (human) XP 250

HP 1; A missed attack never damages a minion **Initiative** +11

AC 28, **Fortitude** 28, **Reflex** 27, **Will** 25 **Perception** +7

Speed 6

TRAITS

Dirty Tactics

A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.

STANDARD ACTIONS

m Short Sword (Weapon) • At-Will

Attack: Melee 1 (one creature); +19 vs. AC
Hit: 10 damage and target is slowed (save ends) (14 damage with combat advantage)

Str 16 (+10) **Dex** 14 (+9) **Wis** 9 (+6)

Con 12 (+8) **Int** 10 (+7) **Cha** 8 (+6)

Alignment Evil **Languages** Common, Netherese

Note: Re-flavored Grand Melee Gladiator, added slow; Dragon Magazine Annual.

Lizardfolk Shocker Level 15 Artillery

Medium natural humanoid (reptile) XP 1200

HP 110; **Bloodied** 55 **Initiative** +11

AC 29, **Fortitude** 27, **Reflex** 29, **Will** 25 **Perception** +7

Speed 6 (swampwalk)

STANDARD ACTIONS

m Greatclub (weapon) • At-Will

Attack: Melee 1 (one creature); +20 vs. AC
Hit: 1d6+10 damage.

r Witch Lightning (lightning, radiant) • At-Will

Attack: Ranged 20 (one creature); +20 vs. Reflex
Hit: 1d8+9 lightning and radiant damage, and each enemy within 2 squares of the target takes 10 lightning damage.

A Ball of Lightning (lightning) • Encounter

Attack: Area burst 2 within 20 (creatures in the burst); +20 vs. Reflex
Hit: 1d8+9 lightning damage, and ongoing 10 lightning damage (save ends).
Miss: Half damage.

TRIGGERED ACTIONS

Sudden Jolt (lightning, radiant) • At-Will

ADCP5-1 Home's Last Light

Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack.

Effect (immediate reaction): Close burst 20 (triggering enemy in the burst) . The target takes 10 lightning and radiant damage.

Str 14 (+9) **Dex** 18 (+11) **Wis** 10 (+7)

Con 14 (+9) **Int** 8 (+6) **Cha** 8 (+6)

Alignment Unaligned **Languages** Draconic

Note: Monster Vault:Threats to the Nentir Vale.

Poisonscale Brawler Level 15 Brute

Medium natural humanoid (reptile) XP 1200

HP 175; **Bloodied** 87 **Initiative** +9

AC 27, **Fortitude** 27, **Reflex** 25, **Will** 24 **Perception** +7

Speed 6 (swampwalk)

STANDARD ACTIONS

m Club (weapon) • At-Will

Attack: Melee 1 (one creature); +20 vs. AC
Hit: 2d6+12 damage.

M Crushing Grasp • At-Will

Attack: Melee1 (one creature grabbed by the brawler); +18 vs.Fortitude

Hit: 3d6+13 and target is slowed (save ends).

Miss: Half damage.

MINOR ACTIONS

M Feral Grab • At-Will (1/round)

Requirement: The brawler must not be grabbing a creature.
Attack: Melee1 (one creature that isn't grabbed); +18 vs.Reflex
Hit: The brawler grabs the target (escape DC 19) and target is dazed until the start of brawler's next turn.

Skills Athletics +16, Stealth +14

Str 18 (+11) **Dex** 15 (+9) **Wis** 10 (+7)

Con 15 (+9) **Int** 7 (+5) **Cha** 8 (+6)

Alignment Unaligned **Languages** Draconic

Note: Monster Vault.

Shadrinx, Adult Black Dragon Level 14 Solo Lurker

Large natural magical beast (aquatic, dragon) XP 5000

HP 656; **Bloodied** 328 **Initiative** +17

AC 32, **Fortitude** 28, **Reflex** 30, **Will** 27 **Perception** +15

Resist 20 acid **Darkvision**

Speed 8 (swampwalk), fly 8, overland flight 10, swim 8

Saving Throws +5; **Action Points** 2

TRAITS

Acidic Blood (acid)

Whenever the dragon takes damage while it is bloodied, each creature adjacent to it takes 10 acid damage.

Aquatic

The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Instinctive Devouring

On an initiative of 10 + its initiative check, the dragon can use a free action to charge or to use bite. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.

Action Recovery

Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.

STANDARD ACTIONS

m Bite (acid) • At-Will

Attack: Melee 2 (one creature); +19 vs. AC
Hit: 2d8+9 damage, and the target takes ongoing 10 acid damage (save ends).

Miss: 10 acid damage.
M Claw • At-Will
Attack: Melee 2 (2 attacks; one or two creatures); +19 vs. AC Hit: 2d6+10 damage.
C Breath Weapon (Acid) • Recharge 5-6
Attack: Close blast 5 (enemies in blast); +16 vs. Reflex Hit: 2d8+8 acid damage, and ongoing 10 acid damage and a -4 penalty to AC (save ends both). Miss: Half damage.
C Shroud of Gloom • Recharge 6
Effect: Close burst 5 (enemies in blast); Each target gains vulnerable 10 acid and takes a -2 penalty to attack rolls until the end of the encounter. A character can use a standard action to attempt a DC 14 Heal check to end this effect on himself or herself or an adjacent ally.
C Cloud of Darkness (zone) • Recharge 4-6
Effect: Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded. The zone can be sustained as a minor action.
C Frightful Presence (Fear) • Encounter
Attack: Close burst 5 (enemies in blast); +16 vs. Will Hit: The target is stunned until the end of the dragon's next turn. Afterside: The target takes a -2 penalty to attack rolls (save ends).
TRIGGERED ACTIONS
M Tail Sweep • At-Will
Trigger: An enemy misses the dragon with a melee attack. Attack (opportunity action): Melee 3 (triggering enemy); +19 vs. AC Hit: 1d8+8 damage, and the target is pushed 1 square and falls prone, each of the target's allies adjacent to the target takes 9 damage.
C Bloodied Breath • At-Will
Trigger: The dragon is first bloodied. Effect (free action): Breath weapon recharges, and the dragon uses it.
Skills Nature +15, Stealth +23
Str 18 (+11) Dex 22 (+13) Wis 16 (+10)
Con 16 (+10) Int 14 (+9) Cha 12 (+8)
Alignment Evil Languages Common, Draconic
Note: Updated, Monster Manual.

Shadow Ogre	Level 14 Brute	
Large natural humanoid (shadow, giant)	XP 1000	
HP 171; Bloodied 85	Initiative +9	
AC 26, Fortitude 26, Reflex 24, Will 24	Perception +9	
Speed 8		
STANDARD ACTIONS		
m Greatclub (weapon) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC Hit: 4d8+7 damage.		
r Rock (weapon) • At-Will		
Attack: Ranged 5 (one creature); +19 vs. AC Hit: 3d6+9 damage.		
M Juggernaut Push • Recharge 5-6		
Attack: Melee 1 (one creature); +17 vs. Fortitude Hit: The ogre pushes the target 1 square and knocks it prone. The ogre then shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.		
M Grand Slam (weapon) • Encounter		
Attack: Melee 2 (one creature); +15 vs. AC Hit: 4d10+8 damage, and the ogre pushes the target up to 2 squares and knocks it prone. Miss: Half damage, and the target falls prone.		
MOVE ACTIONS		
Shadow Step (teleport)		
Effect: The ogre teleports 4 squares and gains concealment until the end of its next turn.		
Str 24 (+14)	Dex 15 (+9)	Wis 15 (+9)
Con 21 (+12)	Int 4 (+4)	Cha 6 (+5)
Alignment Chaotic evil Languages Giant		
Note: Ogre Juggernaut, added shadow step; Monster Vault.		

APPENDIX 13: AL 16 STAT BLOCKS

MISSION 1Aa: THROUGH THE BORDER

Kobold Nagaguard		Level 16 Minion
Small natural humanoid (reptile)		XP 350
HP 1; A missed attack never damages a minion		Initiative +11
AC 30, Fortitude 28, Reflex 28, Will 25		Perception +8
Speed 6		Darkvision
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 12 damage		
r Javelin (Weapon) • Encounter		
Attack: Ranged 10/20 (one creature); +20 vs. AC		
Hit: 12 damage		
MINOR ACTIONS		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
TRIGGERED ACTIONS		
Spinning Slash		
Trigger: The kobold nagaguard hits with a short sword attack.		
Attack (no action): The kobold nagaguard deals 9 damage to one other enemy adjacent to it.		
Shield Block		
Trigger: The kobold nagaguard is reduced to 0 hit points by a close or area attack.		
Attack (no action): Roll a d20. On a 15 or higher, the kobold is instead reduced to 1 hit point.		
Skills Stealth +13, Thievery +13		
Str 8 (+7)	Dex 16 (+11)	Wis 10 (+8)
Con 14 (+10)	Int 9 (+7)	Cha 10 (+8)
Alignment Unaligned		Languages -
Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power, added shield block; Dungeon Delve.		

Plaguetoached Eladrin Arcane Archer		Level 17 Artillery
Medium fey humanoid (plaguetoached, eladrin)		XP 1600
HP 133; Bloodied 66		Initiative +12
AC 29, Fortitude 28, Reflex 30, Will 28		Perception +11
Speed 6		low-light vision
Saving Throw +5 against charm effects		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 1d6 + 10 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Attack: Ranged 20/40 (two creatures); +22 vs. AC or Reflex (whichever is lower)		
Hit: 1d10+6 damage plus 1d8+4 fire damage.		
A Eldritch Burst (force) • Recharge 4-6		
Attack: Area burst 2 within 20; +22 vs. Fortitude		
Hit: 1d10 + 11 force damage, and the target is knocked prone (save ends).		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
The eladrin arcane archer teleports 5 squares.		
TRIGGERED ACTIONS		
Archer's Withdraw • Encounter		
Trigger: An enemy moves adjacent to the arcane archer.		
Attack (immediate interrupt): The arcane archer shifts 1 square and		

makes a *scorching arrow* attack against the triggering enemy.

Str 12 (+9) Dex 18 (+12) Wis 11 (+8)

Con 15 (+10) Int 17 (+11) Cha 15 (+10)

Alignment Unaligned Languages Common, Elven

Note: Based on the Eladrin Arcane Archer from *Monster Manual 2*.

Wyrmpwarped Atrocity		Level 17 Brute
Medium natural humanoid (reptile)		XP 1600
HP 200; Bloodied 100		Initiative +14
AC 30, Fortitude 31, Reflex 31, Will 28		Perception +11
Speed 7		
TRAITS		
Zehir's Fang • Aura 10		
Reptile allies in the aura gain a +1 power bonus to attack rolls.		
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d10 + 7 damage.		
m Poison Bite (poison) • At-Will		
Attack: Melee 1 (one creature); +19 vs. Fortitude		
Hit: 2d6+6 damage plus ongoing 10 poison damage (save ends).		
M Swift Strikes • At-Will		
The wyrmpwarped atrocity makes a <i>claw</i> and <i>poison bite</i> attack.		
TRIGGERED ACTIONS		
C Death Burst (acid)		
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.		
Attack (no action): Close burst 2 (creatures in burst); +17 vs. Reflex		
Hit: 1d10 + 9 acid damage, and the target takes a -1 penalty to attack rolls (save ends).		
Str 22 (+15)	Dex 22 (+15)	Wis 16 (+12)
Con 20 (+14)	Int 9 (+8)	Cha 12 (+10)
Alignment Evil		Languages Common, Draconic
Note: Based on the Yuan-ti Fangblade with death burst from <i>Dangerous Delves</i> .		

Plaguetoached Pikeman		Level 17 Soldier
Medium natural humanoid (plaguetoached, human)		XP 1600
HP 165; Bloodied 82		Initiative +13
AC 33, Fortitude 30, Reflex 28, Will 28		Perception +11
Speed 6		
TRAITS		
Chosen Foe		
Any target marked by the pikeman also grants combat advantage to it.		
STANDARD ACTIONS		
m Pike (weapon) • At-Will		
Attack: Melee 2 (one creature); +24 vs. AC		
Hit: 1d8 + 10 damage, plus the target is marked until the end of the pikeman's next turn.		
r Shortbow (weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +24 vs. AC		
Hit: 1d8 + 10 damage, plus the target is marked until the end of the pikeman's next turn.		
MINOR ACTIONS		
Spearmaster's Stead (weapon) • Recharge 5-6		
The pikeman gains threatening reach, allowing it to make opportunity attacks against all enemies within its reach (2 squares). This effect ends when the pikeman moves.		
TRIGGERED ACTIONS		
Pinning Pike		
Trigger: The pikeman hits with an opportunity attack.		

Effect (immediate reaction): The target is knocked prone.

Plaguetouched Resilience • Encounter

Effect: The pikeman rolls a saving throw against the triggering effect.

Skills Athletics +19, Religion +14

Str 22 (+14)

Dex 16 (+11)

Wis 17 (+11)

Con 21 (+13)

Int 12 (+9)

Cha 14 (+10)

Alignment Evil

Languages Common

Note: Based on Banesworn Warrior, made human and plaguetouched, added plaguetouched resilience; *The Plane Above*.

MISSION 1AB: HOLD THE PORTAL

Venom-Maw Hydra (H) Level 17 Solo Brute

Huge natural beast (reptile, water)

XP 8000

HP 672; Bloodied 336

Initiative +13

AC 31, Fortitude 31, Reflex 29, Will 28

Perception +17

Resist 10 poison

Speed 7, swim 10

All-around vision, Darkvision

Saving Throw +5, Action Points 2

TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the hydra.

Many Headed

While stunned or dominated, the hydra can take free actions.

Regenerating Heads

The hydra starts an encounter with four heads. When the hydra hit points first go below 504, 336 and 168, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.

Threatening Reach

The hydra can make opportunity attacks against enemies within 3 squares of it.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 3 (one creature); +22 vs. AC

Hit: 3d12 damage and ongoing 10 poison damage, or ongoing 20 poison damage if the hydra is bloodied (save ends).

R Venomous Spit (Poison) • At-Will

Attack: Ranged 10 (one creature); +20 vs. Reflex; This attack does not provoke opportunity attacks.

Hit: 2d12 + 5 poison damage and the target falls prone.

Hydra Fury • At-Will

Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has two heads, it gains a +5 bonus to damage rolls. If it only has one head, it gains a +15 bonus to damage rolls.

TRIGGERED ACTIONS

M Snapping Jaws • At-Will

Trigger: An enemy ends its turn within 2 squares of the hydra.

Effect (free action): The hydra uses bite twice against the triggering enemy.

Skills Stealth +18

Str 25 (+15)

Dex 20 (+13)

Wis 18 (+12)

Con 24 (+16)

Int 2 (+4)

Cha 8 (+7)

Alignment Unaligned

Languages -

5 Yuan-ti Sharpshooters (S) Level 17 Minion Artillery

Medium natural humanoid (reptile)

XP 400

HP 1; a missed attack never damages a minion

Initiative +10

AC 31, Fortitude 26, Reflex 30, Will 29

Perception +11

Resist 10 poison

Speed 6

Darkvision

TRAITS

Chameleon Defense

The yuan-ti has partial concealment from creatures more than 3 squares away from it.

STANDARD ACTIONS

m Poison Touch • At-Will

Attack: Melee 1 (one creature); +20 vs. Fortitude

Hit: 8 poison damage.

r Poison Arrows • At-Will

Attack: Ranged 20 (one creature); +22 vs. Reflex

Hit: 12 poison damage.

A Exploding Arrows • At-Will

Attack: Area burst 1 within 20 (enemies in burst); +22 vs. Reflex

Hit: 10 fire and poison damage.

Miss: Half damage.

Str 9 (+7)

Dex 14 (+10)

Wis 17 (+11)

Con 20 (+13)

Int 28 (+17)

Cha 26 (+16)

Alignment Evil

Languages Common, Draconic

Note: Re-flavored lich remnant as a yuan-ti.

Yuan-ti Beastmaster Level 16 Controller (Leader)

Large natural humanoid (reptile)

XP 1400

HP 156; Bloodied 78

Initiative +12

AC 30, Fortitude 29, Reflex 27, Will 28

Perception +14

Resist 10 poison

Speed 8

Low-light vision

TRAITS

Chameleon Defense

The yuan-ti has partial concealment from creatures more than 3 squares away from it.

O Zehir's Agony • Aura 5

An enemy that starts its turn within the aura takes 10 poison damage.

STANDARD ACTIONS

m Trident (weapon) • At-Will

Attack: Melee 3 (one creature); +19 vs. AC

Hit: 3d8 + 11 damage, and the target falls prone.

C Beast Mastery • At-Will

Effect: Close burst 10 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.

C Attraction Spray (charm) • Encounter

Attack: Close burst 1 (enemies in the burst); +19 vs. Will

Hit: The target is dominated (save ends).

MINOR ACTIONS

A Hurl Net (weapon) • At-Will (1/round)

Attack: Area burst 1 within 5 (creatures in the burst); +19 vs. Reflex

Hit: The target is restrained (save ends).

TRIGGERED ACTIONS

Poison Defense • At-Will

Trigger: The beastmaster is hit by the attack.

Effect (Immediate Interrupt): The beastmaster gains resist 5 to all damage against the triggering attack.

Skills Athletics +17, Dungeoneering +18, Nature +18, Stealth +16

Str 21 (+12)

Dex 18 (+11)

Wis 22 (+13)

Con 20 (+12)

Int 12 (+8)

Cha 11 (+7)

Alignment Evil

Languages Common, Draconic

Equipment 6 nets, trident

Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony.

MISSION 1Ac: DROP ZONE

Plaguechanged Evangelist of Torm (E) Level 16 Elite Artillery

Large aberrant humanoid (human)

XP 2800

HP 244; Bloodied 122

Initiative +12

AC 30, Fortitude 28, Reflex 28, Will 29

Perception +14

Immune poison	
Speed 6, fly 6 (hover)	Low-light vision
Saving Throw +2, Action Points 1	
TRAITS	
Regeneration	
The evangelist regains 10 hit points at the start of his turn unless he takes radiant damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8+ 11 damage.	
M Mangle • Recharge 6	
The evangelist uses slam twice. If both hit, it makes a secondary attack against the target.	
Effect: 3d10 + 11 damage.	
R Sapping Narration (fire, psychic) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: 3d8 + 11 fire and psychic damage, and the target is weakened (save ends).	
R Painful Speech (fire, necrotic) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Will	
Hit: 3d8 + 11 fire and necrotic damage, and the target is gains vulnerable 10 fire and psychic (save ends). The target cannot save against this effect while within 10 squares of the evangelist.	
A Mesmerizing Oration (charm, fire, psychic) • Encounter	
Attack: Area burst 4 within 10 (creatures in the burst); +20 vs. Will	
Hit: 3d6 + 12 fire and psychic damage, and the target is dazed (save ends).	
First Failed Save: The target is unconscious (save ends).	
Aftereffect: The target is dazed (save ends).	
Skills Arcana +18, Bluff +20, Diplomacy +20, Insight +14	
Str 12 (+9)	Dex 18 (+12) Wis 12 (+9)
Con 20 (+13)	Int 21 (+13) Cha 25 (+15)
Alignment Chaotic Evil Languages Abyssal, Common, Deep Speech	
Note: Based on the Luthvaerynn from <i>Forgotten Realms Campaign Guide</i> . Changed to large to match heroic size and show abnormal growth due to corruption. Removed change shape power because not relevant. Added fire to show influence of corrupted fire. Assumed legged form for speed and changed silvered weapon to radiant damage for regeneration.	

4 Flamechanged Clerics of Torm (C)	Level 18 Minion
Artillery	
Medium aberrant humanoid (human)	XP 500
HP 1; a missed attack never damages a minion	Initiative +10
AC 30, Fortitude 27, Reflex 28, Will 29	Perception +11
Immune fire	
Speed 6 fly 6	Darkvision
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 13 damage.	
r Searing Light (fire, radiant) • At-Will	
Attack: Ranged 20 (one or two creatures); +23 vs. Reflex	
Hit: 12 fire and radiant damage.	
TRIGGERED ACTIONS	
Corrupted Effort • Encounter	
Trigger: The cleric misses with an attack.	
Effect: The cleric gains a +4 bonus to the attack.	
Dying Breath (fire, necrotic) • Encounter	
Trigger: The cleric drops to 0 hit points.	
Attack (free action): Area burst 1 within 10 (creatures in burst); +23 vs. Reflex	

Hit: 15 fire and radiant damage.		
Miss: 7 fire and radiant damage.		
Str 10 (+8)	Dex 14 (+10)	Wis 16 (+11)
Con 16 (+11)	Int 18 (+12)	Cha 22 (+14)
Alignment Evil		Languages Common
Equipment mace		
Note: Based on flamebred kobold mage from <i>Dungeon</i> 200. Added heroic effort-like power and removed shifty.		

Warped Paladin of Torm (P)	Level 16 Elite Brute
Large aberrant humanoid (human)	XP 2800
HP 386; Bloodied 193	Initiative +11
AC 28, Fortitude 28, Reflex 27, Will 26	Perception +11
Resist 10 psychic	
Speed 6, climb 4	Blindsight 10
Saving Throw +2, Action Points 1	
STANDARD ACTIONS	
m Shadow Tentacle • At-Will	
Attack: Melee 3 (one creature); +19 vs. Reflex	
Hit: 4d10 + 8 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); +19 vs. Reflex	
Hit: 3d10 + 8 damage, and the target falls prone.	
C Psychic Burst • Encounter	
Attack: Close burst 2 (enemies in the burst); +19 vs. Will	
Hit: 2d12 + 5 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Arcane Release (cold, fire, lightning, thunder) • Encounter	
Trigger: The paladin is stunned or dropped to 0 hit points.	
Attack (no action): Close burst 2 (creatures in burst); +19 vs. Fortitude	
Hit: 3d10 + 6 cold, fire, lightning, and thunder damage.	
Miss: Half damage.	
Skills Arcana +18, Dungeoneering +16	
Str 20 (+13)	Dex 16 (+12) Wis 16 (+11)
Con 23 (+14)	Int 21 (+13) Cha 3 (+4)
Alignment Evil Languages Common, Deep Speech	
Note: Based on warped mage of saruun from <i>Monster Vault: Threats to the Nentir Vale</i> . Changed to large due to corruption and to match size on map with heroic.	
MISSION 1AD: WE'RE WITH YOU	
Werewolf Bravo	Level 17 Skirmisher
Medium natural humanoid (shapechanger)	XP 1600
HP 162; Bloodied 81	Initiative +16
AC 31, Fortitude 29, Reflex 30, Will 28	Perception +16
Speed 6	Low-light vision
Regeneration 10 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn).	
TRAITS	
Combat Advantage	
The bravo deals 2d6 extra damage on melee attacks against any target that grants it combat advantage.	
STANDARD ACTIONS	
m Short Sword (poison, weapon) • At-Will	
Requirement: The bravo must be in human or hybrid form.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 1d10 +8 damage, plus ongoing 10 poison damage (save ends).	
m Bite • At-Will	
Requirement: The bravo must be in wolf or hybrid form.	
Attack: Melee 1 (one creature); +22 vs. AC	

Hit: 1d6 + 6 damage, plus ongoing 5 poison damage (save ends).

r Crossbow (poison, weapon) • At-Will
Attack: Ranged 15/30 (one creature); +22 vs. AC
Hit: 1d8 + 8 poison damage, plus ongoing 5 poison damage (save ends).

M Dance of Poison • Recharge when first bloodied
Effect: The bravo makes two short sword attacks against one target, shifts up to 3 squares, and makes two short sword attacks against a different target.

MINOR ACTIONS

Change Shape (polymorph) • At-Will
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.

Skills Bluff +17, Stealth +19, Streetwise +17, Thievery +19
Str 20 (+13) **Dex** 22 (+14) **Wis** 16 (+11)
Con 18 (+12) **Int** 15 (+10) **Cha** 18 (+12)

Alignment Unaligned **Languages** Common
Note: Based on the Wererat Sewer Guard from *Dungeonmaster's Guide* 2.

Werewolf Warrior **Level 17 Minion Soldier**
Medium natural humanoid (shapechanger) XP 400
HP 1; a missed attack never damages a minion. **Initiative** +14
AC 33, **Fortitude** 29, **Reflex** 29, **Will** 29 **Perception** +11
Speed 6

TRAITS

Harrying Bite • Aura 1
Any enemy that starts its turn within the aura is slowed until the start of its next turn.

STANDARD ACTIONS

m Bite • At-Will
Requirement: The warrior must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 11 damage.

m Silver Longsword (weapon) • At-Will
Requirement: The warrior must be in human or hybrid form.
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 10 damage or 14 damage against slowed targets.

MOVE ACTIONS

Jump • Encounter
Effect: The werewolf flies 5 squares. The werewolf must land at the end of this movement, or it falls.

MINOR ACTIONS

Change Shape (polymorph) • At-Will
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.

Str 19 (+12) **Dex** 18 (+12) **Wis** 16 (+11)
Con 13 (+9) **Int** 10 (+8) **Cha** 11 (+8)

Alignment Unaligned **Languages** Common
Note: Based on the Githyanki Sky Pirate from *Dungeon Magazine* 180.

Nisal, Werewolf Boss **Level 19 Soldier**
Medium natural humanoid (shapechanger) XP 2400
HP 178; **Bloodied** 89 **Initiative** +16
AC 35, **Fortitude** 33, **Reflex** 31, **Will** 29 **Perception** +10
Speed 7; climb 5 Darkvision

STANDARD ACTIONS

m Kinslayer Axe (weapon) • At-Will
Requirement: The boss must be in human or hybrid form.

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Attack: Melee 1 (one creature); +22 vs. AC
Hit: 2d12+12 damage, and the target falls prone.
Effect: The target is marked until the end of Nisal's next turn.

m Bite • At-Will
Requirement: The boss must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 2d12+12 damage, and the target falls prone.

C Kinslayer's Carnage (weapon) • Recharge when first bloodied
Requirement: The boss must be in human or hybrid form.
Attack: Close burst 1 (enemies in blast); +22 vs. AC
Hit: 3d12+8, and the target is marked (save ends).
Miss: Half damage and the target is marked until the end of Nisal's next turn.

MOVE ACTIONS

Lycanthrope Charge (polymorph) • Recharge when Nisal uses Lycanthrope Mark
Effect: Nisal becomes a wolf and shifts up to his speed. During this movement he is insubstantial. At the end of the movement, each enemy adjacent to him is marked until the end of Nisal's next turn.

MINOR ACTIONS

Change Shape (polymorph) • At-Will
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.

TRIGGERED ACTIONS

Lycanthrope Mark (necrotic) • At-Will
Trigger: An enemy within 5 squares of Nisal and marked by him makes an attack that doesn't include him as a target.
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 20 necrotic damage.

Str 24 (+16) **Dex** 21 (+14) **Wis** 13 (+10)
Con 18 (+13) **Int** 10 (+9) **Cha** 17 (+12)

Alignment Unaligned **Languages** Common
Note: Based on the Nikolai Charnel Brother from *The Shadowfell*.

MISSION IBA: SCOUT BEHIND THE WALLS

Netherese Soldier **Level 16 Minion**
Medium natural humanoid (human) XP 350
HP 1; A missed attack never damages a minion **Initiative** +12
AC 30, **Fortitude** 30, **Reflex** 29, **Will** 27 **Perception** +8
Speed 6

TRAITS

Dirty Tactics
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.

STANDARD ACTIONS

m Short Sword (Weapon) • At-Will
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 11 damage and target is slowed (save ends) (15 damage with combat advantage)

Str 16 (+11) **Dex** 14 (+10) **Wis** 9 (+7)
Con 12 (+9) **Int** 10 (+8) **Cha** 8 (+7)

Alignment Evil **Languages** Common, Netherese

Note: Re flavored Grand Melee Gladiator, added slow; Dragon Magazine Annual.

Bhaalspawn Zombie **Level 16 Brute**
Medium natural animate (undead) XP 1400
HP 180; **Bloodied** 90 **Initiative** +6
AC 25, **Fortitude** 25, **Reflex** 21, **Will** 22 **Perception** +7

Speed 4	Blindsight 5, Darkvision	
Immune disease, poison; Resist 10 necrotic, 5 radiant		
Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d6+9 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
Attack: Melee 1 (one creature); +18 vs. Reflex		
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+10)	Dex 6 (+6)	Wis 8 (+7)
Con 10 (+8)	Int 5 (+5)	Cha 3 (+4)
Alignment Unaligned Languages -		

Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.

MISSION 1B: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator	Level 17 Artillery
Medium natural humanoid (aquatic, reptile)	XP 1600
HP 118; Bloodied 59	Initiative +12
AC 29, Fortitude 28, Reflex 30, Will 29	Perception +14
Resist 5 poison	
Speed 6, swim 4	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d8 + 13 damage	
r Magic Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +22 vs. Reflex	
Hit: 2d4 + 9 force damage	
R Missile Barrage (force) • At-Will	
Effect: The infiltrator makes three <i>magic missile</i> attacks.	
A Force Implosion (force) • Encounter	
Attack: Area burst 2 within 20 squares (each creature in the burst); +19 vs. Reflex	
Hit: 3d6 + 12 force damage and target is slowed (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.	
Skills Bluff +18, Insight +14	
Str 15(+10)	Dex 18 (+12) Wis 12 (+9)
Con 16(+11)	Int 14 (+10) Cha 20 (+13)
Alignment evil Languages Common, Draconic	
Equipment leather armor, spear	

Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.

Bhaalspawn Zombie	Level 16 Brute
Medium natural animate (undead)	XP 1400
HP 180; Bloodied 90	Initiative +6
AC 25, Fortitude 25, Reflex 21, Will 22	Perception +7
Speed 4	Blindsight 5, Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant	

ADCP5-1 Home's Last Light

Saving Throws +5 vs. charm, poison, unconscious		
TRAITS		
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d6+9 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
M Zombie Grab • At-Will		
Attack: Melee 1 (one creature); +18 vs. Reflex		
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.		
Str 14 (+10)	Dex 6 (+6)	Wis 8 (+7)
Con 10 (+8)	Int 5 (+5)	Cha 3 (+4)
Alignment Unaligned Languages -		
Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.		

Bhaalspawn Grunts	Level 18 Minion Soldier
Medium natural humanoid (undead)	XP 500
HP 1; a missed attack never damages a minion.	Initiative +14
AC 34, Fortitude 32, Reflex 30, Will 28	Perception +14
Speed 6	Darkvision
STANDARD ACTIONS	
m Grabbing Claws • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 11 damage, and the target is grabbed (escape DC 22) if the Bhaalspawn grunt has no creature grabbed.	
M Bite (disease) • At-Will	
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +22 vs. AC	
Hit: 13 damage and 5 ongoing damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 18 (+13)	Dex 14 (+11) Wis 11 (+9)
Con 18 (+13)	Int 7 (+7) Cha 10 (+9)
Alignment chaotic evil Languages Common	
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.	

Bloodfire Ooze	Level 17 Elite Brute
Large elemental beast (fire, ooze)	XP 3200
HP 396; Bloodied 198	Initiative +9
AC 28, Fortitude 31, Reflex 28, Will 27	Perception +13
Speed 6	Blindsight 20
Immune fire, Vulnerable 10 cold	
Saving Throws +2; Action Points 1	
TRAITS	
Bloodfire Aura (fire) • Aura 2	
Any creature that ends its turn in the aura takes 15 fire damage	
Demonic Fire	
Fire damage dealt by the bloodfire ooze ignores 15 points of a target's fire resistance.	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	

Hit: 2d10 + 12 fire damage.
C Fiery Eruption (fire) • Recharge 5 6
Attack: Close burst 3 (creatures in burst); +20 vs. Reflex
Hit: 2d8 + 7 fire damage, and ongoing 15 fire damage (save ends).
MINOR ACTIONS
C Sulfuric Breath (poison) • At-Will (1/round)
Attack: Close blast 3 (creatures in blast); +19 vs. Fortitude
Hit: 2d6 + 9 poison damage.
TRIGGERED ACTIONS
Boiling Blood (fire) • Encounter
Trigger: The bloodfire ooze is bloodied.
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.
Str 15 (+10) Dex 13 (+9) Wis 11 (+8)
Con 18 (+12) Int 1 (+3) Cha 4 (+5)
Alignment Chaotic Evil Languages -

Yuan-ti Conglomeration	Level 16 Elite Brute
Large natural animate (reptile, undead)	XP 2800
HP 374; Bloodied 187	Initiative +12
AC 28, Fortitude 28, Reflex 28, Will 27	Perception +10
Immune disease, poison; Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 7	
Action Points 1	
STANDARD ACTIONS	
m Bite (disease, poison) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 1d4+10 damage and ongoing 15 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
m Scimitar (charm) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 1d8+10 damage (crit 1d8+18) plus 10 poison damage	
M Snake Strike • At-Will	
The yuan-ti conglomeration makes a bite and two scimitar attacks.	
MOVE ACTIONS	
Conglomeration (healing) • Encounter	
Effect: The yuan-ti conglomeration absorbs a dead body, healing 16 points of damage and gaining a +4 bonus to attacks and +16 bonus to damage until the end of the conglomeration's next turn.	
Str 16 (+11) Dex 16 (+11) Wis 14 (+10)	
Con 17 (+11) Int 3 (+4) Cha 3 (+4)	
Alignment evil Languages -	

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

MISSION 1Bc: TAKE THE TOWERS

4 Dark Flameskull	Level 15 Artillery
small natural animate (undead)	XP 1,200
HP 98; Bloodied 49	Initiative +13
AC 26, Fortitude 27, Reflex 28, Will 27	Perception +16
Speed 0, fly 10 (hover)	
Immune disease, poison Resist 10 fire, 10 necrotic Vulnerable 5 radiant	
TRAITS	
Illumination	
The dark flameskull sheds dim light out to 5 squares.	
Regeneration (healing)	
The darkskull regains 10 hit points whenever it starts its turn and has	

at least 1 hit point.
STANDARD ACTIONS
m Fiery Bite (fire) • At-Will
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 2d4 damage plus 2d8 fire damage
R Black Ray (fear, necrotic) • At-Will
Attack: Range 10 (one creature); +20 vs. Reflex
Hit: 2d8 + 9 necrotic damage, the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.
A Shadowfire (fire, necrotic, zone) • Encounter
Attack: Area burst 3 within 10 (enemies in burst); +20 vs. Reflex
Hit: 2d6 + 4 fire and necrotic damage.
Miss: Half damage
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 10 fire and necrotic damage.
Skills Stealth +18
Str 8(+7) Dex 21 (+13) Wis 17 (+11)
Con 22 (+14) Int 25 (+15) Cha 22 (+14)
Alignment Unaligned Languages Abyssal, Common

4 Warped Grimlock Zombie	Level 15 Minion
Medium natural animate (undead)	XP 300
HP 1; a missed attack never damages a minion	Initiative +4
AC 29, Fortitude 28, Reflex 26 Will 26	Perception +8
Speed 4,	Blindsight
Immune disease, poison	
TRAITS	
Corspe Seeming	
If the zombie is inactive, it appears to be a corpse (moderate DC Insight to see through the ruse).	
STANDARD ACTIONS	
m Viscera Grab • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 11 damage and the target is grabbed (escape ends). The zombie can grab only one target at a time, but can maintain the grab as long as it remains within 2 squares of the target	
M Burring Entrails • At-Will	
Requirement: Target is grabbed	
Effect: 14 necrotic damage	
Str 18 (+11) Dex 14 (+9) Wis 14 (+9)	
Con 21 (+12) Int 3 (+3) Cha 3 (+3)	
Alignment Chaotic evil Languages Deep Speech	

Winter Wight	Level 16 Brute
Medium shadow humanoid (cold undead)	XP 1,400
HP 190; Bloodied 95	Initiative +13
AC 28, Fortitude 28, Reflex 26, Will 27	Perception +12
Speed 7	Darkvision
Immune disease, poison Resist 10 cold 10 necrotic Vulnerable 5 fire, 5 radiant	
TRAITS	
Regeneration (healing)	
A winter wight regains 10 hit points whenever it starts its turn and has at least 1 hit point. If a winter wight takes fire damage, its regeneration doesn't function until the end of its next turn.	
STANDARD ACTIONS	
m Ice Claw • At-Will	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 3d12 +11 cold damage.	
M Blackfire (cold, necrotic) • Recharge 5,6	
Attack: Melee 1 (one creature); +19 vs. Fortitude	

Hit: 3d12 +8 cold and necrotic damage, and the target takes ongoing 10 cold and necrotic damage and is dazed (save ends both).
First failed saving throw: the target is stunned instead of dazed (save ends both).
Second failed saving throw: the target is knocked unconscious instead of stunned (save ends both).
Third failed saving throw: The target dies.

TRIGGERED ACTIONS

C Blackfire Shroud (cold necrotic)

Trigger: The winter wight drops to 0 hit points
Attack (Immediate Reaction): Close burst 5 (creatures in burst); +19 vs Reflex

Hit: 4d6 +8 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends).

Effect: The burst creates an area of difficult terrain that lasts until the end of the encounter.

Str 24 (+15) **Dex** 20 (+13) **Wis** 19 (+12)
Con 20 (+13) **Int** 19 (+12) **Cha** 13 (+9)

Alignment Evil **Languages** Abyssal, Common

1-2 Yaun-ti Malison Chanter Level 16 Artillery

Medium natural humanoid (reptile) XP 1,400

HP 124; **Bloodied** 62 **Initiative** +14

AC 30, **Fortitude** 26, **Reflex** 28, **Will** 29 **Perception** +14

Speed 7

Resist 10 poison

TRAITS

Bloody Scales

While bloodied, the yaun-ti gains a +2 bonus to speed and a +2 bonus to all defenses

STANDARD ACTIONS

m Bite (poison) • At-Will

Attack: Melee 1 (one creature); +19 vs. Will
Hit: 2d6 + 7 damage and ongoing 5 poison damage (save ends).

r Mid Warp (psychic) • At-Will

Attack: Ranged 20 (one creature); +21 vs. Will
Hit: 4d6 +10 damage and the target takes a -2 penalty to attack rolls until the end of the yaun-ti's next turn.

R Poison Domination (charm) • Recharge when first bloodied

Attack: Ranged 20 (one creatures taking ongoing poison damage); +21 vs. Will

Hit: The target is dominated until the end of the yaun-ti's next turn.

TRIGGERED ACTIONS

Deflect Attack • Recharge 4,5,6

Trigger: A melee or range attack hits the yaun-ti
Effect (Immediate Interrupt): The triggering attack hits one of the yaun-ti's allies adjacent to it.

Skills Athletics +16, Bluff +20, Insight +19, Stealth +19, Thievery +19

Str 16 (+11) **Dex** 22 (+14) **Wis** 22 (+14)

Con 22 (+14) **Int** 25 (+15) **Cha** 25 (+15)

Alignment evil **Languages** Common, Draconic

Note: can use Trebuchet

Trebuchet At-Will Terrain

HP 70; **Bloodied** 35

AC 30, **Fortitude** 31, **Reflex** 24, **Will** 0

STANDARD ACTIONS

Load

Requirement: The NPC or PC must be adjacent and have appropriate ammunition, such as a nearby pile of rocks .

Check: Athletics check (moderate DC) to load.

Success: The trebuchet is loaded and ready to attack.

Attack

Requirement: The trebuchet is loaded and the NPC or PC is adjacent .

Check: Thievery check (easy DC).

Success: The NPC or PC fires the trebuchet

Target: Area burst 1 within 40 (creatures in burst)

Attack: +19 vs. Reflex

Hit: 2d12 + 7 damage

Effect: Trebuchet is unloaded

At the start of combat the trebuchet is already loaded.

Ebony Knight Level 16 Soldier

Medium shadow humanoid, human XP 1,400

HP 152; **Bloodied** 76 **Initiative** +14

AC 31, **Fortitude** 29, **Reflex** 27, **Will** 28 **Perception** +9

Speed 5 Low-light vision

TRAITS

Furious Flock

The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.

STANDARD ACTIONS

m Greatsword (weapon) • At-Will

Attack: Melee 1 (one creature); +21 vs. AC

Hit: 2d10 + 14 damage

Effect: The target is marked until the end of the knight's next turn.

M Silence Unbeliever (weapon) • Recharge 5, 6

Attack: Melee 1 (one creature marked by the knight); +21 vs. AC

Hit: 3d10+14 and the target grants combat advantage (save ends). If

the knight scores a critical hit, the target is dazed instead (save ends).

MINOR ACTIONS

R Death's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it

Attack: Ranged 5 (one creature); +19 vs. Will

Hit: 1d10 + 6 necrotic damage, and the knight pulls the target up to 5 squares.

TRIGGERED ACTIONS

Death's Rebuke (necrotic) • At-Will

Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that does not include the knight as a target.

Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it takes 5 necrotic damage.

Skills: Athletics +19, Thievery +17

Str 22 (+14) **Dex** 18 (+12) **Wis** 12 (+9)

Con 16 (+11) **Int** 10 (+8) **Cha** 20 (+13)

Alignment Unaligned **Languages** Common

Equipment greatsword, plate armor

Note: uses Trebuchet

Guardian Naga Level 16 Elite Artillery

Large immortal magical beast (reptile) XP 2,800

HP 234; **Bloodied** 117 **Initiative** +12

AC 30, **Fortitude** 28, **Reflex** 29, **Will** 27 **Perception** +15

Speed 6 Darkvision

Saving Throws +2, **Action Points** 1

STANDARD ACTIONS

m Tail Slap • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 3d6 + 14 damage and the target is pushed 2 squares.

R Word of Pain (psychic) • At-Will

Attack: Ranged 20 (one or two creatures); +19 vs. Will If the Naga targets only one creature with this power, it can make this attack against it twice.

Hit: 3d6 + 10 psychic damage, and the target is immobilized (save ends).

C Spit Poison (poison) • Recharge 5-6		
Attack: Close blast 3 (creatures in burst); +19 vs. Fortitude		
Hit: 2d8+12 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).		
A Thunderstrike (thunder) • Recharge 5-6		
Attack: Area burst 1 within 20 (enemies in burst); +17 vs. Fortitude		
Hit: 3d8+8 damage and the target is dazed (save ends).		
Miss: Half damage		
Skills Arcana +17, History +17, Insight +15		
Str 16 (+11)	Dex 18 (+12)	Wis 14 (+10)
Con 15 (+10)	Int 18 (+12)	Cha 12 (+9)
Alignment Evil		Languages Common, Supernal

Nighthalker	Level 16 Elite Brute
Large Shadow humanoid (undead)	XP 2,800
HP 384; Bloodied 192	Initiative +13
AC 30, Fortitude 28, Reflex 26, Will 28	Perception +12
Speed 8	Darkvision
Immune disease, poison; Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Slam (cold, necrotic) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d8 + 13 plus 3d6 cold and necrotic damage.	
R Finger of Death (necrotic) • Encounter	
Requirement: Target is bloodied	
Attack: Ranged 5 (one creature); +17 vs. Fortitude	
Hit: target drops to 0 hit points. Resistance to necrotic damage does not apply to this power.	
MINOR ACTIONS	
C Void Gaze (gaze, necrotic) • At-Will (1/round)	
Attack: Close blast 5 (enemies in blast); +17 vs. Will	
Hit: 3d6+11 necrotic damage, and the target is pushed 4 squares and takes a -2 penalty to all defenses (save ends).	
Skills Stealth +18	
Str 24 (+15)	Dex 20 (+13) Wis 18 (+12)
Con 22 (+18)	Int 17 (+11) Cha 24 (+15)
Alignment Evil Languages Common, telepathy 20	

Wall Golem	Level 16 Elite Lurker
Large natural animate (construct)	XP 2,800
HP 244; Bloodied 122	Initiative +14
AC 30, Fortitude 31, Reflex 27, Will 26	Perception +8
Speed 6	Darkvision
Saving Throws +2, Action Points 1	
TRAITS	
All-Around Vision	
Enemies cannot gain combat advantage by flanking the golem	
Plodding	
The golem cannot shift	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage	
C Topple • At-Will	
Requirement: The golem must be affected by wall form	
Attack: close blast 5 (creatures in blast); +19 vs. Fortitude	
Hit: 4d8 + 12 damage, and the golem pushes the target up to 3 squares and knocks it prone.	
Miss: Half damage	
Effect: The golem is no longer affected by wall form and appears in an unoccupied space within or adjacent to the blast area.	
Wall Form (polymorph) • At-Will	

Effect: The golem no longer occupies its current space and instead occupies the squares within a close wall 6. The squares must be unoccupied. While in this form, the golem is blocking terrain, is 3 squares high, and gains resist 20 to all damage. In addition the golem can take no other actions than using topple or spending a free action to return to its normal form in an unoccupied space adjacent to a square of the wall.		
TRIGGERED ACTIONS		
C Collapse • Encounter		
Trigger: The golem is first bloodied		
Effect (Free Action): The golem uses topple, even if it does not meet the power's requirement. The golem is then removed from play, and any effects on it end. At the start of its next turn, the golem appears in an unoccupied space within or adjacent to the squares it last occupied.		
Str 24(+15)	Dex 16 (+11)	Wis 14 (+10)
Con 20 (+13)	Int 5 (+5)	Cha 8 (+7)
Alignment Unaligned		Languages -

MISSION IBD: BREACH THE WALLS (HEROIC ONLY)

This mission is for Heroic tier only. There are no Paragon stat blocks for this mission.

MISSION IBE: THANK YOU FOR FLYING AIR NETHERIL

Netherese Captain	Level 17 Controller (Leader)
Medium shadow humanoid (shade)	XP 800
HP 163; Bloodied 81	Initiative +8
AC 31, Fortitude 29, Reflex 27, Will 27	Perception +10
Speed 6, teleport 4	Darkvision
Action Points 1	
STANDARD ACTIONS	
m Powerful Slam • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d10 + 12 damage, and the target is restrained until the end of the captain's next turn.	
r Magic Missile • At-Will	
Effect: Ranged 20 (one creature); 12 damage, and you push the target 1 square.	
R Spectral Chains (healing) • Encounter	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: 1d8 + 9 damage, and the target is stunned (save ends). The first time one of the captain's allies hits the target while it is stunned by this power, that ally regains 15 hit points.	
C Shadow Wave • Recharge 5 6	
Attack: Close blast 5 (enemies in the blast); +20 vs. Fortitude	
Hit: 3d10+8 damage.	
Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.	
Str 21 (+13)	Dex 10 (+8) Wis 14 (+10)
Con 19 (+12)	Int 19 (+12) Cha 16 (+11)
Alignment evil Languages Common, Netherese	
Equipment master's wand of magic missile	
Note: Reflavored/edited hill giant earth shaman	

Netherese Sailor	Level 15 Minion Soldier
Medium natural humanoid (human)	XP 150
HP 1; a missed attack never damages a minion	Initiative +10
AC 31, Fortitude 28, Reflex 27, Will 25	Perception +8
Speed 6	

TRAITS		
Squad Defense		
The Netherese sailor gains a +2 bonus to its AC when adjacent to an ally.		
STANDARD ACTIONS		
mLongsword • At-Will		
Attack:Melee 1 (one creature); +20 vs. AC		
Hit: 11 damage, and the target takes 5 necrotic damage if it willingly moves during its next turn.		
Str 17 (+6)	Dex 15 (+5)	Wis 13 (+4)
Con 15 (+5)	Int 8 (+2)	Cha 9 (+2)
Alignmentunaligned LanguagesCommon, Netherese		
Note: Reflavored legion devil hellguard		

Netherese Chain Master		Level 16	Skirmisher (Leader)
Medium shadow humanoid (shadar-kai)		XP 700	
HP 156; Bloodied 78	Initiative +17		
AC 30, Fortitude 28, Reflex 30, Will 26	Perception +10		
Speed 7	Low-light vision		
STANDARD ACTIONS			
mSpiked Chain • At-Will			
Attack:Melee 2 (one creature); +21 vs. AC			
Hit: 2d4 + 8 damage.			
MDouble Attack • At-Will			
Effect:The chain master uses spiked chain twice.			
M Ensnaring Chains of Shar(necrotic) • At-Will			
Attack:Melee 2 (one creature); +19 vs. Reflex			
Hit: 2d4 + 8 damage, and the target is restrained and takes ongoing 10 necrotic (save ends both). The chain master can restrain only one creature at a time.			
MOVE ACTIONS			
Shadow Jaunt • Encounter			
Effect:The chain master teleports up to 3 squares and is insubstantial until the start of its next turn.			
MINOR ACTIONS			
Dance of Battle • At-Will			
Effect:The chain master shifts 1 square.			
TRIGGERED ACTIONS			
Dance of Defiance • Recharge when bloodied			
Trigger:The chain master is the target of a melee attack			
Effect (Immediate Interrupt): The chain master shifts 1 square.			
MChains of Vengeance • Encounter			
Trigger:The chain master is first bloodied.			
Effect (Free Action): The chain master uses spiked chain twice.			
Str 19 (+12)	Dex 24 (+15)	Wis 15 (+10)	
Con 20 (+13)	Int 14 (+10)	Cha 13 (+9)	
Alignmentevil LanguagesCommon, Netherese			
Note:Reflavored/edited chain devil			

Netherese Bombadier		Level 16	Artillery
Medium shadow humanoid (shade)		XP 700	
HP 116; Bloodied 58	Initiative +12		
AC 30, Fortitude 27, Reflex 29, Will 26	Perception +14		
Speed 6	Darkvision		
STANDARD ACTIONS			
mLongsword • At-Will			
Attack:Melee 1 (one creature); +21 vs. AC			
Hit: 3d8 + 8 damage.			
r Shadow Slice (necrotic, psychic) • At-Will			
Attack: Ranged 10 (one creature); +21 vs. Will			
Hit: 3d8 + 11 necrotic and psychic damage.			
A Shadow Barrage (necrotic, psychic) • Recharge 6			
Attack: Area burst 1 within 20 (creatures in the burst); +21 vs. Will			

Hit: 2d8 + 11 necrotic and psychic damage, and the target takes ongoing 10 psychic damage and can't use daily or encounter attack powers (save ends both).

Skills History +13, Insight +14		
Str 14 (+10)	Dex 16 (+11)	Wis 12 (+9)
Con 14 (+10)	Int 17 (+11)	Cha 11 (+8)
Alignmentevil		LanguagesCommon, Netherese
Note:Reflavored githyanki mindslider		

MISSION 1B: RECOVER THE RELICS

Holy Door Guardian		Level 16	Solo Controller (leader)
Huge natural animate (blind, construct)		XP 7,000	
HP 620; Bloodied 310	Initiative +4		
AC 30, Fortitude 26, Reflex 27, Will 29	Perception +18		
Speed 0	Tremorsense 20		
Immune conditions, forced movement, gaze;			
Resist 10 all; Saving Throws +2, Action Points 2			
TRAITS			
Door Defense • Aura 5			
While within the aura, allies gain +2 bonus to attack rolls and damage rolls.			
Construct Bond			
Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.			
STANDARD ACTIONS			
C Invoke Pain (psychic) • At-Will			
Attack: Close burst 5, or 10 while bloodied (one or two enemies in burst); +19 vs. Fortitude			
Hit: 1d10 + 19 damage and the target takes a -2 penalty to attack and damage rolls (save ends).			
Miss: Half damage and the target takes no penalty to attack and damage rolls.			
C Invoke Fealty (charm) • Recharge when first bloodied			
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +19 vs. Will			
Hit: 1d10 + 19 damage and Holy Door Guardian slides the target 1 square and the target falls prone.			
C Invoke Obedience (charm, psychic) • Recharge when first bloodied			
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +19 vs. Will			
Hit: 1d10 + 19 damage and the target is dominated until the end of its next turn.			
MINOR ACTIONS			
Call Stone Golem • Recharge 6			
Effect: The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10 squares of the Holy Door Guardian. It acts immediately.			
Call Minor Stone Golem • At-will (1/round)			
Effect: The Holy Door Guardian summons 5 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.			
TRIGGERED ACTIONS			
Invoke Rebuke (psychic, radiant) • At-will			
Trigger: An enemy hits the Holy Door Guardian.			
Effect (Immediate Reaction): The triggering enemy takes 10 psychic and radiant damage, and ongoing 10 psychic and radiant damage (save ends).			
Skills Bluff +20, Diplomacy +20, Insight +18			
Str 2 (+4)	Dex 2 (+4)	Wis 21 (+13)	
Con 19 (+12)	Int 21 (+13)	Cha 25 (+15)	

Alignment lawful good Languages Common

Stone Golem Level 16 Elite Soldier

Large natural animate (construct) XP 2,800

HP 320; Bloodied 160 Initiative +8

AC 32, Fortitude 30, Reflex 27, Will 26

Speed 6 (cannot shift) Perception +7

Immune disease, poison Darkvision

Saving Throws +2, Action Points 1

STANDARD ACTIONS

M Slam • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 2d6 + 17 damage, and the golem can push the target 1 square

m Double-Attack • At-Will

Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.

m Golem Rampage • Recharge 5-6

Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.

TRIGGERED ACTIONS

C Death Burst • Encounter

Trigger: The stone golem drops to 0 hit points.

Attack (no action): Close burst 1 (creatures in burst); +21 vs. AC

Hit: 1d12 + 18 damage.

Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.

Str 24 (+15) Dex 7 (+6) Wis 8 (+7)

Con 24 (+15) Int 3 (+4) Cha 3 (+4)

Alignment unaligned Languages -

Minor Stone Golem Level 16 Minion Soldier

Large natural animate (construct) XP 350

HP 1; a missed attack never damages a minion

AC 32, Fortitude 30, Reflex 27, Will 26

Speed 6 (cannot shift) Perception +7

Immune disease, poison Darkvision

STANDARD ACTIONS

M Slam • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 12 damage, and the golem can push the target 1 square

m Double-Attack • At-Will

Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.

TRIGGERED ACTIONS

C Death Burst • Encounter

Trigger: The stone golem drops to 0 hit points.

Attack (no action): Close burst 1 (creatures in burst); +21 vs. AC

Hit: 12 damage.

Effect: The golem is destroyed.

Str 24 (+15) Dex 7 (+6) Wis 8 (+7)

Con 24 (+15) Int 3 (+4) Cha 3 (+4)

Alignment unaligned Languages -

MISSION 3A: EVACUATION

Rubble Launcher

HP 100

Initiative +4

AC 24, Fortitude 22, Reflex 22, Will 22;

ADCP5-1 Home's Last Light

STANDARD ACTIONS

B Launch Rubble (weapon) • At-Will

Attack: Area burst 1 within 20 (creatures in the burst); +19 vs. Reflex

Hit: 3d8+7 and the target is knocked prone

MISSION 3B: ASSASSINS

Plaguechanged Captain of Torm (A) Level 18 Elite

Medium aberrant humanoid (human) XP 2500

HP 298; Bloodied 149 Initiative +9

AC 31, Fortitude 30, Reflex 29, Will 30 Perception +6

Speed 6 Darkvision

Saving Throw +3, Action Points 1

TRAITS

O Sickening Swirl • Aura 3

Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty.

Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful

Endurance checks they are immune to the aura but still suffer the sight penalty. A player may chose to spend a standard action to make an

Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster

knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other than the center - which he as already

done at the start. He must still be in the aura for the anchoring to be in effect.

STANDARD ACTIONS

m • Captain's Remark At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 3d10+12 damage.

Effect: The Captain can slide the target 1 square.

M Double Attack • At-Will

Effect: The Captain can use his Captain's Remark twice.

R Stinging Words • At-Will

Attack: Ranged 5/10; +22 vs. AC

Hit: 3d8 + 10 damage

C Captain's Affliction (poison) • Recharge ☞☞

Attack: Close burst 3 (creatures in the burst); +20 vs. Fortitude

Hit: 4d10 + 12 poison damage.

MOVE ACTIONS

Slip Away • (only while in Captain's Aura)

The Captain or an ally can shift 3 squares but must remain in the aura.

MINOR ACTIONS

Coughing Spasm (poison) • Recharge when no creature is affected by this power

Attack: Ranged 5 (one dazed creature affected by Captain's Aura); +20 vs. Fortitude

Hit: The target is weakened (save ends).

Skills Athletics +15, Endurance +16

Str 17 (+10) Dex 12 (+8) Wis 12 (+8)

Con 19 (+11) Int 17 (+10) Cha 18 (+11)

Alignment Evil Languages - Common

Equipment chainmail, pike

Note: Based on the Aboleth Plaguewhisper from *Dungeon* 195.

Warped Paladin of Torm (B) Level 16 Solider

Medium aberrant humanoid (human) XP 1200

HP 152; Bloodied 76 Initiative + 8

AC 26, Fortitude 28, Reflex 25, Will 26 Perception +

Resist 10 poison

Speed 5	Darkvision
TRAITS	
O Unholy Bravado • Aura 1	
(Fear) aura 2; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn	
STANDARD ACTIONS	
m Spear • At-Will • Necrotic, Weapon	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 2d6 + 12 plus 10 necrotic damage.	
M Death Stab • At-Will • Necrotic, Weapon	
+21 vs AC; 3d10+12 necrotic damage, and the target is knocked prone.	
C Necrotic Strike • Standard, Recharge 2/3 • Necrotic, Weapon	
+21 vs AC; 3d10+10 damage, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
Punish the Righteous • At-Will (1/round)	
Targets one enemy adjacent to the Paladin; the target gains vulnerable 10 necrotic until the end of the Paladin's next turn.	
Str 19 (+10)	Dex 13 (+6)
Con 17 (+8)	Int 11 (+5)
Wis 12 (+6)	Cha 16 (+8)
Alignment Evil Languages - Common, Abyssal	
Note: Based on the Arzaanezra, Paladin of Slaughter from Fortress of the Yuan-ti, page(s) 14.	

FlameSpitting Yuan-ti	Level 16 Artillery
Medium natural humanoid (reptile), yuan-ti	XP 1200
HP 144; Bloodied 72	Initiative +11
AC 28, Fortitude 25, Reflex 27, Will 24	Perception +16
Resist 10 poison	
Speed 7	
STANDARD ACTIONS	
m Scimitar • At-Will • Weapon	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d10 + 12.	
R Crossbow • At-Will • Poison, Weapon	
Attack: Ranged 15 (one creature); +23 vs AC	
Hit: 3d10 + 8, ongoing 10 poison damage (save ends), and knocked prone.	
C Toxic Sizzling Spittle • Poison, Fire • Recharge 2/3	
Attack: Area burst 2 within 15 (creatures in burst); +21 vs Reflex	
Hit: 3d10+10 damage, ongoing 10 poison, fire damage (save ends)	
MINOR ACTIONS	
Mental Rebuke (psychic) • At-Will (1/round)	

MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts	Level 18 Minion Soldier
Medium natural humanoid (undead)	XP 500
HP 1; a missed attack never damages a minion.	Initiative +14
AC 34, Fortitude 32, Reflex 30, Will 28	Perception +14
Speed 6	Darkvision
STANDARD ACTIONS	
m Grabbing Claws • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 11 damage, and the target is grabbed (escape DC 22) if the Bhaalspawn grunt has no creature grabbed.	
M Bite (disease) • At-Will	
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +22 vs. AC	
Hit: 13 damage and 5 ongoing damage (save ends). At the end of the encounter, the target makes a	

Attack: Ranged 20 (one creature); +19 vs Will		
Hit: Until the end of the Yuan-ti's next turn, the target takes 10 psychic damage each time it makes an attack against a Yuan-ti.		
Skills Arcana +19, Athletics +19, History +19, Stealth +21		
Str 19 (+11)	Dex 23 (+14)	Wis 17 (+11)
Con 15 (+10)	Int 20 (+13)	Cha 21 (+13)
Alignment Evil		Languages - Common, Draconic
Equipment 30 poisoned bolts, crossbow, scimitar		
Note: Based on the Senjarik from Dungeon Magazine 190.		

Warped Undead Cleric of Torm (D)	Level 16 Elite
Medium natural humanoid (undead, human)	XP 1400
HP 269; Bloodied 134	Initiative +8
Regeneration 10 (if the Cleric takes radiant damage, regeneration doesn't function on its next turn)	
AC 30, Fortitude 29, Reflex 28, Will 28 Perception +14	
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 fire	
Speed 5	Darkvision
Saving Throws +3, Action Points 1	
STANDARD ACTIONS	
m Shielding Mace • At-Will • Weapon	
Attack: Melee 1 +21 vs. AC, 3d10+10, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.	
R Plague of Doom • At-Will • Necrotic	
+22 vs Reflex; 3d10+10 necrotic damage, and the target takes a -2 penalty to defenses until the end of the Cleric's next turn.	
C Undying Breath • Standard, Recharge 1 • Healing	
On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.	
MINOR ACTIONS	
Last Rights (necrotic) • At-Will (1/round)	
Attack: Close Burst 5 (one creature); +20 vs Fortitude	
Hit: Until the end of the Cleric's next turn, the target gains vulnerable 10.	
TRIGGERED ACTIONS	
Unholy Aid • (immediate interrupt, when affected by a condition; recharge 1)	
The Cleric removes the condition.	
Str 18 (+12)	Dex 12 (+9)
Con 15 (+10)	Int 14 (+10)
Wis 18 (+12)	Cha 15 (+10)
Alignment Evil Languages - Common	
Equipment chainmail, mace	
Note: Based on the Mummy Lord from Monster Manual page(s) 192.	

saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
Str 18 (+13)	Dex 14 (+11)	Wis 11 (+9)
Con 18 (+13)	Int 7 (+7)	Cha 10 (+9)
Alignment chaotic evil		Languages Common
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.		

Crawling Claw Swarm	Level 18 Soldier
Medium natural animate (swarm, undead)	XP 2000
HP 165; Bloodied 82	Initiative +14
AC 33, Fortitude 28, Reflex 31, Will 28	Perception +12
Vulnerable 10 against close and area attacks tremorsense 10	
Immune disease, poison; Resist half damage from melee and ranged attacks	
Speed 8, climb 4	
TRAITS	
Swarm Attack • Aura 2	

The crawling claw swarm makes a *swarm of claws* attack as a free action against enemy that starts its turn within the aura.

STANDARD ACTIONS

m Swarm of Claws • At-Will

Attack: Melee 1 (one creature); +23 vs. Reflex
Hit: 1d8+12 damage, and the target is immobilized until the start of crawling claw swarms next turn.

MOVE ACTIONS

Scuttle • Encounter

Effect: The crawling claw swarm shifts its speed.

Str 15 (+11) **Dex** 16 (+12) **Wis** 10 (+9)

Con 13 (+10) **Int** 3 (+5) **Cha** 6 (+7)

Alignment Unaligned **Languages** --

Note: Open Grave.

Dayan, Vampire Necromancer Level 17 Elite Controller

Medium natural humanoid (undead) XP 3200

HP 308; **Bloodied** 154 **Initiative** +11

AC 31, **Fortitude** 28, **Reflex** 29, **Will** 30 **Perception** +15

Vulnerable 5 radiant Darkvision

Immune disease, poison; **Resist** 10 necrotic

Speed 7, climb 4 (spider climb)

Saving Throws +2; **Action Points** 1

TRAITS

Unholy Strength (necrotic) • Aura 2

Any undead ally in the aura deals 10 extra necrotic damage.

STANDARD ACTIONS

m Deft Longsword (weapon) • At-Will

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 2d8+9 damage.

Effect: After the attack, Dayan slides the target up to 3 squares.

Embolden Undead • At-Will

Effect: Dayan can use *deft longsword* twice, or he can use *deft longsword* once and allow one undead ally within 5 squares of him to make a basic attack as a free action.

C Word of Beguilement (charm, psychic) • Recharge 5-6

Attack: Close blast 3 (enemies in the blast); +20 vs. Will

Hit: 2d8+12 psychic damage, and until the end of its next turn, the target is slowed and takes a -4 penalty to attack rolls it makes against Dayan.

C Necromantic Surge (necrotic) • Recharge when first bloodied

Attack: Close blast 5 (enemies in the blast); +20 vs. Fortitude

Hit: 2d6+11 necrotic damage, and the target is dazed (save ends).

Miss: Half damage and slowed (save ends).

Effect: Undead allies in the blast gain 15 temporary hit points.

MINOR ACTIONS

M Bite • At-Will (1/round)

Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +20 vs. AC

Hit: 1d10+10 damage, and Dayan regains 10 hit points.

TRIGGERED ACTIONS

Mist Form (polymorph) • Encounter

Trigger: Dayan takes damage while bloodied.

Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.

Skills Arcana +18, Bluff +18, Stealth +17

Str 14 (+10) **Dex** 16 (+11) **Wis** 14 (+10)

Con 10 (+8) **Int** 18 (+12) **Cha** 18 (+12)

Alignment Evil **Languages** Common, Netherese

Note: Removed irrelevant traits; Halls of Undermountain.

MISSION 3D: HOLD THE GATE, AGAIN

Yuan-ti Abomination

Level 16 Soldier

Large natural humanoid (reptile) XP 1200

HP 160; **Bloodied** 80 **Initiative** +14

AC 26, **Fortitude** 28, **Reflex** 24, **Will** 26 **Perception** +11

Resist 10 poison

Speed 7, Climb 7

STANDARD ACTIONS

m Bastard sword (poison, weapon) • At-Will

Attack: Melee 2 (one creature) +22 vs. AC

Hit: 1d12 + 8 damage (crit 2d12+24), and the target is marked until the end of the abomination's next turn and takes ongoing 5 poison damage (save ends)

M Bite (poison) • At-Will

Attack: Grabbed target only +20 vs. Fortitude

Hit: 1d12+6 poison damage, and ongoing 10 poison damage (save ends)

MINOR ACTIONS

Grasping Coils • At-Will (1/round)

Attack: Melee 2. +20 vs. Reflex

Hit: The target is pulled 1 square and grabbed (until escape). The Abomination can grab only one creature at a time.

Skills Endurance +16, Intimidate +15, Stealth +15

Str 22 (+14) **Dex** 18 (+12) **Wis** 16 (+11)

Con 20 (+13) **Int** 12 (+9) **Cha** 14 (+10)

Alignment evil **Languages** Draconic

Equipment: heavy shield, bastard sword

Yuan-ti Malison Sharp-eye

Level 15 Artillery

Medium natural humanoid (reptile) XP 1000

HP 98; **Bloodied** 49 **Initiative** +13

AC 29, **Fortitude** 25, **Reflex** 27, **Will** 24 **Perception** +14

Resist 10 poison

Speed 7

TRAITS

Chameleon Defense

The malison sharp-eye has concealment against attacks that originate more than 3 squares away.

STANDARD ACTIONS

m Scimitar (weapon) • At-Will

Attack: Melee 1 (one creature) +18 vs. AC

Hit: 1d8 + 6 damage (crit 2d8+18)

r Longbow (poison, weapon) • At-Will

Attack: Ranged 4, +20 vs. AC

Hit: 1d10+8 damage, and the malison sharp-eye makes a secondary attack against the same target.

Secondary Attack: +16 vs. Fortitude

Hit: ongoing 5 poison damage and the target is dazed (save ends both).

Skills Bluff +16, History +13, Insight +14, Stealth +18

Str 18 (+11) **Dex** 23 (+13) **Wis** 14 (+10)

Con 14 (+9) **Int** 12 (+8) **Cha** 18 (+11)

Alignment evil **Languages** common, Draconic

Equipment: scimitar, longbow, quiver of 30 arrows

Yuan-ti Incanter

Level 17 Artillery (leader)

Medium natural humanoid (reptile) XP 1500

HP 138; **Bloodied** 69 **Initiative** +14

AC 30, **Fortitude** 28, **Reflex** 29, **Will** 25 **Perception** +14

Resist 10 poison

Speed 7

TRAITS	
Zehir's Shield Aura 10	
Allies in the aura gain a +2 power bonus to all defenses	
Slither Away	
While bloodied, the Malison Incanter gains +2 speed and a +5 bonus to all defenses.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature) +18 vs. Fortitude	
Hit: 2d6 + 4 damage and ongoing 5 poison damage (save ends)	
r Mindwarp (psychic) • At-Will	
Attack: Range 20, +20 vs. AC	
Hit: 2d6+9 psychic damage, and the target is dazed (save ends)	
R Poisoned Domination [Encounter] (charm) • Recharges when first bloodied	
Attack: Range 5 Only against a target taking ongoing poison damage: +22 vs. Will	
Effect: The target is dominated until the incanter's next turn.	
Aftersave: The Target is dazed (save ends)	
R Zehir's Venom (poison) • Recharge 4 5 6	
Attack: Range 10 Only against a target taking ongoing poison damage: +22 vs. Fortitude	
Hit: 2d10+8 poison damage, and the target is dazed (save ends)	
MINOR ACTIONS	
Grasping Coils • At-Will (1/round)	
Attack: Melee 2. +20 vs. Reflex	
Hit: The target is pulled 1 square and grabbed (until escape). The Abomination can grab only one creature at a time.	
TRIGGERED ACTIONS	
Deflect Attack • Recharge 5 6	
<i>(Immediate Interrupt)</i>	
Effect: The malison incanter transfers the attack's damage and effects to an adjacent ally.	
Skills Endurance +16, Intimidate +15, Stealth +15	
Str 22 (+14)	Dex 18 (+12) Wis 16 (+11)
Con 20 (+13)	Int 12 (+9) Cha 14 (+10)
Alignment evil Languages Draconic	
Equipment: heavy shield, bastard sword	

MISSION 3F: CONTAINMENT

Warwing Drake		Level 18 Skirmisher	
Large natural beast (reptile)		XP 2000	
HP 168; Bloodied 84		Initiative +13	
AC 32, Fortitude 31, Reflex 29, Will 29		Perception +16	
Immune fear (while flying)			
Speed 8, fly 8, overland flight 12			
STANDARD ACTIONS			
m Bite • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 1d10+11 damage.			
m Claw • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 1d6+11 damage and ongoing 5 damage (save ends).			
M Flyby Attack • At-Will			
Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the either attack.			
Skills Athletics +18			
Str 18 (+13)	Dex 15 (+11)	Wis 14 (+11)	
Con 16 (+12)	Int 6 (+7)	Cha 14 (+11)	

Alignment Unaligned		Languages -	
Note: Warwing Drake, reeved mount for space; Dungeon Magazine 165.			

Scaled Guardian		Level 16 Soldier	
Medium natural humanoid (undead)		XP 1400	
HP 150; Bloodied 75		Initiative +14	
AC 32, Fortitude 28, Reflex 30, Will 26		Perception +8	
Speed 8, climb 4			
Resist 10 necrotic; Vulnerable 5 radiant			
STANDARD ACTIONS			
m Bite (poison) • At-Will			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 1d6+9 damage, and ongoing 10 poison damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).			
TRIGGERED ACTIONS			
M Death Bite (necrotic) • At-Will			
Trigger: A creature takes damage from the ongoing poison of the guardian's bite.			
Attack (opportunity action): Melee 1 (the triggering creature); +14 vs. AC			
Hit: 2d6+8 damage, and the target is dazed and takes ongoing 10 necrotic damage (save ends both).			
Skills Stealth +17			
Str 13 (+9)	Dex 18 (+12)	Wis 10 (+8)	
Con 14 (+10)	Int 9 (+7)	Cha 11 (+8)	
Alignment Chaotic Evil Languages Common, Primordial			
Note: Marauders of the Dune Sea.			

Ad'Kian		Level 17 Elite Controller (Leader)	
Medium natural humanoid (human)		XP 3200	
HP 310; Bloodied 160		Initiative +8	
AC 31, Fortitude 28, Reflex 29, Will 29		Perception +11	
Speed 6			
Resist 10 necrotic, 5 radiant			
Action Point 1			
Saving Throws +2			

TRAITS	
Death Master • Aura 5	
All undead allies within the aura gain a +1 bonus to attack rolls and resist 10 radiant.	
Force of Personality (1/round)	
If Ad'Kian is affected by an effect that dazes, dominates, stuns, removes him from play, or makes him unconscious; he may make a saving throw against that effect before beginning his turn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 1d6+8 damage and target is pushed 2.	
r Shadow Claw (implement, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Fortitude	
Hit: 1d10+11 necrotic damage and Ad'kian slides the target 3 squares.	
R Decaying Whisper (implement, necrotic) • Recharge 4-6	
Attack: Ranged 10 (one creature); +18 vs. Fortitude	
Hit: 2d10+10 necrotic damage and the target is slowed and takes ongoing 10 necrotic damage (save ends both).	
R Wind of Death (implement, necrotic) • At-Will	
Requirement: Decaying Whisper must be available.	
Effect: Ad'kian uses shadow claw and decaying whisper.	
A Swarming Claws (implement, necrotic) • Encounter	
Attack: Area Burst 1 within 10 (enemies within burst); +18 vs. Reflex	

Hit: 2d6+10 damage and the target is dazed and immobilized (save ends both).

Miss: Half damage and is immobilized until the end of Ad'kian's next turn.

Effect: The burst becomes a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 10 damage.

MINOR ACTIONS

R Sympathetic Energies (psychic) • Encounter

Attack: ranged 5 (one creature); +18 vs. Will

Hit: 1d6+8 psychic damage.

Effect: Once per round (DM's choice) when Ad'kian takes damage, the target also takes psychic damage equal to the amount Ad'kian took (save ends).

Miss: As Effect, but the target's damage is halved.

TRIGGERED ACTIONS

M Shadow Fury

Trigger: Ad'kian is bloodied.

Attack (no action): Decaying whisper recharges and Ad'kian immediately uses wind of death.

Skills Arcana +16, Bluff +13, Intimidate +13, Religion +16

Str 12 (+9) **Dex** 11 (+8) **Wis** 16 (+11)

Con 11 (+8) **Int** 16 (+11) **Cha** 11 (+8)

Alignment Evil **Languages** Common, Netherese

Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death, sympathetic energies, and shadow fury; Dungeon Magazine 182.

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier Level 16 Minion

Medium natural humanoid (human) XP 350

HP 1; A missed attack never damages a minion **Initiative** +12

AC 30, **Fortitude** 30, **Reflex** 29, **Will** 27 **Perception** +8

Speed 6

TRAITS

Dirty Tactics

A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.

STANDARD ACTIONS

m Short Sword (Weapon) • At-Will

Attack: Melee 1 (one creature); +21 vs. AC

Hit: 11 damage and target is slowed (save ends) (15 damage with combat advantage)

Str 16 (+11) **Dex** 14 (+10) **Wis** 9 (+7)

Con 12 (+9) **Int** 10 (+8) **Cha** 8 (+7)

Alignment Evil **Languages** Common, Netherese

Note: Re-flavored Grand Melee Gladiator, added slow; Dragon Magazine Annual.

Lizardfolk Shocker Level 17 Artillery

Medium natural humanoid (reptile) XP 1600

HP 122; **Bloodied** 61 **Initiative** +12

AC 31, **Fortitude** 29, **Reflex** 31, **Will** 27 **Perception** +7

Speed 6 (swampwalk)

STANDARD ACTIONS

m Greatclub (weapon) • At-Will

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 1d6+11 damage.

r Witch Lightning (lightning, radiant) • At-Will

ADCP5-1 Home's Last Light

Attack: Ranged 20 (one creature); +22 vs. Reflex

Hit: 1d8+10 lightning and radiant damage, and each enemy within 2 squares of the target takes 10 lightning damage.

A Ball of Lightning (lightning) • Encounter

Attack: Area burst 2 within 20 (creatures in the burst); +22 vs. Reflex

Hit: 1d8+10 lightning damage, and ongoing 10 lightning damage (save ends).

Miss: Half damage and ongoing 5 lightning (save ends).

TRIGGERED ACTIONS

Sudden Jolt (lightning, radiant) • At-Will

Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack.

Effect (immediate reaction): Close burst 20 (triggering enemy in the burst). The target takes 11 lightning and radiant damage.

Str 14 (+10) **Dex** 18 (+12) **Wis** 10 (+8)

Con 14 (+10) **Int** 8 (+7) **Cha** 8 (+7)

Alignment Unaligned **Languages** Draconic

Note: Monster Vault: Threats to the Nentir Vale.

Poisonscale Brawler Level 17 Brute

Medium natural humanoid (reptile) XP 1600

HP 195; **Bloodied** 97 **Initiative** +10

AC 29, **Fortitude** 29, **Reflex** 27, **Will** 26 **Perception** +8

Speed 6 (swampwalk)

STANDARD ACTIONS

m Club (weapon) • At-Will

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 2d6+13 damage.

M Crushing Grasp • At-Will

Attack: Melee 1 (one creature grabbed by the brawler); +20 vs. Fortitude

Hit: 3d6+14 and target is slowed (save ends).

Miss: Half damage.

MINOR ACTIONS

M Feral Grab • At-Will (1/round)

Requirement: The brawler must not be grabbing a creature.

Attack: Melee 1 (one creature that isn't grabbed); +20 vs. Reflex

Hit: The brawler grabs the target (escape DC 20) and target is dazed until the start of brawler's next turn.

Skills Athletics +17, Stealth +15

Str 18 (+12) **Dex** 15 (+10) **Wis** 10 (+8)

Con 15 (+10) **Int** 7 (+6) **Cha** 8 (+7)

Alignment Unaligned **Languages** Draconic

Note: Monster Vault.

Shadraxx, Adult Black Dragon Level 16 Solo Lurker

Large natural magical beast (aquatic, dragon) XP 7000

HP 720; **Bloodied** 360 **Initiative** +18

AC 34, **Fortitude** 30, **Reflex** 32, **Will** 29 **Perception** +16

Resist 20 acid **Darkvision**

Speed 8 (swampwalk), fly 8, overland flight 10, swim 8

Saving Throws +5; **Action Points** 2

TRAITS

Acidic Blood (acid)

Whenever the dragon takes damage while it is bloodied, each creature adjacent to it takes 10 acid damage.

Aquatic

The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Instinctive Devouring

On an initiative of 10 + its initiative check, the dragon can use a free

action to charge or to use bite. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.

Action Recovery

Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.

STANDARD ACTIONS

m Bite (acid) • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 2d8+10 damage, and the target takes ongoing 10 acid damage (save ends).

Miss: 11 acid damage.

M Claw • At-Will

Attack: Melee 2 (2 attacks; one or two creatures); +21 vs. AC

Hit: 2d6+11 damage.

C Breath Weapon (Acid) • Recharge 5-6

Attack: Close blast 5 (enemies in blast); +18 vs. Reflex

Hit: 2d8+9 acid damage, and ongoing 10 acid damage and a -4 penalty to AC (save ends both).

Miss: Half damage.

C Shroud of Gloom • Recharge 6

Effect: Close burst 5 (enemies in blast); Each target gains vulnerable 10 acid and takes a -2 penalty to attack rolls until the end of the encounter.

A character can use a standard action to attempt a DC 15 Heal check to end this effect on himself or herself or an adjacent ally.

C Cloud of Darkness (zone) • Recharge 4-6

Effect: Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded. The zone can be sustained as a minor action.

C Frightful Presence (Fear) • Encounter

Attack: Close burst 5 (enemies in blast); +18 vs. Will

Hit: The target is stunned until the end of the dragon's next turn.

Aftersave: The target takes a -2 penalty to attack rolls (save ends).

TRIGGERED ACTIONS

M Tail Sweep • At-Will

Trigger: An enemy misses the dragon with a melee attack.

Attack (opportunity action): Melee 3 (triggering enemy); +21 vs. AC

Hit: 1d8+9 damage, and the target is pushed 1 square and falls prone, each of the target's allies adjacent to the target takes 10 damage.

C Bloodied Breath • At-Will

Trigger: The dragon is first bloodied.

Effect (free action): Breath weapon recharges, and the dragon uses it.

Skills Nature +16, Stealth +24

Str 18 (+12) **Dex** 22 (+14) **Wis** 16 (+11)

Con 16 (+11) **Int** 14 (+10) **Cha** 12 (+9)

Alignment Evil **Languages** Common, Draconic

Note: Updated, Monster Manual.

Shadow Ogre

Level 16 Brute

Large natural humanoid (shadow, giant)

XP 1400

HP 191; **Bloodied** 95

Initiative +10

AC 28, **Fortitude** 28, **Reflex** 26, **Will** 26

Perception +10

Speed 8

STANDARD ACTIONS

m Greatclub (weapon) • At-Will

Attack: Melee 2 (one creature); +21 vs. AC

Hit: 4d8+8 damage.

r Rock (weapon) • At-Will

Attack: Ranged 5 (one creature); +21 vs. AC

Hit: 3d6+10 damage.

M Juggernaut Push • Recharge 5-6

Attack: Melee 1 (one creature); +19 vs. Fortitude

Hit: The ogre pushes the target 1 square and knocks it prone. The ogre then shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.

M Grand Slam (weapon) • Encounter

Attack: Melee 2 (one creature); +15 vs. AC

Hit: 4d10+9 damage, and the ogre pushes the target up to 2 squares and knocks it prone.

Miss: Half damage, and the target falls prone.

MOVE ACTIONS

Shadow Step (teleport)

Effect: The ogre teleports 4 squares and gains concealment until the end of its next turn.

Str 24 (+15) **Dex** 15 (+10) **Wis** 15 (+10)

Con 21 (+13) **Int** 4 (+5) **Cha** 6 (+6)

Alignment Chaotic evil **Languages** Giant

Note: Ogre Juggernaut, added shadow step; Monster Vault.

APPENDIX 14: AL 18 STAT BLOCKS

MISSION 1Aa: THROUGH THE BORDER

Kobold Nagaguard		Level 18 Minion
Small natural humanoid (reptile)		XP 500
HP 1; A missed attack never damages a minion		Initiative +12
AC 32, Fortitude 30, Reflex 30, Will 27		Perception +9
Speed 6		Darkvision
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 13 damage		
r Javelin (Weapon) • Encounter		
Attack: Ranged 10/20 (one creature); +22 vs. AC		
Hit: 13 damage		
MINOR ACTIONS		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
TRIGGERED ACTIONS		
Spinning Slash		
Trigger: The kobold nagaguard hits with a short sword attack.		
Attack (no action): The kobold nagaguard deals 10 damage to one other enemy adjacent to it.		
Shield Block		
Trigger: The kobold nagaguard is reduced to 0 hit points by a close or area attack.		
Attack (no action): Roll a d20. On a 15 or higher, the kobold is instead reduced to 1 hit point.		
Skills Stealth +14, Thievery +14		
Str 8 (+8)	Dex 16 (+12)	Wis 10 (+9)
Con 14 (+11)	Int 9 (+8)	Cha 10 (+9)
Alignment Unaligned		Languages -
Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power, added shield block; Dungeon Delve.		

Plaguetouched Eladrin Arcane Archer		Level 19 Artillery
Medium fey humanoid (plaguetouched, eladrin)		XP 2400
HP 145; Bloodied 72		Initiative +13
AC 31, Fortitude 30, Reflex 32, Will 30		Perception +12
Speed 6		low-light vision
Saving Throw +5 against charm effects		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 1d6 + 10 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Attack: Ranged 20/40 (two creatures); +24 vs. AC or Reflex (whichever is lower)		
Hit: 1d10+7 damage plus 1d8+5 fire damage.		
A Eldritch Burst (force) • Recharge 4-6		
Attack: Area burst 2 within 20; +24 vs. Fortitude		
Hit: 1d10 + 12 force damage, and the target is knocked prone (save ends).		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
The eladrin arcane archer teleports 5 squares.		
TRIGGERED ACTIONS		
Archer's Withdraw • Encounter		
Trigger: An enemy moves adjacent to the arcane archer.		
Attack (immediate interrupt): The arcane archer shifts 1 square and		

makes a <i>scorching arrow</i> attack against the triggering enemy.		
Str 12 (+10)	Dex 18 (+13)	Wis 11 (+9)
Con 15 (+11)	Int 17 (+12)	Cha 15 (+11)
Alignment Unaligned		Languages Common, Elven
Note: Based on the Eladrin Arcane Archer from <i>Monster Manual 2</i> .		

Wyrmpwarped Atrocity		Level 19 Brute
Medium natural humanoid (reptile)		XP 2400
HP 220; Bloodied 110		Initiative +15
AC 32, Fortitude 33, Reflex 33, Will 30		Perception +12
Speed 7		
TRAITS		
Zehir's Fang • Aura 10		
Reptile allies in the aura gain a +1 power bonus to attack rolls.		
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 2d10 + 8 damage.		
m Poison Bite (poison) • At-Will		
Attack: Melee 1 (one creature); +21 vs. Fortitude		
Hit: 2d6+7 damage plus ongoing 10 poison damage (save ends).		
M Swift Strikes • At-Will		
The wyrmpwarped atrocity makes a <i>claw</i> and <i>poison bite</i> attack.		
TRIGGERED ACTIONS		
C Death Burst (acid)		
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.		
Attack (no action): Close burst 2 (creatures in burst); +19 vs. Reflex		
Hit: 1d10 + 10 acid damage, and the target takes a -2 penalty to attack rolls (save ends).		
Str 22 (+16)	Dex 22 (+16)	Wis 16 (+13)
Con 20 (+15)	Int 9 (+9)	Cha 12 (+11)
Alignment Evil		Languages Common, Draconic
Note: Based on the Yuan-ti Fangblade with death burst from <i>Dangerous Delves</i> .		

Plaguetouched Pikeman		Level 19 Soldier
Medium natural humanoid (plaguetouched, human)		XP 2400
HP 181; Bloodied 90		Initiative +14
AC 35, Fortitude 32, Reflex 30, Will 30		Perception +12
Speed 6		
TRAITS		
Chosen Foe		
Any target marked by the pikeman also grants combat advantage to it.		
STANDARD ACTIONS		
m Pike (weapon) • At-Will		
Attack: Melee 2 (one creature); +26 vs. AC		
Hit: 1d8 + 11 damage, plus the target is marked until the end of the pikeman's next turn.		
r Shortbow (weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +26 vs. AC		
Hit: 1d8 + 11 damage, plus the target is marked until the end of the pikeman's next turn.		
MINOR ACTIONS		
Spearmaster's Stead (weapon) • Recharge 5-6		
The pikeman gains threatening reach, allowing it to make opportunity attacks against all enemies within its reach (2 squares). This effect ends when the pikeman moves.		
TRIGGERED ACTIONS		
Pinning Pike		
Trigger: The pikeman hits with an opportunity attack.		

Effect (immediate reaction): The target is knocked prone.

Plaguetouched Resilience • Encounter

Effect: The pikeman rolls a saving throw against the triggering effect.

Skills Athletics +20, Religion +15

Str 22 (+15) Dex 16 (+12) Wis 17 (+12)

Con 21 (+14) Int 12 (+10) Cha 14 (+11)

Alignment Evil Languages Common

Note: Based on Banesworn Warrior, made human and plaguetouched, added plaguetouched resilience; *The Plane Above*.

MISSION 1AB: HOLD THE PORTAL

Venom-Maw Hydra (H) Level 19 Solo Brute

Huge natural beast (reptile, water) XP 12000

HP 752; Bloodied 376 Initiative +14

AC 33, Fortitude 33, Reflex 31, Will 30 Perception +18

Resist 10 poison

Speed 7, swim 10 All-around vision, Darkvision

Saving Throw +5, Action Points 2

TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the hydra.

Many Headed

While stunned or dominated, the hydra can take free actions.

Regenerating Heads

The hydra starts an encounter with four heads. When the hydra hit points first go below 564, 376 and 188, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.

Threatening Reach

The hydra can make opportunity attacks against enemies within 3 squares of it.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 3 (one creature); +24 vs. AC

Hit: 3d12 + 2 damage and ongoing 10 poison damage, or ongoing 20 poison damage if the hydra is bloodied (save ends).

R Venomous Spit (Poison) • At-Will

Attack: Ranged 10 (one creature); +23 vs. Reflex; This attack does not provoke opportunity attacks.

Hit: 2d12 + 7 poison damage and the target falls prone.

Hydra Fury • At-Will

Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has two heads, it gains a +5 bonus to damage rolls. If it only has one head, it gains a +15 bonus to damage rolls.

TRIGGERED ACTIONS

M Snapping Jaws • At-Will

Trigger: An enemy ends its turn within 2 squares of the hydra.

Effect (free action): The hydra uses bite twice against the triggering enemy.

Skills Stealth +19

Str 25 (+16) Dex 20 (+14) Wis 18 (+13)

Con 24 (+16) Int 2 (+5) Cha 8 (+8)

Alignment Unaligned Languages -

5 Yuan-ti Sharpshooters (S) Level 19 Minion Artillery

Medium natural humanoid (reptile) XP 600

HP 1; a missed attack never damages a minion Initiative +11

AC 33, Fortitude 28, Reflex 32, Will 31 Perception +12

Resist 10 poison

Speed 6 Darkvision

TRAITS

Chameleon Defense

The yuan-ti has partial concealment from creatures more than 3 squares away from it.

STANDARD ACTIONS

m Poison Touch • At-Will

Attack: Melee 1 (one creature); +22 vs. Fortitude

Hit: 9 poison damage.

r Poison Arrows • At-Will

Attack: Ranged 20 (one creature); +24 vs. Reflex

Hit: 13 poison damage.

A Exploding Arrows • At-Will

Attack: Area burst 1 within 20 (enemies in burst); +24 vs. Reflex

Hit: 11 fire and poison damage.

Miss: Half damage.

Str 9 (+8) Dex 14 (+11) Wis 17 (+12)

Con 20 (+14) Int 28 (+18) Cha 26 (+17)

Alignment Evil Languages Common, Draconic

Note: Re-flavored lich remnant as a yuan-ti.

Yuan-ti Beastmaster Level 18 Controller (Leader)

Large natural humanoid (reptile) XP 2000

HP 172; Bloodied 86 Initiative +13

AC 32, Fortitude 31, Reflex 29, Will 30 Perception +15

Resist 10 poison

Speed 8 Low-light vision

TRAITS

Chameleon Defense

The yuan-ti has partial concealment from creatures more than 3 squares away from it.

O Zehir's Agony • Aura 5

An enemy that starts its turn within the aura takes 10 poison damage.

STANDARD ACTIONS

m Trident (weapon) • At-Will

Attack: Melee 3 (one creature); +23 vs. AC

Hit: 3d8 + 13 damage, and the target falls prone.

C Beast Mastery • At-Will

Effect: Close burst 10 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.

C Attraction Spray (charm) • Encounter

Attack: Close burst 1 (enemies in the burst); +21 vs. Will

Hit: The target is dominated (save ends).

MINOR ACTIONS

A Hurl Net (weapon) • At-Will (1/round)

Attack: Area burst 1 within 5 (creatures in the burst); +21 vs. Reflex

Hit: The target is restrained (save ends).

TRIGGERED ACTIONS

Poison Defense • At-Will

Trigger: The beastmaster is hit by the attack.

Effect (Immediate Interrupt): The beastmaster gains resist 5 to all damage against the triggering attack.

Skills Athletics +18, Dungeoneering +19, Nature +19, Stealth +17

Str 21 (+13) Dex 18 (+12) Wis 22 (+14)

Con 20 (+13) Int 12 (+9) Cha 11 (+8)

Alignment Evil Languages Common, Draconic

Equipment 6 nets, trident

Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony.

MISSION 1Ac: DROP ZONE

Plaguechanged Evangelist of Torm (E) Level 18 Elite Artillery

Large aberrant humanoid (human) XP 4000

HP 268; Bloodied 134 Initiative +13

AC 32, Fortitude 30, Reflex 30, Will 31 Perception +15

Immune poison
Speed 6, fly 6 (hover) Low-light vision
Saving Throw +2, **Action Points** 1

TRAITS

Regeneration
The evangelist regains 10 hit points at the start of his turn unless he takes radiant damage.

STANDARD ACTIONS

m Slam • At-Will
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 3d8+ 13 damage.

M Mangle • Recharge 6
The evangelist uses slam twice. If both hit, it makes a secondary attack against the target.
Effect: 3d10 + 13 damage.

R Sapping Narration (fire, psychic) • At-Will
Attack: Ranged 10 (one creature); +21 vs. Will
Hit: 3d8 + 13 fire and psychic damage, and the target is weakened (save ends).

R Painful Speech (fire, necrotic) • At-Will
Attack: Ranged 20 (one creature); +21 vs. Will
Hit: 3d8 + 13 fire and necrotic damage, and the target is gains vulnerable 10 fire and psychic (save ends). The target cannot save against this effect while within 10 squares of the evangelist.

A Mesmerizing Oration (charm, fire, psychic) • Encounter
Attack: Area burst 4 within 10 (creatures in the burst); +22 vs. Will
Hit: 3d8 + 11 fire and psychic damage, and the target is dazed (save ends).
First Failed Save: The target is unconscious (save ends).
Aftereffect: The target is dazed (save ends).

Skills Arcana +19, Bluff +21, Diplomacy +21, Insight +15
Str 12 (+10) **Dex** 18 (+13) **Wis** 12 (+10)
Con 20 (+14) **Int** 21 (+14) **Cha** 25 (+16)
Alignment Chaotic Evil **Languages** Abyssal, Common, Deep Speech
Note: Based on the Luthvaerynn from *Forgotten Realms Campaign Guide*. Changed to large to match heroic size and show abnormal growth due to corruption. Removed change shape power because not relevant. Added fire to show influence of corrupted fire. Assumed legged form for speed and changed silvered weapon to radiant damage for regeneration.

4 Flamechanged Clerics of Torm (C) **Level 20 Minion**
Artillery
Medium aberrant humanoid (human) XP 700
HP 1; a missed attack never damages a minion **Initiative** +11
AC 32, **Fortitude** 29, **Reflex** 30, **Will** 31 **Perception** +12
Immune fire
Speed 6 fly 6 Darkvision

STANDARD ACTIONS

m Mace (weapon) • At-Will
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 14 damage.

r Searing Light (fire, radiant) • At-Will
Attack: Ranged 20 (one or two creatures); +23 vs. Reflex
Hit: 13 fire and radiant damage.

TRIGGERED ACTIONS

Corrupted Effort • Encounter
Trigger: The cleric misses with an attack.
Effect: The cleric gains a +4 bonus to the attack.

Dying Breath (fire, necrotic) • Encounter
Trigger: The cleric drops to 0 hit points.
Attack (free action): Area burst 1 within 10 (creatures in burst); +23 vs. Reflex

Hit: 17 fire and radiant damage.
Miss: 8 fire and radiant damage.

Str 10 (+9) **Dex** 14 (+11) **Wis** 16 (+12)
Con 16 (+12) **Int** 18 (+13) **Cha** 22 (+15)

Alignment Evil **Languages** Common
Equipment mace
Note: Based on flamebred kobold mage from *Dungeon 200*. Added heroic effort-like power and removed shifty.

Warped Paladin of Torm (P) **Level 18 Elite Brute**
Large aberrant humanoid (human) XP 4000
HP 426; **Bloodied** 213 **Initiative** +12
AC 28, **Fortitude** 28, **Reflex** 27, **Will** 26 **Perception** +12
Resist 10 psychic
Speed 6, climb 4 Blindsight 10
Saving Throw +2, **Action Points** 1

STANDARD ACTIONS

m Shadow Tentacle • At-Will
Attack: Melee 3 (one creature); +21 vs. Reflex
Hit: 4d10 + 10 damage, and the target is grabbed (escape DC 25).
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); +21 vs. Reflex
Hit: 3d10 + 10 damage, and the target falls prone.

C Psychic Burst • Encounter
Attack: Close burst 2 (enemies in the burst); +21 vs. Will
Hit: 2d12 + 7 psychic damage, and the target is dazed (save ends).
Miss: Half damage.

TRIGGERED ACTIONS

Arcane Release (cold, fire, lightning, thunder) • Encounter
Trigger: The paladin is stunned or dropped to 0 hit points.
Attack (no action): Close burst 2 (creatures in burst); +21 vs. Fortitude
Hit: 3d10 + 8 cold, fire, lightning, and thunder damage.
Miss: Half damage.

Skills Arcana +19, Dungeoneering +17
Str 20 (+14) **Dex** 16 (+13) **Wis** 16 (+12)
Con 23 (+15) **Int** 21 (+14) **Cha** 3 (+5)

Alignment Evil **Languages** Common, Deep Speech
Note: Based on warped mage of saruun from *Monster Vault: Threats to the Nentir Vale*. Changed to large due to corruption and to match size on map with heroic.

MISSION 1AD: WE'RE WITH YOU

Werewolf Bravo **Level 19 Skirmisher**
Medium natural humanoid (shapechanger) XP 2400
HP 178; **Bloodied** 89 **Initiative** +17
AC 33, **Fortitude** 31, **Reflex** 32, **Will** 30 **Perception** +17
Speed 6 Low-light vision
Regeneration 10 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn).

TRAITS

Combat Advantage
The bravo deals 3d6 extra damage on melee attacks against any target that grants it combat advantage.

STANDARD ACTIONS

m Short Sword (poison, weapon) • At-Will
Requirement: The bravo must be in human or hybrid form.
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 1d10 +9 damage, plus ongoing 15 poison damage (save ends).

m Bite • At-Will
Requirement: The bravo must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +24 vs. AC

Hit: 1d6 + 7 damage, plus ongoing 10 poison damage (save ends).

r Crossbow (poison, weapon) • **At-Will**
Attack: Ranged 15/30 (one creature); +24 vs. AC
Hit: 1d8 + 9 poison damage, plus ongoing 10 poison damage (save ends).

M Dance of Poison • **Recharge** when first bloodied
Effect: The bravo makes two short sword attacks against one target, shifts up to 3 squares, and makes two short sword attacks against a different target.

MINOR ACTIONS

Change Shape (polymorph) • **At-Will**
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.

Skills Bluff +18, Stealth +20, Streetwise +19, Thievery +20
Str 20 (+14) **Dex** 22 (+15) **Wis** 16 (+12)
Con 18 (+13) **Int** 15 (+11) **Cha** 18 (+13)

Alignment Unaligned **Languages** Common
Note: Based on the Wererat Sewer Guard from *Dungeonmaster's Guide* 2.

Werewolf Warrior	Level 19 Minion Soldier
Medium natural humanoid (shapechanger)	XP 600
HP 1; a missed attack never damages a minion.	Initiative +15
AC 35, Fortitude 31, Reflex 31, Will 31	Perception +12
Speed 6	
TRAITS	
Harrying Bite • Aura 1	
Any enemy that starts its turn within the aura is slowed until the start of its next turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Requirement: The warrior must be in wolf or hybrid form.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 damage.	
m Silver Longsword (weapon) • At-Will	
Requirement: The warrior must be in human or hybrid form.	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 11 damage or 15 damage against slowed targets.	
MOVE ACTIONS	
Jump • Encounter	
Effect: The werewolf flies 5 squares. The werewolf must land at the end of this movement, or it falls.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Str 19 (+13)	Dex 18 (+13) Wis 16 (+12)
Con 13 (+10)	Int 10 (+9) Cha 11 (+9)
Alignment Unaligned Languages Common	
Note: Based on the Githyanki Sky Pirate from <i>Dungeon Magazine</i> 180.	

Nisal, Werewolf Boss	Level 21 Soldier
Medium natural humanoid (shapechanger)	XP 3200
HP 194; Bloodied 97	Initiative +17
AC 37, Fortitude 35, Reflex 33, Will 31	Perception +11
Speed 7; climb 5	Darkvision
STANDARD ACTIONS	
m Kinslayer Axe (weapon) • At-Will	
Requirement: The boss must be in human or hybrid form.	

ADCP5-1 Home's Last Light

Attack: Melee 1 (one creature); +24 vs. AC
Hit: 2d12+13 damage, and the target falls prone.
Effect: The target is marked until the end of Nisal's next turn.

m Bite • **At-Will**
Requirement: The boss must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 2d12+13 damage, and the target falls prone.

C Kinslayer's Carnage (weapon) • **Recharge** when first bloodied
Requirement: The boss must be in human or hybrid form.
Attack: Close burst 1 (enemies in blast); +24 vs. AC
Hit: 3d12+9, and the target is marked (save ends).
Miss: Half damage and the target is marked until the end of Nisal's next turn.

MOVE ACTIONS

Lycanthrope Charge(polymorph) • **Recharge** when Nisal uses Lycanthrope Mark
Effect: Nisal becomes a wolf and shifts up to his speed. During this movement he is insubstantial. At the end of the movement, each enemy adjacent to him is marked until the end of Nisal's next turn.

MINOR ACTIONS

Change Shape (polymorph) • **At-Will**
Effect: The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.

TRIGGERED ACTIONS

Lycanthrope Mark (necrotic) • **At-Will**
Trigger: An enemy within 5 squares of Nisal and marked by him makes an attack that doesn't include him as a target.
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 20 necrotic damage.

Str 24 (+17) **Dex** 21 (+15) **Wis** 13 (+11)
Con 18 (+14) **Int** 10 (+10) **Cha** 17 (+13)

Alignment Unaligned **Languages** Common
Note: Based on the Nikolai Charnel Brother from *The Shadowfell*.

MISSION IBA: SCOUT BEHIND THE WALLS

Netherese Soldier	Level 18 Minion
Medium natural humanoid (human)	XP 500
HP 1; A missed attack never damages a minion	Initiative +13
AC 32, Fortitude 32, Reflex 31, Will 29	Perception +9
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 12 damage and target is slowed (save ends) (16 damage with combat advantage)	
Str 16 (+12)	Dex 14 (+11) Wis 9 (+8)
Con 12 (+10)	Int 10 (+9) Cha 8 (+8)
Alignment Evil Languages Common, Netherese	
Note: Re-flavored Grand Melee Gladiator, added slow; <i>Dragon Magazine</i> Annual.	

Bhaalspawn Zombie	Level 18 Brute
Medium natural animate (undead)	XP 2000
HP 200; Bloodied 100	Initiative +7
AC 25, Fortitude 25, Reflex 21, Will 22	Perception +8
Speed 4	Blindsight 5, Darkvision

Immune disease, poison; Resist 10 necrotic, 5 radiant
Saving Throws +5 vs. charm, poison, unconscious
TRAITS
Zombie Weakness
Any critical hit to the zombie reduces it to 0 hit points.
STANDARD ACTIONS
m Slam • At-Will
<i>Attack:</i> Melee 1 (one creature); +22 vs. AC
<i>Hit:</i> 2d6+10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).
M Zombie Grab • At-Will
<i>Attack:</i> Melee 1 (one creature); +20 vs. Reflex
<i>Hit:</i> The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.
Str 14 (+11) Dex 6 (+7) Wis 8 (+8)
Con 10 (+9) Int 5 (+6) Cha 3 (+5)
Alignment Unaligned Languages -
Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.

MISSION IBB: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator Level 19 Artillery
Medium natural humanoid (aquatic, reptile) XP 2400
HP 130; Bloodied 65 Initiative +13
AC 31, Fortitude 30, Reflex 32, Will 31 Perception +15
Resist 5 poison
Speed 6, swim 4
STANDARD ACTIONS
m Spear (weapon) • At-Will
<i>Attack:</i> Melee 1 (one creature); +24 vs. AC
<i>Hit:</i> 2d8 + 14 damage
r Magic Missile (force) • At-Will
<i>Attack:</i> Ranged 20 (one creature); +24 vs. Reflex
<i>Hit:</i> 2d4 + 10 force damage and target is knocked prone.
R Missile Barrage (force) • At-Will
<i>Effect:</i> The infiltrator makes three <i>magic missile</i> attacks.
A Force Implosion (force) • Encounter
<i>Attack:</i> Area burst 2 within 20 squares (each creature in the burst); +19 vs. Reflex
<i>Hit:</i> 3d6 + 12 force damage and target is dazed (save ends)
<i>Miss:</i> Half damage and target is slowed until the end of yuan-ti infiltrator's next turn.
MINOR ACTIONS
Change Shape (polymorph) • At-Will
<i>Effect:</i> The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.
Skills Bluff +19, Insight +15
Str 15(+11) Dex 18 (+13) Wis 12 (+10)
Con 16(+12) Int 14 (+11) Cha 20 (+14)
Alignment evil Languages Common, Draconic
Equipment leather armor, spear
Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.

Bhaalspawn Zombie Level 18 Brute
Medium natural animate (undead) XP 2000
HP 200; Bloodied 100 Initiative +7
AC 25, Fortitude 25, Reflex 21, Will 22 Perception +8
Speed 4 Blindsight 5, Darkvision
Immune disease, poison; Resist 10 necrotic, 5 radiant

Saving Throws +5 vs. charm, poison, unconscious
TRAITS
Zombie Weakness
Any critical hit to the zombie reduces it to 0 hit points.
STANDARD ACTIONS
m Slam • At-Will
<i>Attack:</i> Melee 1 (one creature); +22 vs. AC
<i>Hit:</i> 2d6+10 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).
M Zombie Grab • At-Will
<i>Attack:</i> Melee 1 (one creature); +20 vs. Reflex
<i>Hit:</i> The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.
Str 14 (+11) Dex 6 (+7) Wis 8 (+8)
Con 10 (+9) Int 5 (+6) Cha 3 (+5)
Alignment Unaligned Languages -
Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.

Bhaalspawn Grunts Level 20 Minion Soldier
Medium natural humanoid (undead) XP 700
HP 1; a missed attack never damages a minion. Initiative +15
AC 36, Fortitude 34, Reflex 32, Will 30 Perception +15
Speed 6 Darkvision
STANDARD ACTIONS
m Grabbing Claws • At-Will
<i>Attack:</i> Melee 1 (one creature); +24 vs. AC
<i>Hit:</i> 12 damage, and the target is grabbed (escape DC 23) if the Bhaalspawn grunt has no creature grabbed.
M Bite (disease) • At-Will
<i>Attack:</i> Melee 1 (one creature grabbed by the Bhaalspawn grunt); +24 vs. AC
<i>Hit:</i> 14 damage and 10 ongoing damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).
Str 18 (+14) Dex 14 (+12) Wis 11 (+10)
Con 18 (+14) Int 7 (+8) Cha 10 (+10)
Alignment chaotic evil Languages Common
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Bloodfire Ooze Level 19 Elite Brute
Large elemental beast (fire, ooze) XP 4800
HP 438; Bloodied 218 Initiative +10
AC 30, Fortitude 33, Reflex 30, Will 29 Perception +14
Speed 6 Blindsight 20
Immune fire, Vulnerable 10 cold
Saving Throws +2; Action Points 1
TRAITS
Bloodfire Aura (fire) • Aura 2
Any creature that ends its turn in the aura takes 15 fire damage
Demonic Fire
Fire damage dealt by the bloodfire ooze ignores 15 points of a target's fire resistance.
Ooze
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.
STANDARD ACTIONS
m Slam (fire) • At-Will
<i>Attack:</i> Melee 2 (one creature); +24 vs. AC

Hit: 2d10 + 13 fire damage.
C Fiery Eruption (fire) • Recharge 5 6
Attack: Close burst 3 (creatures in burst); +22 vs. Reflex
Hit: 2d8 + 8 fire damage, and ongoing 15 fire damage (save ends).
MINOR ACTIONS
C Sulfuric Breath (poison) • At-Will (1/round)
Attack: Close blast 3 (creatures in blast); +21 vs. Fortitude
Hit: 2d6 + 10 poison damage.
TRIGGERED ACTIONS
Boiling Blood (fire) • Encounter
Trigger: The bloodfire ooze is bloodied.
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.
Str 15 (+11) Dex 13 (+10) Wis 11 (+9)
Con 18 (+13) Int 1 (+4) Cha 4 (+6)
Alignment Chaotic Evil Languages -

Yuan-ti Conglomeration	Level 18 Elite Brute
Large natural animate (reptile, undead)	XP 4000
HP 414; Bloodied 207	Initiative +13
AC 30, Fortitude 30, Reflex 30, Will 29	Perception +11
Immune disease, poison; Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 7	
Action Points 1	
STANDARD ACTIONS	
m Bite (disease, poison) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 1d4+11 damage and ongoing 15 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
m Scimitar (charm) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 1d8+11 damage (crit 1d8+19) plus 15 poison damage	
M Snake Strike • At-Will	
The yuan-ti conglomeration makes a bite and two scimitar attacks.	
MOVE ACTIONS	
Conglomeration (healing) • Encounter	
Effect: The yuan-ti conglomeration absorbs a dead body, healing 18 points of damage and gaining a +4 bonus to attacks and +18 bonus to damage until the end of the conglomeration's next turn.	
Str 16 (+12) Dex 16 (+12) Wis 14 (+11)	
Con 17 (+12) Int 3 (+5) Cha 3 (+5)	
Alignment evil Languages -	

Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.

MISSION 1Bc: TAKE THE TOWERS

4 Dark Flameskull	Level 17 Artillery
small natural animate (undead)	XP 1,600
HP 110; Bloodied 55	Initiative +14
AC 28, Fortitude 29, Reflex 30, Will 28	Perception +17
Speed 0, fly 10 (hover)	
Immune disease, poison Resist 10 fire, 10 necrotic Vulnerable 5 radiant	
TRAITS	
Illumination	
The dark flameskull sheds dim light out to 5 squares.	
Regeneration (healing)	
The darkskull regains 10 hit points whenever it starts its turn and has	

at least 1 hit point.
STANDARD ACTIONS
m Fiery Bite (fire) • At-Will
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 2d4 damage plus 2d10 fire damage
R Black Ray (fear, necrotic) • At-Will
Attack: Range 10 (one creature); +22 vs. Reflex
Hit: 2d8 + 11 necrotic damage, the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.
A Shadowfire (fire, necrotic, zone) • Encounter
Attack: Area burst 3 within 10 (enemies in burst); +22 vs. Reflex
Hit: 2d6 + 6 fire and necrotic damage.
Miss: Half damage
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 10 fire and necrotic damage.
Skills Stealth +19
Str 8(+8) Dex 21 (+14) Wis 17 (+12)
Con 22 (+15) Int 25 (+16) Cha 22 (+15)
Alignment Unaligned Languages Abyssal, Common

4 Warped Grimlock Zombie	Level 17 Minion
Medium natural animate (undead)	XP 400
HP 1; a missed attack never damages a minion	Initiative +5
AC 31, Fortitude 30, Reflex 28 Will 28	Perception +9
Speed 4,	Blindsight
Immune disease, poison	
TRAITS	
Corpses Seeming	
If the zombie is inactive, it appears to be a corpse (moderate DC Insight to see through the ruse)..	
STANDARD ACTIONS	
m Viscera Grab • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 12 damage and the target is grabbed (escape ends). The zombie can grab only one target at a time, but can maintain the grab as long as it remains within 2 squares of the target	
M Burring Entrails • At-Will	
Requirement: Target is grabbed	
Effect: 15 necrotic damage	
Str 18 (+12) Dex 14 (+10) Wis 14(+10)	
Con 21(+13) Int 3 (+4) Cha 3 (+4)	
Alignment Chaotic evil Languages Deep Speech	

Winter Wight	Level 18 Brute
Medium shadow humanoid (cold undead)	XP 2,000
HP 210; Bloodied 105	Initiative +13
AC 30, Fortitude 30, Reflex 28, Will 29	Perception +12
Speed 7	Darkvision
Immune disease, poison Resist 10 cold 10necrotic Vulnerable 5 fire, 5 radiant	
TRAITS	
Regeneration (healing)	
A winter wight regains 10 hit points whenever it starts its turn and has at least 1 hit point. If a winter wight takes fire damage, its regeneration doesn't function until the end of its next turn.	
STANDARD ACTIONS	
m Ice Claw • At-Will	
Attack: Melee 1 (one creature); +23 vs. Fortitude	
Hit: 3d12 +13 cold damage.	
M Blackfire (cold, necrotic) • Recharge 5,6	
Attack: Melee 1 (one creature); +21 vs. Fortitude	

Hit: 3d12 +10 cold and necrotic damage, and the target takes ongoing 10 cold and necrotic damage and is dazed (save ends both).
First failed saving throw: the target is stunned instead of dazed (save ends both).
Second failed saving throw: the target is knocked unconscious instead of stunned (save ends both).
Third failed saving throw: The target dies.

TRIGGERED ACTIONS

C Blackfire Shroud (cold necrotic)

Trigger: The winter wight drops to 0 hit points
Attack (Immediate Reaction): Close burst 5 (creatures in burst); +21 vs Reflex
Hit: 4d6 +10 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends).
Effect: The burst creates an area of difficult terrain that lasts until the end of the encounter.

Str 24 (+16) **Dex** 20 (+14) **Wis** 19 (+13)
Con 20 (+14) **Int** 19 (+13) **Cha** 13 (+10)

Alignment Evil **Languages** Abyssal, Common

1-2 Yaun-ti Malison Chanter Level 18 Artillery

Medium natural humanoid (reptile) XP 2,000

HP 136; **Bloodied** 68 **Initiative** +15

AC 32, **Fortitude** 28, **Reflex** 30, **Will** 31 **Perception** +15

Speed 7

Resist 10 poison

TRAITS

Bloody Scales

While bloodied, the yaun-ti gains a +2 bonus to speed and a +2 bonus to all defenses

STANDARD ACTIONS

m Bite (poison) • At-Will

Attack: Melee 1 (one creature); +21 vs. Will
Hit: 2d6 + 9 damage and ongoing 5 poison damage (save ends).

r Mid Warp (psychic) • At-Will

Attack: Ranged 20 (one creature); +23 vs. Will
Hit: 4d6 +12 damage and the target takes a -2 penalty to attack rolls until the end of the yaun-ti's next turn.

R Poison Domination (charm) • Recharge when first bloodied

Attack: Ranged 20 (one creatures taking ongoing poison damage); +23 vs. Will

Hit: The target is dominated until the end of the yaun-ti's next turn.

TRIGGERED ACTIONS

Deflect Attack • Recharge 4,5,6

Trigger: A melee or range attack hits the yaun-ti
Effect (Immediate Interrupt) The triggering attack hits one of the yaun-ti's allies adjacent to it.

Skills Athletics +17, Bluff +21, Insight +20, Stealth +20, Thievery +20

Str 16 (+12) **Dex** 22 (+15) **Wis** 22 (+15)

Con 22 (+15) **Int** 25 (+16) **Cha** 25 (+16)

Alignment evil **Languages** Common, Draconic

Note: can use Trebuchet

Trebuchet At-Will Terrain

HP 80; **Bloodied** 40

AC 30, **Fortitude** 31, **Reflex** 24, **Will** 0

STANDARD ACTIONS

Load

Requirement: The NPC or PC must be adjacent and have appropriate ammunition, such as a nearby pile of rocks .

Check: Athletics check (moderate DC) to load.

Success: The trebuchet is loaded and ready to attack.

Attack

Requirement: The trebuchet is loaded and the NPC or PC is adjacent .

Check: Thievery check (easy DC).

Success: The NPC or PC fires the trebuchet

Target: Area burst 1 within 40 (creatures in burst)

Attack: +21 vs. Reflex

Hit: 2d12 + 9 damage

Effect: Trebuchet is unloaded

Note: At the start of combat the trebuchet is already loaded.

Ebony Knight Level 18 Soldier

Medium shadow humanoid, human XP 2,000

HP 168; **Bloodied** 84 **Initiative** +15

AC 33, **Fortitude** 31, **Reflex** 29, **Will** 30 **Perception** +10

Speed 5 Low-light vision

TRAITS

Furious Flock

The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.

STANDARD ACTIONS

m Greatsword (weapon) • At-Will

Attack: Melee 1 (one creature); +23 vs. AC

Hit: 2d10 + 16 damage

Effect: The target is marked until the end of the knight's next turn.

M Silence Unbeliever (weapon) • Recharge 5, 6

Attack: Melee 1 (one creature marked by the knight); +23 vs. AC

Hit: 3d10+16 and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is dazed instead (save ends).

MINOR ACTIONS

R **Death's Call (charm, necrotic) • Recharge** when the knight starts its turn immobilized or restrained and without an enemy adjacent to it

Attack: Ranged 5 (one creature); +21 vs. Will

Hit: 1d10 + 8 necrotic damage, and the knight pulls the target up to 5 squares.

TRIGGERED ACTIONS

Death's Rebuke (necrotic) • At-Will

Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that does not include the knight as a target.

Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 15 necrotic damage, and each of its allies adjacent to it takes 10 necrotic damage.

Skills: Athletics +20, Thievery +18

Str 22 (+15) **Dex** 18 (+13) **Wis** 12 (+10)

Con 16 (+12) **Int** 10 (+9) **Cha** 20 (+14)

Alignment Unaligned **Languages** Common

Equipment greatsword, plate armor

Note: uses Trebuchet

Guardian Naga Level 18 Elite Artillery

Large immortal magical beast (reptile) XP 4,000

HP 258; **Bloodied** 129 **Initiative** +13

AC 32, **Fortitude** 30, **Reflex** 31, **Will** 29 **Perception** +16

Speed 6 Darkvision

Saving Throws +2, Action Points 1

STANDARD ACTIONS

m Tail Slap • At-Will

Attack: Melee 2 (one creature); +23 vs. AC

Hit: 3d6 + 16 damage and the target is pushed 2 squares.

R Word of Pain (psychic) • At-Will

Attack: Ranged 20 (one or two creatures); +21 vs. Will If the Naga targets only one creature with this power, it can make this attack against it twice.

Hit: 3d6 + 12 psychic damage, and the target is immobilized (save ends).

C Spit Poison (poison) • Recharge 5-6		
Attack: Close blast 3 (creatures in burst); +21 vs. Fortitude		
Hit: 2d8+14 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).		
A Thunderstrike (thunder) • Recharge 5-6		
Attack: Area burst 1 within 20 (enemies in burst); +19 vs. Fortitude		
Hit: 3d8+10 damage and the target is dazed (save ends).		
Miss: Half damage		
Skills Arcana +18, History +18, Insight +16		
Str 16 (+11)	Dex 18 (+12)	Wis 14 (+10)
Con 15 (+10)	Int 18 (+12)	Cha 12 (+9)
Alignment Evil		Languages Common, Supernal

Nighthalker	Level 18 Elite Brute
Large Shadow humanoid (undead)	XP 4,000
HP 424; Bloodied 212	Initiative +14
AC 32, Fortitude 30, Reflex 28, Will 30	Perception +13
Speed 8	Darkvision
Immune disease, poison; Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Slam (cold, necrotic) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 13 plus 3d6 cold and necrotic damage.	
R Finger of Death (necrotic) • Encounter	
Requirement: Target is bloodied	
Attack: Ranged 5 (one creature); +19 vs. Fortitude	
Hit: target drops to 0 hit points. Resistance to necrotic damage does not apply to this power.	
MINOR ACTIONS	
C Void Gaze (gaze, necrotic) • At-Will (1/round)	
Attack: Close blast 5 (enemies in blast); +19 vs. Will	
Hit: 3d8+11 necrotic damage, and the target is pushed 4 squares and takes a -2 penalty to all defenses (save ends).	
Skills Stealth +19	
Str 24 (+16)	Dex 20 (+14)
Con 22 (+19)	Int 17 (+12)
	Wis 18 (+13)
	Cha 24 (+16)
Alignment Evil	
Languages Common, telepathy 20	

Wall Golem	Level 18 Elite Lurker
Large natural animate (construct)	XP 4,000
HP 268; Bloodied 134	Initiative +15
AC 32, Fortitude 33, Reflex 29, Will 28	Perception +9
Speed 6	Darkvision
Saving Throws +2, Action Points 1	
TRAITS	
All-Around Vision	
Enemies cannot gain combat advantage by flanking the golem	
Plodding	
The golem cannot shift	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage	
C Topple • At-Will	
Requirement: The golem must be affected by wall form	
Attack: close blast 5 (creatures in blast); +21 vs. Fortitude	
Hit: 4d8 + 14 damage, and the golem pushes the target up to 3 squares and knocks it prone.	
Miss: Half damage	
Effect: The golem is no longer affected by wall form and appears in an unoccupied space within or adjacent to the blast area.	
Wall Form (polymorph) • At-Will	

Effect: The golem no longer occupies its current space and instead occupies the squares within a close wall 6. The squares must be unoccupied. While in this form, the golem is blocking terrain, is 3 squares high, and gains resist 20 to all damage. In addition the golem can take no other actions than using topple or spending a free action to return to its normal form in an unoccupied space adjacent to a square of the wall.		
TRIGGERED ACTIONS		
C Collaspe • Encounter		
Trigger: The golem is first bloodied		
Effect (Free Action): The golem uses topple, even if it does not meet the power's requirement. The golem is then removed from play, and any effects on it end. At the start of its next turn, the golem appears in an unoccupied space within or adjacent to the squares it last occupied.		
Str 24(+16)	Dex 16 (+12)	Wis 14 (+11)
Con 20 (+14)	Int 5 (+6)	Cha 8 (+8)
Alignment Unaligned		Languages -

MISSION IBD: BREACH THE WALLS (HEROIC ONLY)

This mission is for Heroic tier only. There are no Paragon stat blocks for this mission.

MISSION IBE: THANK YOU FOR FLYING AIR NETHERIL

Netherese Captain	Level 19 Controller (Leader)
Medium shadow humanoid (shade)	XP 800
HP 179; Bloodied 89	Initiative +9
AC 33, Fortitude 31, Reflex 29, Will 29	Perception +11
Speed 6, teleport 4	Darkvision
Action Points 1	
STANDARD ACTIONS	
m Powerful Slam • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d12 + 12 damage, and the target is restrained until the end of the captain's next turn.	
r Magic Missile • At-Will	
Effect: Ranged 20 (one creature); 13 damage, and you push the target 1 square.	
R Spectral Chains (healing) • Encounter	
Attack: Ranged 10 (one creature); +22 vs. Reflex	
Hit: 1d8 + 11 damage, and the target is stunned (save ends). The first time one of the captain's allies hits the target while it is stunned by this power, that ally regains 15 hit points.	
C Shadow Wave • Recharge 5 6	
Attack: Close blast 5 (enemies in the blast); +22 vs. Fortitude	
Hit: 3d10 + 10 damage.	
Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.	
Str 21 (+14)	Dex 10 (+9)
Con 19 (+13)	Int 19 (+13)
	Wis 14 (+11)
	Cha 16 (+12)
Alignment evil	
Languages Common, Netherese	
Equipment master's wand of magic missile	
Note: Re-flavored/edited hill giant earth shaman	

Netherese Sailor	Level 17 Minion Soldier
Medium natural humanoid (human)	XP 150
HP 1; a missed attack never damages a minion	Initiative +11
AC 33, Fortitude 30, Reflex 29, Will 27	Perception +9
Speed 6	

TRAITS
Squad Defense
The Netherese sailor gains a +2 bonus to its AC when adjacent to an ally.
STANDARD ACTIONS
mLongsword • At-Will
Attack:Melee 1 (one creature); +22 vs. AC
Hit: 12 damage, and the target takes 6 necrotic damage if it willingly moves during its next turn.
Str 17 (+7) Dex 15 (+6) Wis 13 (+5)
Con 15 (+6) Int 8 (+3) Cha 9 (+3)
Alignment unaligned Languages Common, Netherese
Note: Reflavored legion devil hellguard

Netherese Chain Master Level 18 Skirmisher (Leader)
Medium shadow humanoid (shadar-kai) XP 700
HP 156; Bloodied 78 Initiative +18
AC 32, Fortitude 30, Reflex 32, Will 28 Perception +11
Speed 7 Low-light vision
STANDARD ACTIONS
mSpiked Chain • At-Will
Attack:Melee 2 (one creature); +23 vs. AC
Hit: 2d4 + 9 damage.
MDouble Attack • At-Will
Effect:The chain master uses spiked chain twice.
M Ensnaring Chains of Shar (necrotic) • At-Will
Attack:Melee 2 (one creature); +21 vs. Reflex
Hit: 2d4 + 9 damage, and the target is restrained and takes ongoing 10 necrotic (save ends both). The chain master can restrain only one creature at a time.
MOVE ACTIONS
Shadow Jaunt • Encounter
Effect:The chain master teleports up to 3 squares and is insubstantial until the start of its next turn.
MINOR ACTIONS
Dance of Battle • At-Will
Effect:The chain master shifts 1 square.
TRIGGERED ACTIONS
Dance of Defiance • Recharge when bloodied
Trigger:The chain master is the target of a melee attack
Effect (Immediate Interrupt): The chain master shifts 1 square.
MChains of Vengeance • Encounter
Trigger:The chain master is first bloodied.
Effect (Free Action): The chain master uses spiked chain twice.
Str 19 (+13) Dex 24 (+16) Wis 15 (+11)
Con 20 (+14) Int 14 (+11) Cha 13 (+10)
Alignment evil Languages Common, Netherese
Note:Reflavored/edited chain devil

Netherese Bombadier Level 18 Artillery
Medium shadow humanoid (shade) XP 700
HP 128; Bloodied 64 Initiative +13
AC 32, Fortitude 29, Reflex 31, Will 28 Perception +15
Speed 6 Darkvision
STANDARD ACTIONS
mLongsword • At-Will
Attack:Melee 1 (one creature); +23 vs. AC
Hit: 3d8 + 10 damage.
r Shadow Slice (necrotic, psychic) • At-Will
Attack: Ranged 10 (one creature); +23 vs. Will
Hit: 3d8 + 13 necrotic and psychic damage.
A Shadow Barrage (necrotic, psychic) • Recharge 6
Attack: Area burst 1 within 20 (creatures in the burst); +23 vs. Will

Hit: 2d8 + 13 necrotic and psychic damage, and the target takes ongoing 10 psychic damage and can't use daily or encounter attack powers (save ends both).

Skills History +14, Insight +14
Str 14 (+11) Dex 16 (+12) Wis 12 (+10)
Con 14 (+11) Int 17 (+12) Cha 11 (+9)
Alignment evil Languages Common, Netherese
Note:Reflavored githyanki mindslider

MISSION 1B: RECOVER THE RELICS

Holy Door Guardian Level 18 Solo Controller (leader)
Huge natural animate (blind, construct) XP 10,000
HP 688; Bloodied 344 Initiative +5
AC 32, Fortitude 28, Reflex 29, Will 31
Speed 0 Perception +20
Immune conditions, forced movement, gaze;
Resist 10 all; Saving Throws +2, Action Points 2
Tremorsense 20
TRAITS
Door Defense • Aura 5
While within the aura, allies gain +2 bonus to attack rolls and damage rolls.
Construct Bond
Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.
STANDARD ACTIONS
C Invoke Pain (psychic) • At-Will
Attack: Close burst 5, or 10 while bloodied (one or two enemies in burst); +21 vs. Fortitude
Hit: 1d10 + 20 damage and the target takes a -2 penalty to attack and damage rolls (save ends).
Miss: Half damage and the target takes no penalty to attack and damage rolls.
C Invoke Fealty (charm) • Recharge when first bloodied
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +21 vs. Will
Hit: 1d10 + 20 damage and Holy Door Guardian slides the target 1 square and the target falls prone.
C Invoke Obedience (charm, psychic) • Recharge when first bloodied
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +21 vs. Will
Hit: 1d10 + 20 damage and the target is dominated until the end of its next turn.
MINOR ACTIONS
Call Stone Golem • Recharge 6
Effect: The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10 squares of the Holy Door Guardian. It acts immediately.
Call Minor Stone Golem • At-will (1/round)
Effect: The Holy Door Guardian summons 5 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.
TRIGGERED ACTIONS
Invoke Rebuke (psychic, radiant) • At-will
Trigger: An enemy hits the Holy Door Guardian.
Effect (Immediate Reaction): The triggering enemy takes 10 psychic and radiant damage, and ongoing 10 psychic and radiant damage (save ends).
Skills Bluff +22, Diplomacy +22, Insight +20
Str 3 (+5) Dex 3 (+5) Wis 22 (+15)
Con 20 (+14) Int 22 (+15) Cha 26 (+17)

Alignment lawful good	Languages Common
Stone Golem	Level 18 Elite Soldier
Large natural animate (construct)	XP 4,000
HP 354; Bloodied 177	Initiative +10
AC 34, Fortitude 32, Reflex 30, Will 28	Perception +8
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
M Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 4d6 + 11 damage, and the golem can push the target 1 square	
m Double-Attack • At-Will	
<i>Effect:</i> The golem uses slam twice. Each attack knocks the target prone if it hits.	
m Golem Rampage • Recharge 5-6	
<i>Effect:</i> The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.	
TRIGGERED ACTIONS	
C Death Burst • Encounter	
<i>Trigger:</i> The stone golem drops to 0 hit points.	
<i>Attack (no action):</i> Close burst 1 (creatures in burst); +23 vs. AC	
<i>Hit:</i> 2d12 + 10 damage.	
<i>Effect:</i> The golem is destroyed. The area of the burst becomes difficult terrain until cleared.	
Str 25 (+16)	Dex 8 (+8)
Con 25 (+16)	Int 4 (+6)
	Wis 9 (+8)
	Cha 4 (+6)
Alignment unaligned	Languages -

Minor Stone Golem	Level 18 Minion Soldier
Large natural animate (construct)	XP 500
HP 1; a missed attack never damages a minion	Initiative +10
AC 34, Fortitude 32, Reflex 30, Will 28	Perception +8
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
M Slam • At-Will	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 13 damage, and the golem can push the target 1 square	
m Double-Attack • At-Will	
<i>Effect:</i> The golem uses slam twice. Each attack knocks the target prone if it hits.	
TRIGGERED ACTIONS	
C Death Burst • Encounter	
<i>Trigger:</i> The stone golem drops to 0 hit points.	
<i>Attack (no action):</i> Close burst 1 (creatures in burst); +23 vs. AC	
<i>Hit:</i> 13 damage.	
<i>Effect:</i> The golem is destroyed.	
Str 25 (+16)	Dex 8 (+8)
Con 25 (+16)	Int 4 (+6)
	Wis 9 (+8)
	Cha 4 (+6)
Alignment unaligned	Languages -

MISSION 3A: EVACUATION

Rubble Launcher
HP 100
Initiative +4
AC 24, Fortitude 22, Reflex 22, Will 22;

ADCP5-1 Home's Last Light

STANDARD ACTIONS
B Launch Rubble (weapon) • At-Will
<i>Attack:</i> Area burst 1 within 20 (creatures in the burst); +21 vs. Reflex
<i>Hit:</i> 3d8+7 and the target is knocked prone

MISSION 3B: ASSASSINS

Plaguechanged Captain of Torm (A)	Level 20 Elite
Medium aberrant humanoid (human)	XP 2500
HP 330; Bloodied 165	Initiative +10
AC 33, Fortitude 32, Reflex 31, Will 32	Perception +6
Speed 6	Darkvision
Saving Throw +4, Action Points 1	
TRAITS	
O Sickening Swirl • Aura 3	
Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty.	
Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful Endurance checks they are immune to the aura but still suffer the sight penalty. A player may chose to spend a standard action to make an Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other then the center - which he as already done at the start. He must still be in the aura for the anchoring to be in effect.	

STANDARD ACTIONS	
m • Captain's Remark At-Will	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 4d10+12 damage.	
<i>Effect:</i> The Captain can slide the target 1 square.	
M Double Attack • At-Will	
<i>Effect:</i> The Captain can use his Captain's Remark twice.	
R Stinging Words • At-Will	
<i>Attack:</i> Ranged 5/10; +24 vs. AC	
<i>Hit:</i> 4d8 + 10 damage	
C Captain's Affliction (poison) • Recharge ☒☒	
<i>Attack:</i> Close burst 3 (creatures in the burst); +22 vs. Fortitude	
<i>Hit:</i> 4d12 + 12 poison damage.	
MOVE ACTIONS	
Slip Away • (only while in Captain's Aura)	
The Captain or an ally can shift 3 squares but must remain in the aura.	
MINOR ACTIONS	
Coughing Spasm (poison) • Recharge when no creature is affected by this power	
<i>Attack:</i> Ranged 5 (one dazed creature affected by Captain's Aura); +22 vs. Fortitude	
<i>Hit:</i> The target is weakened (save ends).	
Skills Athletics +22, Endurance +23	
Str 18 (+12)	Dex 13 (+9)
Con 20 (+13)	Int 18 (+12)
	Wis 13 (+9)
	Cha 19 (+12)
Alignment Evil	Languages - Common
Equipment chainmail, pike	
Note: Based on the Aboleth Plaguewhisper from <i>Dungeon</i> 195.	

Warped Paladin of Torm (B)	Level 18 Solider
Medium aberrant humanoid (human)	XP 1200
HP 168; Bloodied 84	Initiative +9
AC 28, Fortitude 30, Reflex 27, Will 28	
Perception +	
Resist 15 poison	

Speed 5	Darkvision
TRAITS	
O Unholy Bravado • Aura 1	
(Fear) aura 2; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn	
STANDARD ACTIONS	
m Spear • At-Will • Necrotic, Weapon	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d6 + 12 plus 10 necrotic damage.	
M Death Stab • At-Will • Necrotic, Weapon	
+23 vs AC; 4d8+8 necrotic damage, and the target is knocked prone.	
C Necrotic Strike • Standard, Recharge 2 • Necrotic, Weapon	
+23 vs AC; 4d8+10 damage, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
Punish the Righteous • At-Will (1/round)	
Targets one enemy adjacent to the Paladin; the target gains vulnerable 10 necrotic until the end of the Paladin's next turn.	
Str 20 (+12)	Dex 14 (+8)
Con 18 (+10)	Int 12 (+7)
Wis 13 (+7)	Cha 17 (+9)
Alignment Evil	
Languages - Common, Abyssal	
Note: Based on the Arzaanezra, Paladin of Slaughter from Fortress of the Yuan-ti, page(s) 14.	

FlameSpitting Yuan-ti	Level 18 Artillery
Medium natural humanoid (reptile), yuan-ti	XP 1400
HP 160; Bloodied 80	Initiative +12
AC 30, Fortitude 27, Reflex 29, Will 26	
Perception +18	
Resist 15 poison	
Speed 7	
STANDARD ACTIONS	
m Scimitar • At-Will • Weapon	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d8 + 12.	
R Crossbow • At-Will • Poison, Weapon	
Attack: Ranged 15 (one creature); +25 vs AC	
Hit: 4d8 + 8, ongoing 10 poison damage (save ends), and knocked prone.	
C Toxic Sizziling Spittle • Poison, Fire • Recharge 2	
Attack: Area burst 2 within 15 (creatures in burst); +23 vs Reflex	
Hit: 4d8+10 damage, ongoing 10 poison, fire damage (save ends)	
MINOR ACTIONS	
Mental Rebuke (psychic) • At-Will (1/round)	
Attack: Ranged 20 (one creature); +21 vs Will	
Hit: Until the end of the Yuan-ti's next turn, the target takes 10 psychic damage each time it makes an attack against a Yuan-ti.	
Skills Arcana +21, Athletics +21, History +21, Stealth +23	
Str 20 (+13)	Dex 24 (+16)
Con 16 (+12)	Int 21 (+14)
Wis 18 (+13)	Cha 22 (+15)
Alignment Evil	
Languages - Common, Draconic	
Equipment 30 poisoned bolts, crossbow, scimitar	
Note: Based on the Senjarik from Dungeon Magazine 190.	

Warped Undead Cleric of Torm (D)	Level 18 Elite
Medium natural humanoid (undead, human)	XP 1600
HP 301; Bloodied 150	Initiative +9
Regeneration 10 (if the Cleric takes radiant damage, regeneration doesn't function on its next turn)	
AC 32, Fortitude 31, Reflex 29, Will 30 Perception +16	
Immune disease, poison; Resist 15 necrotic; Vulnerable 10 fire	
Speed 5	Darkvision
Saving Throws +4, Action Points 1	
STANDARD ACTIONS	

ADCP5-1 Home's Last Light

m Shielding Mace • At-Will • Weapon		
Attack: Melee 1 +23 vs. AC, 4d8+10, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.		
R Plague of Doom • At-Will • Necrotic		
+24 vs Reflex; 4d8+10 necrotic damage, and the target takes a -2 penalty to defenses until the end of the Cleric's next turn.		
C Undying Breath • Standard, Recharge 1 • Healing		
On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.		
MINOR ACTIONS		
Last Rights (necrotic) • At-Will (1/round)		
Attack: Close Burst 5 (one creature); +22 vs Fortitude		
Hit: Until the end of the Cleric's next turn, the target gains vulnerable 10.		
TRIGGERED ACTIONS		
Unholy Aid • (immediate interrupt, when affected by a condition; recharge 1)		
The Cleric removes the condition.		
Str 19 (+13)	Dex 13 (+10)	Wis 19 (+13)
Con 16 (+12)	Int 15 (+11)	Cha 16 (+12)
Alignment Evil		
Languages - Common		
Equipment chainmail, mace		
Note: Based on the Mummy Lord from Monster Manual page(s) 192.		

MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts	Level 20 Minion Soldier
Medium natural humanoid (undead)	XP 700
HP 1; a missed attack never damages a minion.	Initiative +15
AC 36, Fortitude 34, Reflex 32, Will 30	Perception +15
Speed 6	Darkvision
STANDARD ACTIONS	
m Grabbing Claws • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 12 damage, and the target is grabbed (escape DC 23) if the Bhaalspawn grunt has no creature grabbed.	
M Bite (disease) • At-Will	
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +24 vs. AC	
Hit: 14 damage and 10 ongoing damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
Str 18 (+14)	Dex 14 (+12)
Con 18 (+14)	Int 7 (+8)
Wis 11 (+10)	Cha 10 (+10)
Alignment chaotic evil	
Languages Common	
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.	

Crawling Claw Swarm	Level 20 Soldier
Medium natural animate (swarm, undead)	XP 2800
HP 181; Bloodied 90	Initiative +15
AC 35, Fortitude 30, Reflex 33, Will 30	Perception +13
Vulnerable 10 against close and area attacks	tremorsense 10
Immune disease, poison; Resist half damage from melee and ranged attacks	
Speed 8, climb 4	
TRAITS	
Swarm Attack • Aura 2	
The crawling claw swarm makes a swarm of claws attack as a free action against enemy that starts its turn within the aura.	
STANDARD ACTIONS	
m Swarm of Claws • At-Will	

Attack: Melee 1 (one creature); +25 vs. Reflex
Hit: 1d8+13 damage, and the target is immobilized until the start of crawling claw swarms next turn.

MOVE ACTIONS

Scuttle • Encounter
Effect: The crawling claw swarm shifts its speed.

Str 15 (+12) **Dex** 16 (+13) **Wis** 10 (+10)
Con 13 (+11) **Int** 3 (+6) **Cha** 6 (+8)

Alignment Unaligned **Languages** --
Note: Open Grave.

Dayan, Vampire Necromancer **Level 19 Elite Controller**
Medium natural humanoid (undead) XP 4800
HP 340; **Bloodied** 170 **Initiative** +12
AC 33, **Fortitude** 30, **Reflex** 31, **Will** 32 **Perception** +16
Vulnerable 5 radiant Darkvision
Immune disease, poison; **Resist** 15 necrotic
Speed 7, climb 4 (spider climb)
Saving Throws +2; **Action Points** 1

TRAITS

Unholy Strength (necrotic) • Aura 2
Any undead ally in the aura deals 10 extra necrotic damage.

STANDARD ACTIONS

m Deft Longsword (weapon) • At-Will
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 2d8+10 damage and the target is knocked prone.
Effect: After the attack, Dayan slides the target up to 3 squares.

Embolden Undead • At-Will
Effect: Dayan can use *deft longsword* twice, or he can use *deft longsword* once and allow one undead ally within 5 squares of him to make a basic attack as a free action.

C Word of Beguilement (charm, psychic) • Recharge 5-6
Attack: Close blast 3 (enemies in the blast); +22 vs. Will
Hit: 2d8+14 psychic damage, and until the end of its next turn, the target is slowed and takes a -4 penalty to attack rolls its makes against Dayan.

C Necromantic Surge (necrotic) • Recharge when first bloodied
Attack: Close blast 5 (enemies in the blast); +22 vs. Fortitude
Hit: 2d6+12 necrotic damage, and the target is dazed (save ends).
Miss: Half damage and slowed (save ends).
Effect: Undead allies in theblast gain 15 temporary hit points.

MINOR ACTIONS

M Bite • At-Will (1/round)
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +22 vs. AC
Hit: 1d10+11 damage, and Dayan regains 10 hit points.

TRIGGERED ACTIONS

Mist Form (polymorph) • Encounter
Trigger: Dayan takes damage while bloodied.
Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.

Skills Arcana +19, Bluff +19, Stealth +18
Str 14 (+11) **Dex** 16 (+12) **Wis** 14 (+11)
Con 10 (+9) **Int** 18 (+13) **Cha** 18 (+13)
Alignment Evil **Languages** Common, Netherese
Note: Removed irrelevant traits; Halls of Undermountain.

MISSION 3D: HOLD THE GATE, AGAIN

Yuan-ti Malison Disciple of Zehir **Level 15 Controller**
Medium natural humanoid (reptile) XP 1400
HP 144; **Bloodied** 72 **Initiative** +13

AC 29, **Fortitude** 27, **Reflex** 27, **Will** 30 **Perception** +13
Resist 10 poison
Speed 7, **Climb** 7

TRAITS

Zehir's Favor (aura 10)

Effect: Allies in the aura at the start of their turns regains 5 hit points, enemies in the aura at the start of their turns take 5 poison damage.

STANDARD ACTIONS

m Morningstar (poison, weapon) • At-Will
Attack: Melee 1 (one creature) +20 vs. AC
Hit: 1d10 + 5 damage, and the Disciple makes a secondary attack against the same target.
Secondary attack: +18 vs. Fortitude
Hit: Ongoing 10 poison damage(save ends)

R Soothing Words(charm) • Recharge 3 4 5 6
Attack: Range 5, the target must be able to hear the disciple of Zehir: +22 vs Will
Hit: The target is Dominated (save ends).
Aftereffect: The Target is dazed (save ends).

Skills Bluff +20, History +17, Insight +16, Religion +17, Stealth +16
Str 16 (+10) **Dex** 20 (+11) **Wis** 18 (+10)
Con 20 (+11) **Int** 20 (+11) **Cha** 26 (+15)
Alignment evil **Languages** Common, Draconic
Equipment: heavy shield, bastard sword

Yuan-ti Malison Sharp-eye **Level 17 Artillery**
Medium natural humanoid (reptile) XP 1200

HP 118; **Bloodied** 59 **Initiative** +14
AC 29, **Fortitude** 25, **Reflex** 27, **Will** 24 **Perception** +15
Resist 10 poison
Speed 7

TRAITS

Chameleon Defense

The malison sharp-eye has concealment against attacks that originate more than 3 squares away.

STANDARD ACTIONS

m Scimitar (weapon) • At-Will
Attack: Melee 1 (one creature) +20 vs. AC
Hit: 1d8 + 8 damage (crit 2d8+24)

r Longbow (poison, weapon) • At-Will
Attack: Ranged 4, +22 vs. AC
Hit: 2d10+8 damage, and the malison sharp-eye makes a secondary attack against the same target.
Secondary Attack: +18 vs. Fortitude
Hit: ongoing 5 poison damage and the target is dazed (save ends both).

Skills Bluff +17, History +14, Insight +15, Stealth +19
Str 18 (+12) **Dex** 23 (+14) **Wis** 14 (+11)
Con 14 (+10) **Int** 12 (+9) **Cha** 18 (+12)
Alignment evil **Languages** common, Draconic
Equipment: scimitar, longbow, quiver of 30 arrows

Yuan-ti Incanter **Level 19 Artillery (leader)**
Medium natural humanoid (reptile) XP 1600

HP 158; **Bloodied** 79 **Initiative** +15
AC 30, **Fortitude** 28, **Reflex** 29, **Will** 25 **Perception** +15
Resist 10 poison
Speed 7

TRAITS

Zehir's Shield Aura 10

Allies in the aura gain a +2 power bonus to all defenses

Slither Away
While bloodies, the Malison Incanter gains +2 speed and a +5 bonus to all defenses.
STANDARD ACTIONS
m Bite (poison) • At-Will
Attack: Melee 1 (one creature) +20 vs. Fortitude Hit: 2d6 + 6 damage and ongoing 5 poison damage (save ends)
r Mindwarp (psychic) • At-Will
Attack: Range 20, +22 vs. AC Hit: 2d6+11 psychic damage, and the target is dazed (save ends)
R Poisoned Domination [Encounter] (charm) • Recharges when first bloodied
Attack: Range 5 Only against a target taking ongoing poison damage: +24 vs. Will Effect: The target is dominated until the incanter's next turn. Aftereffect: The Target is dazed (save ends)
R Zehir's Venom (poison) • Recharge 4 5 6
Attack: Range 10 Only against a target taking ongoing poison damage: +24 vs. Fortitude Hit: 2d10+10 poison damage, and the target is dazed (save ends)
MINOR ACTIONS
Grasping Coils • At-Will (1/round)
Attack: Melee 2, +22 vs. Reflex Hit: The target is pulled 1 square and grabbed (until escape). The Abomination can grab only one creature at a time.
TRIGGERED ACTIONS
Deflect Attack • Recharge 5 6 (Immediate Interrupt) Effect: The malison incanter transfers the attack's damage and effects to an adjacent ally.
Skills Endurance +17, Intimidate +16, Stealth +16
Str 22 (+15) Dex 18 (+13) Wis 16 (+12)
Con 20 (+14) Int 12 (+10) Cha 14 (+11)
Alignment evil Languages Draconic
Equipment: heavy shield, bastard sword

MISSION 3F: CONTAINMENT

Warwing Drake	Level 20 Skirmisher
Large natural beast (reptile)	XP 2800
HP 184; Bloodied 92	Initiative +14
AC 34, Fortitude 33, Reflex 31, Will 31	Perception +17
Immune fear (while flying)	
Speed 8, fly 8 (hover), overland flight 12	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC Hit: 1d10+12 damage.	
m Claw • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC Hit: 1d6+12 damage and ongoing 5 damage (save ends).	
M Flyby Attack • At-Will	
Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the either attack.	
Skills Athletics +19	
Str 18 (+14) Dex 15 (+12) Wis 14 (+12)	
Con 16 (+13) Int 6 (+8) Cha 14 (+12)	
Alignment Unaligned Languages -	
Note: Warwing Drake, reoved mount for space; Dungeon Magazine 165.	

Scaled Guardian	Level 18 Soldier
Medium natural humanoid (undead)	XP 2000
HP 166; Bloodied 83	Initiative +15
AC 34, Fortitude 30, Reflex 32, Will 28	Perception +9
Speed 8, climb 4	
Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Bite(poison) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC Hit: 1d6+10 damage, and ongoing 10 poison damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).	
TRIGGERED ACTIONS	
M Death Bite (necrotic) • At-Will	
Trigger: A creature takes damage from the ongoing poison of the guardian's bite. Attack (opportunity action): Melee 1 (the triggering creature); +16 vs. AC Hit: 2d6+9 damage, and the target is dazed and takes ongoing 10 necrotic damage (save ends both).	
Skills Stealth +18	
Str 13 (+10) Dex 18 (+13) Wis 10 (+9)	
Con 14 (+11) Int 9 (+8) Cha 11 (+9)	
Alignment Chaotic Evil Languages Common, Primordial	
Note: Marauders of the Dune Sea.	

Ad'Kian	Level 19 Elite Controller (Leader)
Medium natural humanoid (human)	XP 4800
HP 342; Bloodied 176	Initiative +9
AC 33, Fortitude 30, Reflex 31, Will 31	Perception +13
Speed 6	
Resist 10 necrotic, 5 radiant	
Action Point 1	
Saving Throws +2	
TRAITS	
Death Master • Aura 5	
All undead allies within the aura gain a +1 bonus to attack rolls and resist 10 radiant.	
Force of Personality (1/round)	
If Ad'Kian is affected by an effect that dazes, dominates, stuns, removes him from play, or makes him unconscious; he may make a saving throw against that effect before beginning his turn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC Hit: 1d6+9 damage and target is pushed 2.	
r Shadow Claw (implement, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Fortitude Hit: 1d10+12 necrotic damage and Ad'kian slides the target 3 squares.	
R Decaying Whisper (implement, necrotic) • Recharge 4-6	
Attack: Ranged 10 (one creature); +20 vs. Fortitude Hit: 2d10+11 necrotic damage and the tagret is slowed and takes ongoing 10 necrotic damage (save ends both).	
R Wind of Death (implement, necrotic) • At-Will	
Requirement: Decaying Whisper must be available. Effect: Ad'kian uses shadow claw and decaying whisper.	
A Swarming Claws (implement, necrotic) • Encounter	
Attack: Area Burst 1 within 10 (enemies within burst); +20 vs. Reflex Hit: 2d6+11 damage and the target is dazed and immobilized (save ends both). Miss: Half damage and is immobilized (save ends).	

Effect: The burst becomes a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 10 damage.

MINOR ACTIONS

R Sympathetic Energies (psychic) • Encounter

Attack: ranged 5 (one creature); +20 vs. Will

Hit: 1d6+8 psychic damage.

Effect: Once per round (DM's choice) when Ad'kian takes damage, the target also takes psychic damage equal to the amount Ad'kian took (save ends).

Miss: As Effect, but the target's damage is halved.

TRIGGERED ACTIONS

M Shadow Fury

Trigger: Ad'kian is bloodied.

Attack (no action): Decaying whisper recharges and Ad'kian immediately uses wind of death.

Skills Arcana +17, Bluff +14, Intimidate +14, Religion +17

Str 12 (+10) **Dex** 11 (+9) **Wis** 16 (+12)

Con 11 (+9) **Int** 16 (+12) **Cha** 11 (+9)

Alignment Evil **Languages** Common, Netherese

Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death, sympathetic energies, and shadow fury; Dungeon Magazine 182.

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier Level 18 Minion

Medium natural humanoid (human) XP 500

HP 1; A missed attack never damages a minion **Initiative** +13

AC 32, **Fortitude** 32, **Reflex** 31, **Will** 29 **Perception** +9

Speed 6

TRAITS

Dirty Tactics

A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.

STANDARD ACTIONS

m Short Sword (Weapon) • At-Will

Attack: Melee 1 (one creature); +23 vs. AC

Hit: 12 damage and target is slowed (save ends) (16 damage with combat advantage)

Str 16 (+12) **Dex** 14 (+11) **Wis** 9 (+8)

Con 12 (+10) **Int** 10 (+9) **Cha** 8 (+8)

Alignment Evil **Languages** Common, Netherese

Note: Re-flavored Grand Melee Gladiator, added slow; Dragon Magazine Annual.

Lizardfolk Shocker Level 19 Artillery

Medium natural humanoid (reptile) XP 2400

HP 134; **Bloodied** 67 **Initiative** +13

AC 33, **Fortitude** 31, **Reflex** 33, **Will** 29 **Perception** +8

Speed 6 (swampwalk)

STANDARD ACTIONS

m Greatclub (weapon) • At-Will

Attack: Melee 1 (one creature); +24 vs. AC

Hit: 1d6+12 damage.

r Witch Lightning (lightning, radiant) • At-Will

Attack: Ranged 20 (one creature); +24 vs. Reflex

Hit: 1d8+11 lightning and radiant damage, and each enemy within 2 squares of the target takes 15 lightning damage.

A Ball of Lightning (lightning) • Encounter

Attack: Area burst 2 within 20 (creatures in the burst); +24 vs. Reflex

Hit: 1d8+11 lightning damage, and ongoing 10 lightning damage (save ends).

Miss: Half damage and ongoing 5 lightning (save ends).

TRIGGERED ACTIONS

Sudden Jolt (lightning, radiant) • At-Will

Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack.

Effect (immediate reaction): Close burst 20 (triggering enemy in the burst). The target takes 12 lightning and radiant damage.

Str 14 (+11) **Dex** 18 (+13) **Wis** 10 (+9)

Con 14 (+11) **Int** 8 (+8) **Cha** 8 (+8)

Alignment Unaligned **Languages** Draconic

Note: Monster Vault: Threats to the Nentir Vale.

Poisonscale Brawler Level 19 Brute

Medium natural humanoid (reptile) XP 2400

HP 215; **Bloodied** 107 **Initiative** +11

AC 31, **Fortitude** 31, **Reflex** 29, **Will** 28 **Perception** +9

Speed 6 (swampwalk)

STANDARD ACTIONS

m Club (weapon) • At-Will

Attack: Melee 1 (one creature); +24 vs. AC

Hit: 2d6+14 damage.

M Crushing Grasp • At-Will

Attack: Melee 1 (one creature grabbed by the brawler); +22 vs. Fortitude

Hit: 3d6+15 and target is slowed and take 10 ongoing damage (save ends both).

Miss: Half damage.

MINOR ACTIONS

M Feral Grab • At-Will (1/round)

Requirement: The brawler must not be grabbing a creature.

Attack: Melee 1 (one creature that isn't grabbed); +22 vs. Reflex

Hit: The brawler grabs the target (escape DC 21) and target is dazed until the start of brawler's next turn.

Skills Athletics +18, Stealth +16

Str 18 (+13) **Dex** 15 (+11) **Wis** 10 (+9)

Con 15 (+11) **Int** 7 (+7) **Cha** 8 (+8)

Alignment Unaligned **Languages** Draconic

Note: Monster Vault.

Shadraxx, Elder Black Dragon Level 18 Solo Lurker

Huge natural magical beast (aquatic, dragon) XP 10000

HP 752; **Bloodied** 376 **Initiative** +20

AC 34, **Fortitude** 30, **Reflex** 32, **Will** 29 **Perception** +17

Resist 20 acid Darkvision

Speed 8 (swampwalk), fly 8, overland flight 10, swim 8

Saving Throws +5; **Action Points** 2

TRAITS

Acidic Blood (acid)

Whenever the dragon takes damage while it is bloodied, each creature adjacent to it takes 10 acid damage.

Aquatic

The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Instinctive Devouring

On an initiative of 10 + its initiative check, the dragon can use a free action to charge or to use bite. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.

Action Recovery

Whenever the dragon ends its turn, any dazing, stunning, or

dominating effect on it ends.

STANDARD ACTIONS

m Bite (acid) • At-Will

Attack: Melee 3 (one creature); +23 vs. AC
Hit: 4d8+11 damage, and the target takes ongoing 10 acid damage (save ends).
Miss: 10 acid damage.

M Claw • At-Will

Attack: Melee 3 (2 attacks; one or two creatures); +23 vs. AC
Hit: 3d10+10 damage.

R Acid Glob (acid) • At-Will

Attack: Ranged 10 (one creature); +21 vs. Reflex
Hit: The target takes ongoing 30 acid damage and is blinded (save ends both).

C Breath Weapon (Acid) • Recharge 5-6

Attack: Close blast 5 (enemies in blast); +21 vs. Reflex
Hit: 3d10+5 acid damage, and ongoing 15 acid damage and a -4 penalty to AC (save ends both).
Miss: Half damage and ongoing 10 acid damage (save ends).

C Shroud of Gloom • Recharge 6

Effect: Close burst 5 (enemies in blast); Each target gains vulnerable 10 acid and takes a -2 penalty to attack rolls until the end of the encounter. A character can use a standard action to attempt a DC 17 Heal check to end this effect on himself or herself or an adjacent ally.

C Cloud of Darkness (zone) • Recharge 4-6

Effect: Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded. The zone can be sustained as a minor action.

C Frightful Presence (Fear) • Encounter

Attack: Close burst 5 (enemies in blast); +20 vs. Will
Hit: The target is stunned until the end of the dragon's next turn.
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

TRIGGERED ACTIONS

M Tail Sweep • At-Will

Trigger: An enemy misses the dragon with a melee attack.
Attack (opportunity action): Melee 4 (triggering enemy); +21 vs. Reflex
Hit: 2d8+2 damage, and the target is pushed 1 square and falls prone, each of the target's allies adjacent to the target takes 10 damage.

C Bloodied Breath • At-Will

Trigger: The dragon is first bloodied.
Effect (free action): Breath weapon recharges, and the dragon uses it.

Skills Nature +17, Stealth +25

Str 21 (+14) Dex 25 (+16) Wis 16 (+12)

Con 17 (+12) Int 16 (+12) Cha 14 (+11)

Alignment Evil Languages Common, Draconic

Note: Updated, Monster Manual.

Shadow Ogre

Level 18 Brute

Large natural humanoid (shadow, giant)

XP 2000

HP 211; Bloodied 105

Initiative +11

AC 30, Fortitude 30, Reflex 28, Will 28

Perception +10

Speed 8

STANDARD ACTIONS

m Greatclub (weapon) • At-Will

Attack: Melee 2 (one creature); +23 vs. AC
Hit: 4d8+9 damage.

r Rock (weapon) • At-Will

Attack: Ranged 5 (one creature); +23 vs. AC
Hit: 3d6+11 damage.

M Juggernaut Push • Recharge 5-6

Attack: Melee 1 (one creature); +21 vs. Fortitude
Hit: The ogre pushes the target 1 square and knocks it prone. The ogre then shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.

M Grand Slam (weapon) • Encounter

Attack: Melee 2 (one creature); +17 vs. AC
Hit: 4d10+10 damage, and the ogre pushes the target up to 2 squares and knocks it prone.
Miss: Half damage, and the target falls prone.

MOVE ACTIONS

Shadow Step (teleport)

Effect: The ogre teleports 4 squares and gains concealment until the end of its next turn.

Str 24 (+16) Dex 15 (+11) Wis 15 (+11)

Con 21 (+14) Int 4 (+6) Cha 6 (+7)

Alignment Chaotic evil Languages Giant

Note: Ogre Juggernaut, added shadow step; Monster Vault.

APPENDIX 15: AL 20 STAT BLOCKS

MISSION 1AA: THROUGH THE BORDER

Kobold Nagaguard		Level 20 Minion
Small natural humanoid (reptile)		XP 700
HP 1; A missed attack never damages a minion		Initiative +13
AC 34, Fortitude 32, Reflex 32, Will 29		Perception +10
Speed 6		Darkvision
STANDARD ACTIONS		
m Short Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 14 damage		
r Javelin (Weapon) • Encounter		
Attack: Ranged 10/20 (one creature); +24 vs. AC		
Hit: 14 damage		
MINOR ACTIONS		
Shifty • At-Will		
Effect: The kobold shifts 1 square.		
TRIGGERED ACTIONS		
Spinning Slash		
Trigger: The kobold nagaguard hits with a short sword attack.		
Attack (no action): The kobold nagaguard deals 11 damage to one other enemy adjacent to it.		
Shield Block		
Trigger: The kobold nagaguard is reduced to 0 hit points by a close or area attack.		
Attack (no action): Roll a d20. On a 15 or higher, the kobold is instead reduced to 1 hit point.		
Skills Stealth +15, Thievery +15		
Str 8 (+9)	Dex 16 (+13)	Wis 10 (+10)
Con 14 (+12)	Int 9 (+9)	Cha 10 (+10)
Alignment Unaligned		Languages -
Note: Re-flavored Kobold Cleaver, removed Trap Sense and added javelin from Kobold Minion as an encounter power, added shield block; Dungeon Delve.		

Plaguetouched Eladrin Arcane Archer		Level 21 Artillery
Medium fey humanoid (plaguetouched, eladrin)		XP 3200
HP 157; Bloodied 78		Initiative +14
AC 33, Fortitude 32, Reflex 34, Will 32		Perception +13
Speed 6		low-light vision
Saving Throw +5 against charm effects		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +28 vs. AC		
Hit: 1d6 + 11 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Attack: Ranged 20/40 (two creatures); +26 vs. AC or Reflex (whichever is lower)		
Hit: 1d10+8 damage plus 1d8+6 fire damage.		
A Eldritch Burst (force) • Recharge 4-6		
Attack: Area burst 2 within 20; +26 vs. Fortitude		
Hit: 1d10 + 13 force damage, and the target is knocked prone (save ends).		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
The eladrin arcane archer teleports 5 squares.		
TRIGGERED ACTIONS		
Archer's Withdraw • Encounter		
Trigger: An enemy moves adjacent to the arcane archer.		
Attack (immediate interrupt): The arcane archer shifts 1 square and		

makes a *scorching arrow* attack against the triggering enemy.

Str 12 (+11) Dex 18 (+14) Wis 11 (+10)

Con 15 (+12) Int 17 (+13) Cha 15 (+12)

Alignment Unaligned Languages Common, Elven

Note: Based on the Eladrin Arcane Archer from *Monster Manual 2*.

Wyrmwarpred Atrocity		Level 21 Brute
Medium natural humanoid (reptile)		XP 3200
HP 240; Bloodied 120		Initiative +16
AC 34, Fortitude 35, Reflex 35, Will 32		Perception +13
Speed 7		
TRAITS		
Zehir's Fang • Aura 10		
Reptile allies in the aura gain a +1 power bonus to attack rolls.		
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 2d10 + 9 damage.		
m Poison Bite (poison) • At-Will		
Attack: Melee 1 (one creature); +23 vs. Fortitude		
Hit: 2d6+8 damage plus ongoing 10 poison damage (save ends).		
M Swift Strikes • At-Will		
The wyrmwarpred atrocity makes a <i>claw</i> and <i>poison bite</i> attack.		
TRIGGERED ACTIONS		
C Death Burst (acid)		
Trigger: The atrocity is reduced to 0 hit points causing it to explode in a burst of acidic goo.		
Attack (no action): Close burst 2 (creatures in burst); +21 vs. Reflex		
Hit: 1d10 + 11 acid damage, and the target takes a -2 penalty to attack rolls (save ends).		
Str 22 (+17)	Dex 22 (+17)	Wis 16 (+14)
Con 20 (+16)	Int 9 (+10)	Cha 12 (+12)
Alignment Evil		Languages Common, Draconic
Note: Based on the Yuan-ti Fangblade with death burst from <i>Dangerous Delves</i> .		

Plaguetouched Pikeman		Level 21 Soldier
Medium natural humanoid (plaguetouched, human)		XP 3200
HP 197; Bloodied 98		Initiative +15
AC 37, Fortitude 34, Reflex 32, Will 32		Perception +13
Speed 6		
TRAITS		
Chosen Foe		
Any target marked by the pikeman also grants combat advantage to it.		
STANDARD ACTIONS		
m Pike (weapon) • At-Will		
Attack: Melee 2 (one creature); +28 vs. AC		
Hit: 1d8 + 12 damage, plus the target is marked until the end of the pikeman's next turn.		
r Shortbow (weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +28 vs. AC		
Hit: 1d8 + 12 damage, plus the target is marked until the end of the pikeman's next turn.		
MINOR ACTIONS		
Spearmaster's Stead (weapon) • Recharge 5-6		
The pikeman gains threatening reach, allowing it to make opportunity attacks against all enemies within its reach (2 squares). This effect ends when the pikeman moves.		
TRIGGERED ACTIONS		
Pinning Pike		
Trigger: The pikeman hits with an opportunity attack.		

Effect (immediate reaction): The target is knocked prone.

Plaguetouched Resilience • Encounter
Effect: The pikeman rolls a saving throw against the triggering effect.

Skills Athletics +21, Religion +16
Str 22 (+16) **Dex** 16 (+13) **Wis** 17 (+13)
Con 21 (+15) **Int** 12 (+11) **Cha** 14 (+12)

Alignment Evil **Languages** Common

Note: Based on Banesworn Warrior, made human and plaguetouched, added plaguetouched resilience; *The Plane Above*.

MISSION 1AB: HOLD THE PORTAL

Venom-Maw Hydra (H) **Level 21 Solo Brute**
Huge natural beast (reptile, water) XP 16000
HP 832; **Bloodied** 416 **Initiative** +15
AC 35, **Fortitude** 35, **Reflex** 33, **Will** 32 **Perception** +19
Resist 10 poison
Speed 7, swim 10 All-around vision, Darkvision
Saving Throw +5, **Action Points** 2

TRAITS

All-Around Vision

Enemies can't gain combat advantage by flanking the hydra.

Many Headed

While stunned or dominated, the hydra can take free actions.

Regenerating Heads

The hydra starts an encounter with four heads. When the hydra hit points first go below 624, 416 and 208, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.

Threatening Reach

The hydra can make opportunity attacks against enemies within 3 squares of it.

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 3 (one creature); +26 vs. AC

Hit: 3d12 + 4 damage and ongoing 10 poison damage, or ongoing 20 poison damage if the hydra is bloodied (save ends).

R Venomous Spit (Poison) • At-Will

Attack: Ranged 10 (one creature); +24 vs. Reflex; This attack does not provoke opportunity attacks.

Hit: 2d12 + 9 poison damage and the target falls prone.

Hydra Fury • At-Will

Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it only has two heads, it gains a +5 bonus to damage rolls. If it only has one head, it gains a +15 bonus to damage rolls.

TRIGGERED ACTIONS

M Snapping Jaws • At-Will

Trigger: An enemy ends its turn within 2 squares of the hydra.

Effect (free action): The hydra uses bite twice against the triggering enemy.

Skills Stealth +20

Str 25 (+17) **Dex** 20 (+15) **Wis** 18 (+14)

Con 24 (+17) **Int** 2 (+6) **Cha** 8 (+9)

Alignment Unaligned **Languages** -

5 Yuan-ti Sharpshooters (S) Level 21 Minion Artillery

Medium natural humanoid (reptile) XP 800
HP 1; a missed attack never damages a minion **Initiative** +12
AC 35, **Fortitude** 30, **Reflex** 34, **Will** 33 **Perception** +13
Resist 10 poison
Speed 6 Darkvision

TRAITS

Chameleon Defense

The yuan-ti has partial concealment from creatures more than 3 squares away from it.

STANDARD ACTIONS

m Poison Touch • At-Will

Attack: Melee 1 (one creature); +24 vs. Fortitude

Hit: 10 poison damage.

r Poison Arrows • At-Will

Attack: Ranged 20 (one creature); +26 vs. Reflex

Hit: 14 poison damage.

A Exploding Arrows • At-Will

Attack: Area burst 1 within 20 (enemies in burst); +26 vs. Reflex

Hit: 12 fire and poison damage.

Miss: Half damage.

Str 9 (+9) **Dex** 14 (+12) **Wis** 17 (+13)

Con 20 (+15) **Int** 28 (+19) **Cha** 26 (+18)

Alignment Evil **Languages** Common, Draconic

Note: Re-flavored lich remnant as a yuan-ti.

Yuan-ti Beastmaster Level 20 Controller (Leader)

Large natural humanoid (reptile) XP 2800

HP 188; **Bloodied** 94 **Initiative** +14

AC 34, **Fortitude** 33, **Reflex** 31, **Will** 32 **Perception** +16

Resist 10 poison

Speed 8 Low-light vision

TRAITS

Chameleon Defense

The yuan-ti has partial concealment from creatures more than 3 squares away from it.

O Zehir's Agony • Aura 5

An enemy that starts its turn within the aura takes 10 poison damage.

STANDARD ACTIONS

m Trident (weapon) • At-Will

Attack: Melee 3 (one creature); +25 vs. AC

Hit: 3d8 + 15 damage, and the target falls prone.

C Beast Mastery • At-Will

Effect: Close burst 10 (one allied beast in the burst); the target shifts up to half its speed and makes a basic attack as a free action.

C Attraction Spray (charm) • Encounter

Attack: Close burst 1 (enemies in the burst); +23 vs. Will

Hit: The target is dominated (save ends).

MINOR ACTIONS

A Hurl Net (weapon) • At-Will (1/round)

Attack: Area burst 1 within 5 (creatures in the burst); +23 vs. Reflex

Hit: The target is restrained (save ends).

TRIGGERED ACTIONS

Poison Defense • At-Will

Trigger: The beastmaster is hit by the attack.

Effect (Immediate Interrupt): The beastmaster gains resist 5 to all damage against the triggering attack.

Skills Athletics +19, Dungeoneering +20, Nature +20, Stealth +18

Str 21 (+14) **Dex** 18 (+13) **Wis** 22 (+15)

Con 20 (+14) **Int** 12 (+10) **Cha** 11 (+9)

Alignment Evil **Languages** Common, Draconic

Equipment 6 nets, trident

Note: Re-flavored Zorsa, Stone Giant Tamer. Added zehir's agony

MISSION 1A C: DROP ZONE

Plaguechanged Evangelist of Torm (E) Level 20 Elite Artillery	
Large aberrant humanoid (human)	XP 5600
HP 292; Bloodied 146	Initiative +14
AC 34, Fortitude 32, Reflex 32, Will 33	Perception +16
Immune poison	
Speed 6, fly 6 (hover)	Low-light vision
Saving Throw +2, Action Points 1	
TRAITS	
Regeneration	
The evangelist regains 10 hit points at the start of his turn unless he takes radiant damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d8 + 15 damage.	
M Mangle • Recharge 6	
The evangelist uses slam twice. If both hit, it makes a secondary attack against the target.	
Effect: 3d10 + 15 damage.	
R Sapping Narration (fire, psychic) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: 3d8 + 15 fire and psychic damage, and the target is weakened (save ends).	
R Painful Speech (fire, necrotic) • At-Will	
Attack: Ranged 20 (one creature); +23 vs. Will	
Hit: 3d8 + 15 fire and necrotic damage, and the target is gains vulnerable 10 fire and psychic (save ends). The target cannot save against this effect while within 10 squares of the evangelist.	
A Mesmerizing Oration (charm, fire, psychic) • Encounter	
Attack: Area burst 4 within 10 (creatures in the burst); +24 vs. Will	
Hit: 3d8 + 13 fire and psychic damage, and the target is dazed (save ends).	
First Failed Save: The target is unconscious (save ends).	
Aftereffect: The target is dazed (save ends).	
Skills Arcana +20, Bluff +23, Diplomacy +22, Insight +16	
Str 12 (+11)	Dex 18 (+14) Wis 12 (+11)
Con 20 (+15)	Int 21 (+15) Cha 25 (+17)
Alignment Chaotic Evil Languages Abyssal, Common, Deep Speech	
Note: Based on the Luthvaerynn from <i>Forgotten Realms Campaign Guide</i> . Changed to large to match heroic size and show abnormal growth due to corruption. Removed change shape power because not relevant. Added fire to show influence of corrupted fire. Assumed legged form for speed and changed silvered weapon to radiant damage for regeneration.	

4 Flamechanged Clerics of Torm (C) Level 22 Minion Artillery	
Medium aberrant humanoid (human)	XP 1038
HP 1; a missed attack never damages a minion	Initiative +12
AC 34, Fortitude 31, Reflex 32, Will 33	Perception +13
Immune fire	
Speed 6 fly 6	Darkvision
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 15 damage.	
r Searing Light (fire, radiant) • At-Will	
Attack: Ranged 20 (one or two creatures); +25 vs. Reflex	
Hit: 14 fire and radiant damage.	
TRIGGERED ACTIONS	

Corrupted Effort • Encounter		
Trigger: The cleric misses with an attack.		
Effect: The cleric gains a +4 bonus to the attack.		
Dying Breath (fire, necrotic) • Encounter		
Trigger: The cleric drops to 0 hit points.		
Attack (free action): Area burst 1 within 10 (creatures in burst); +25 vs. Reflex		
Hit: 18 fire and radiant damage.		
Miss: 9 fire and radiant damage.		
Str 10 (+11)	Dex 14 (+13)	Wis 16 (+14)
Con 16 (+14)	Int 18 (+14)	Cha 22 (+17)
Alignment Evil		Languages Common
Equipment mace		
Note: Based on flamebred kobold mage from <i>Dungeon 200</i> . Added heroic effort-like power and removed shifty.		

Warped Paladin of Torm (P) Level 20 Elite Brute	
Large aberrant humanoid (human)	XP 5600
HP 466; Bloodied 233	Initiative +13
AC 30, Fortitude 30, Reflex 29, Will 28	Perception +13
Resist 10 psychic	
Speed 6, climb 4	Blindsight 10
Saving Throw +2, Action Points 1	
STANDARD ACTIONS	
m Shadow Tentacle • At-Will	
Attack: Melee 3 (one creature); +23 vs. Reflex	
Hit: 4d10 + 12 damage, and the target is grabbed (escape DC 27).	
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); +23 vs. Reflex	
Hit: 3d10 + 12 damage, and the target falls prone.	
C Psychic Burst • Encounter	
Attack: Close burst 2 (enemies in the burst); +23 vs. Will	
Hit: 2d12 + 9 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Arcane Release (cold, fire, lightning, thunder) • Encounter	
Trigger: The paladin is stunned or dropped to 0 hit points.	
Attack (no action): Close burst 2 (creatures in burst); +23 vs. Fortitude	
Hit: 3d10 + 10 cold, fire, lightning, and thunder damage.	
Miss: Half damage.	
Skills Arcana +20, Dungeoneering +18	
Str 20 (+15)	Dex 16 (+14) Wis 16 (+13)
Con 23 (+16)	Int 21 (+15) Cha 3 (+6)
Alignment Evil Languages Common, Deep Speech	
Note: Based on warped mage of saruun from <i>Monster Vault: Threats to the Nentir Vale</i> . Changed to large due to corruption and to match size on map with heroic.	

MISSION 1A D: WE'RE WITH YOU

Werewolf Bravo Level 21 Skirmisher	
Medium natural humanoid (shapechanger)	XP 3200
HP 194; Bloodied 97	Initiative +18
AC 35, Fortitude 33, Reflex 34, Will 32	Perception +18
Speed 6	Low-light vision
Regeneration 15 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn).	
TRAITS	
Combat Advantage	
The bravo deals 3d6 extra damage on melee attacks against any target that grants it combat advantage.	
STANDARD ACTIONS	

m Short Sword (poison, weapon) • At-Will
<i>Requirement:</i> The bravo must be in human or hybrid form.
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC
<i>Hit:</i> 1d10 +10 damage, plus ongoing 15 poison damage (save ends).
m Bite • At-Will
<i>Requirement:</i> The bravo must be in wolf or hybrid form.
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC
<i>Hit:</i> 1d6 + 8 damage, plus ongoing 10 poison damage (save ends).
r Crossbow (poison, weapon) • At-Will
<i>Attack:</i> Ranged 15/30 (one creature); +26 vs. AC
<i>Hit:</i> 1d8 + 10 poison damage, plus ongoing 10 poison damage (save ends).
M Dance of Poison • Recharge when first bloodied
<i>Effect:</i> The bravo makes two short sword attacks against one target, shifts up to 3 squares, and makes two short sword attacks against a different target.
MINOR ACTIONS
Change Shape (polymorph) • At-Will
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.
Skills Bluff +19, Stealth +21, Streetwise +20, Thievery +21
Str 20 (+15) Dex 22 (+16) Wis 16 (+13)
Con 18 (+14) Int 15 (+12) Cha 18 (+14)
Alignment Unaligned Languages Common
Note: Based on the Wererat Sewer Guard from <i>Dungeonmaster's Guide</i> 2.

Werewolf Warrior	Level 21 Minion Soldier
Medium natural humanoid (shapechanger)	XP 800
HP 1; a missed attack never damages a minion.	Initiative +16
AC 37, Fortitude 33, Reflex 33, Will 33	Perception +13
Speed 6	
TRAITS	
Harrying Bite • Aura 1	
Any enemy that starts its turn within the aura is immobilized until the start of its next turn.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Requirement:</i> The warrior must be in wolf or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +24 vs. AC	
<i>Hit:</i> 13 damage.	
m Silver Longsword (weapon) • At-Will	
<i>Requirement:</i> The warrior must be in human or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +28 vs. AC	
<i>Hit:</i> 12 damage or 16 damage against immobilized targets.	
MOVE ACTIONS	
Jump • Encounter	
<i>Effect:</i> The werewolf flies 5 squares. The werewolf must land at the end of this movement, or it falls.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
Str 19 (+14) Dex 18 (+14) Wis 16 (+13)	
Con 13 (+11) Int 10 (+10) Cha 11 (+10)	
Alignment Unaligned Languages Common	
Note: Based on the Githyanki Sky Pirate from <i>Dungeon Magazine</i> 180.	

Nisal, Werewolf Boss	Level 23 Soldier
Medium natural humanoid (shapechanger)	XP 5100
HP 210; Bloodied 105	Initiative +18
AC 39, Fortitude 37, Reflex 35, Will 33	Perception +12
Speed 7; climb 5	Darkvision
STANDARD ACTIONS	
m Kinslayer Axe (weapon) • At-Will	
<i>Requirement:</i> The boss must be in human or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC	
<i>Hit:</i> 2d12+14 damage, and the target falls prone.	
<i>Effect:</i> The target is marked until the end of Nisal's next turn.	
m Bite • At-Will	
<i>Requirement:</i> The boss must be in wolf or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC	
<i>Hit:</i> 2d12+14 damage, and the target falls prone.	
C Kinslayer's Carnage (weapon) • Recharge when first bloodied	
<i>Requirement:</i> The boss must be in human or hybrid form.	
<i>Attack:</i> Close burst 1 (enemies in blast); +26 vs. AC	
<i>Hit:</i> 3d12+10, and the target is marked (save ends).	
<i>Miss:</i> Half damage and the target is marked until the end of Nisal's next turn.	
MOVE ACTIONS	
Lycanthrope Charge (polymorph) • Recharge when Nisal uses Lycanthrope Mark	
<i>Effect:</i> Nisal becomes a wolf and shifts up to his speed. During this movement he is insubstantial. At the end of the movement, each enemy adjacent to him is marked until the end of Nisal's next turn.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
<i>Effect:</i> The werewolf alters its form to appear as a Medium wolf, unique human, or hybrid until it uses change shape again or until it drops to 0 hit points. It retains its statistics in its new form. Its clothing, armor, and other possessions do not change.	
TRIGGERED ACTIONS	
Lycanthrope Mark (necrotic) • At-Will	
<i>Trigger:</i> An enemy within 5 squares of Nisal and marked by him makes an attack that doesn't include him as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 20 necrotic damage.	
Str 24 (+18) Dex 21 (+16) Wis 13 (+12)	
Con 18 (+15) Int 10 (+11) Cha 17 (+14)	
Alignment Unaligned Languages Common	
Note: Based on the Nikolai Charnel Brother from <i>The Shadowfell</i> .	

MISSION IBA: SCOUT BEHIND THE WALLS

Netherese Soldier	Level 20 Minion
Medium natural humanoid (human)	XP 700
HP 1; A missed attack never damages a minion	Initiative +14
AC 34, Fortitude 34, Reflex 33, Will 31	Perception +10
Speed 6	
TRAITS	
Dirty Tactics	
A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.	
STANDARD ACTIONS	
m Short Sword (Weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC	
<i>Hit:</i> 14 damage and target is slowed (save ends) (18 damage with combat advantage)	
Str 16 (+13) Dex 14 (+12) Wis 9 (+9)	
Con 12 (+11) Int 10 (+10) Cha 8 (+9)	

Alignment Evil **Languages** Common, Netherese
Note: Reflavored Grand Melee Gladiator, added slow; Dragon Magazine Annual.

Bhaalspawn Zombie **Level 20 Brute**
Medium natural animate (undead) XP 2800
HP 220; Bloodied 110 **Initiative +8**
AC 27, Fortitude 27, Reflex 23, Will 24 **Perception +9**
Speed 4 Blindsight 5, Darkvision
Immune disease, poison; **Resist 10** necrotic, 5 radiant
Saving Throws +5 vs. charm, poison, unconscious

TRAITS
Zombie Weakness
Any critical hit to the zombie reduces it to 0 hit points.

STANDARD ACTIONS
m Slam • At-Will
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 2d6+11 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

M Zombie Grab • At-Will
Attack: Melee 1 (one creature); +22 vs. Reflex
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.

Str 14 (+12) **Dex 6 (+8)** **Wis 8 (+9)**
Con 10 (+10) **Int 5 (+7)** **Cha 3 (+6)**

Alignment Unaligned **Languages** -
Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.

MISSION IBB: SABOTAGE THE SPAWNING VATS

Yuan-ti Infiltrator **Level 21 Artillery**
Medium natural humanoid (aquatic, reptile) XP 3200
HP 142; Bloodied 71 **Initiative +14**
AC 33, Fortitude 32, Reflex 34, Will 33 **Perception +16**
Resist 5 poison
Speed 6, swim 4

STANDARD ACTIONS
m Spear (weapon) • At-Will
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 2d8 + 15 damage

r Magic Missile (force) • At-Will
Attack: Ranged 20 (one creature); +26 vs. Reflex
Hit: 2d4 + 11 force damage and target is knocked prone.

R Missile Barrage (force) • At-Will
Effect: The infiltrator makes three *magic missile* attacks.

A Force Implosion (force) • Encounter
Attack: Area burst 2 within 20 squares (each creature in the burst); +21 vs. Reflex
Hit: 3d6 + 13 force damage and target is stunned (save ends).
Aftersave: Targeted is dazed until the end of yuan-ti infiltrator's next turn.
Miss: Half damage and target is slowed until the end of yuan-ti infiltrator's next turn.

MINOR ACTIONS
Change Shape (polymorph) • At-Will
Effect: The infiltrator can alter his physical form to appear as a Medium humanoid of any race or gender.

Skills Bluff +21, Insight +16
Str 15(+12) **Dex 18 (+14)** **Wis 12 (+11)**
Con 16(+13) **Int 14 (+12)** **Cha 20 (+15)**

Alignment evil **Languages** Common, Draconic
Equipment leather armor, spear
Note: Issiel, Yuan-ti Infiltrator from Fortress of the Yuan-ti; removed elite and adapted for water.

Bhaalspawn Zombie **Level 20 Brute**
Medium natural animate (undead) XP 2800
HP 220; Bloodied 110 **Initiative +8**
AC 27, Fortitude 27, Reflex 23, Will 24 **Perception +9**
Speed 4 Blindsight 5, Darkvision
Immune disease, poison; **Resist 10** necrotic, 5 radiant
Saving Throws +5 vs. charm, poison, unconscious

TRAITS
Zombie Weakness
Any critical hit to the zombie reduces it to 0 hit points.

STANDARD ACTIONS
m Slam • At-Will
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 2d6+11 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

M Zombie Grab • At-Will
Attack: Melee 1 (one creature); +22 vs. Reflex
Hit: The target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.

Str 14 (+12) **Dex 6 (+8)** **Wis 8 (+9)**
Con 10 (+10) **Int 5 (+7)** **Cha 3 (+6)**

Alignment Unaligned **Languages** -
Note: Reflavored Zombie with Bhaalspawn theme, added blindsight; Monster Manual.

Bhaalspawn Grunts **Level 22 Minion Soldier**
Medium natural humanoid (undead) XP 1038
HP 1; a missed attack never damages a minion. **Initiative +16**
AC 38, Fortitude 36, Reflex 34, Will 32 **Perception +16**
Speed 6 Darkvision

STANDARD ACTIONS
m Grabbing Claws • At-Will
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 13 damage, and the target is grabbed (escape DC 24) if the Bhaalspawn grunt has no creature grabbed.

M Bite (disease) • At-Will
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +26 vs. AC
Hit: 15 damage and 10 ongoing damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

Str 18 (+15) **Dex 14 (+13)** **Wis 11 (+11)**
Con 18 (+15) **Int 7 (+9)** **Cha 10 (+11)**

Alignment chaotic evil **Languages** Common
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Bloodfire Ooze **Level 21 Elite Brute**
Large elemental beast (fire, ooze) XP 6400
HP 478; Bloodied 238 **Initiative +11**
AC 32, Fortitude 35, Reflex 32, Will 31 **Perception +15**
Speed 6 Blindsight 20
Immune fire, **Vulnerable 10** cold
Saving Throws +2; Action Points 1

TRAITS
Bloodfire Aura (fire) • Aura 2

Any creature that ends its turn in the aura takes 15 fire damage		
Demonic Fire		
Fire damage dealt by the bloodfire ooze ignores 15 points of a target's fire resistance.		
Ooze		
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take a -5 penalty to attack roles, and it doesn't grant combat advantage for squeezing. The ooze cannot be knocked prone.		
STANDARD ACTIONS		
m Slam (fire) • At-Will		
Attack: Melee 2 (one creature); +26 vs. AC		
Hit: 2d10 + 14 fire damage.		
C Fiery Eruption (fire) • Recharge 5 6		
Attack: Close burst 3 (creatures in burst); +24 vs. Reflex		
Hit: 2d8 + 9 fire damage, and ongoing 15 fire damage (save ends).		
MINOR ACTIONS		
C Sulfuric Breath (poison) • At-Will (1/round)		
Attack: Close blast 3 (creatures in blast); +23 vs. Fortitude		
Hit: 2d6 + 11 poison damage.		
TRIGGERED ACTIONS		
Boiling Blood (fire) • Encounter		
Trigger: The bloodfire ooze is bloodied.		
Effect (Immediate Reaction): The bloodfire ooze recharges <i>fiery eruption</i> and uses it.		
Str 15 (+12)	Dex 13 (+11)	Wis 11 (+10)
Con 18 (+14)	Int 1 (+5)	Cha 4 (+7)
Alignment Chaotic Evil Languages -		

Yuan-ti Conglomeration		Level 20 Elite Brute
Large natural animate (reptile, undead)		XP 5600
HP 454; Bloodied 227		Initiative +14
AC 32, Fortitude 32, Reflex 32, Will 31		Perception +12
Immune disease, poison; Resist 10 necrotic		Darkvision
Vulnerable 5 radiant		
Speed 7		
Action Points 1		
STANDARD ACTIONS		
m Bite (disease, poison) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 1d4+12 damage and ongoing 15 poison (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).		
m Scimitar (charm) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 1d8+12 damage (crit 1d8+20) plus 15 poison damage		
M Snake Strike • At-Will		
The yuan-ti conglomeration makes a <i>bite</i> and two <i>scimitar</i> attacks.		
MOVE ACTIONS		
Conglomeration (healing) • Encounter		
Effect: The yuan-ti conglomeration absorbs a dead body, healing 20 points of damage and gaining a +4 bonus to attacks and +20 bonus to damage until the end of the conglomeration's next turn.		
Str 16 (+13)	Dex 16 (+13)	Wis 14 (+12)
Con 17 (+13)	Int 3 (+6)	Cha 3 (+6)
Alignment evil		Languages -
Note: Yuan-ti Boneshard Skeleton made elite, modified for level, made large, removed boneshard burst, changed boneshard to bite with added disease, added snake strike and conglomeration; Fortress of the Yuan-ti.		

MISSION IBC: TAKE THE TOWERS

4 Dark Flameskull		Level 19 Artillery
small natural animate (undead)		XP 2,400
HP 122; Bloodied 61		Initiative +15
AC 30, Fortitude 31, Reflex 32, Will 30		Perception +18
Speed 0, fly 10 (hover)		
Immune disease, poison Resist 15 fire, 15 necrotic Vulnerable 5 radiant		
TRAITS		
Illumination		
The dark flameskull sheds dim light out to 5 squares.		
Regeneration (healing)		
The darkskull regains 15 hit points whenever it starts its turn and has at least 1 hit point.		
STANDARD ACTIONS		
m Fiery Bite (fire) • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 2d4 +6 damage plus 2d10 fire damage		
R Black Ray (fear, necrotic) • At-Will		
Attack: Range 10 (one creature); +24 vs. Reflex		
Hit: 2d8 + 13 necrotic damage, the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.		
A Shadowfire (fire, necrotic, zone) • Encounter		
Attack: Area burst 3 within 10 (enemies in burst); +24 vs. Reflex		
Hit: 2d6 +8 fire and necrotic damage.		
Miss: Half damage		
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 10 fire and necrotic damage.		
Skills Stealth +19		
Str 8(+8)	Dex 21 (+14)	Wis 17 (+12)
Con 22 (+15)	Int 25 (+16)	Cha 22 (+15)
Alignment Unaligned		Languages Abyssal, Common

4 Warped Grimlock Zombie		Level 19 Minion
Medium natural animate (undead)		XP 600
HP 1; a missed attack never damages a minion		Initiative +6
AC 33, Fortitude 32, Reflex 30 Will 30		Perception +10
Speed 4,		Blindsight
Immune disease, poison		
TRAITS		
Corpse Seeming		
If the zombie is inactive, it appears to be a corpse (moderate DC Insight to see through the ruse)..		
STANDARD ACTIONS		
m Viscera Grab • At-Will		
Attack: Melee 2 (one creature); +24 vs. AC		
Hit: 13 damage and the target is grabbed (escape ends). The zombie can grab only one target at a time, but can maintain the grab as long as it remains within 2 squares of the target		
M Burring Entrails • At-Will		
Requirement: Target is grabbed		
Effect: 16 necrotic damage		
Str 18 (+13)	Dex 14 (+11)	Wis 14(+11)
Con 21(+14)	Int 3 (+5)	Cha 3 (+5)
Alignment Chaotic evil		Languages Deep Speech

Winter Wight		Level 20 Brute
Medium shadow humanoid (cold undead)		XP 2,800
HP 230; Bloodied 115		Initiative +14
AC 32, Fortitude 32, Reflex 30, Will 31		Perception +12
Speed 7		Darkvision
Immune disease, poison Resist 15 cold 15 necrotic Vulnerable 5 fire, 5		

radiant
TRAITS
Regeneration (healing) A winter wight regains 15 hit points whenever it starts its turn and has at least 1 hit point. If a winter wight takes fire damage, its regeneration doesn't function until the end of its next turn.
STANDARD ACTIONS
m Ice Claw • At-Will Attack: Melee 1 (one creature); +25 vs. Fortitude Hit: 3d12 +15 cold damage.
M Blackfire (cold, necrotic) • Recharge 5,6 Attack: Melee 1 (one creature); +23 vs. Fortitude Hit: 3d12 +12 cold and necrotic damage, and the target takes ongoing 15 cold and necrotic damage and is dazed (save ends both). First failed saving throw: the target is stun instead of dazed(save ends both). Second failed saving throw: the target is knocked unconscious instead of stunned (save ends both) Third failed saving throw: The target dies.
TRIGGERED ACTIONS
C Blackfire Shroud (cold necrotic) Trigger: The winter wight drops to 0 hit points Attack (Immediate Reaction): Close burst 5 (creatures in burst); +23 vs Reflex Hit:4d6 +12 cold and necrotic damage, and ongoing 15 cold and necrotic damage (save ends). Effect: The burst creates an area of difficult terrain that lasts until the end of the encounter.
Str 24 (+17) Dex 20 (+15) Wis 19 (+14) Con 20 (+15) Int 19 (+14) Cha 13 (+11)
Alignment Evil Languages Abyssal, Common

1-2 Yaun-ti Malison Chanter	Level 20 Artillery
Medium natural humanoid (reptile)	XP 2,800
HP 148; Bloodied 74	Initiative +16
AC 34, Fortitude 30, Reflex 32, Will 33	Perception +16
Speed 7	
Resist 15 poison	
TRAITS	
Bloody Scales! While bloodied, the yaun-ti gains a +2 bonus to speed and a +2 bonus to all defenses	
STANDARD ACTIONS	
m Bite (poison) • At-Will Attack: Melee 1 (one creature); +23 vs. Will Hit: 2d6 + 11 damage and ongoing 10 poison damage (save ends).	
r Mid Warp (psychic) • At-Will Attack: Ranged 20 (one creature); +25 vs. Will Hit: 4d6 +14 damage and the target takes a -2 penalty to attack rolls until the end of the yaun-ti's next turn.	
R Poison Domination (charm) • Recharge when first bloodied Attack: Ranged 20 (one creatures taking ongoing poison damage); +25 vs. Will Hit: The target is dominated until the end of the yaun-ti's next turn.	
TRIGGERED ACTIONS	
Deflect Attack • Recharge 4,5,6 Trigger: A melee or range attack hits the yaun-ti Effect: (Immediate Interrupt) The triggering attack hits one of the yaun-ti's allies adjacent to it.	
Skills Athletics +18, Bluff +22, Insight +21, Stealth +21, Thievery +21	
Str 16 (+13) Dex 22 (+16) Wis 22 (+16) Con 22 (+16) Int 25 (+17) Cha 25 (+17)	
Alignment evil Languages Common, Draconic	

Note: can use Trebuchet

Trebuchet	At-Will Terrain
HP 90; Bloodied 50	
AC 31, Fortitude 32, Reflex 25, Will 0	
STANDARD ACTIONS	
Load Requirement: The NPC or PC must be adjacent and have appropriate ammunition, such as a nearby pile of rocks . Check: Athletics check (moderate DC) to load. Success: The trebuchet is loaded and ready to attack.	
Attack Requirement: The trebuchet is loaded and the NPC or PC is adjacent . Check: Thievery check (easy DC). Success: The NPC or PC fires the trebuchet Target: Area burst 1 within 40 (creatures in burst) Attack: +23 vs. Reflex Hit: 2d12 + 10 damage Effect: Trebuchet is unloaded	
Note: At the start of combat the trebuchet is already loaded.	

Ebony Knight	Level 20 Soldier
Medium shadow humanoid, human	XP 2,800
HP 184; Bloodied 92	Initiative +16
AC 35, Fortitude 33, Reflex 31, Will 32	Perception +11
Speed 5	Low-light vision
TRAITS	
Furious Flock The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will Attack: Melee 1 (one creature); +25 vs. AC Hit: 2d10 + 18 damage Effect: The target is marked until the end of the knight's next turn.	
M Silence Unbeliever (weapon) • Recharge 5, 6 Attack: Melee 1 (one creature marked by the knight); +25 vs. AC Hit: 3d10+18 and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is dazed instead (save ends).	
MINOR ACTIONS	
R Death's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it Attack: Ranged 5 (one creature); +23 vs. Will Hit: 1d10 + 10 necrotic damage, and the knight pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
Death's Rebuke (necrotic) • At-Will Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that does not include the knight as a target. Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 15 necrotic damage, and each of its allies adjacent to it takes 10 necrotic damage.	
Skills Athletics +21, Thievery +19	
Str 22 (+16) Dex 18 (+14) Wis 12 (+11) Con 16 (+13) Int 10 (+10) Cha 20 (+15)	
Alignment Unaligned Languages Common	
Equipment greatsword, plate armor	
Note: uses Trebuchet	

Guardian Naga	Level 20 Elite Artillery
Large immortal magical beast (reptile)	XP 5,600
HP 282; Bloodied 141	Initiative +14
AC 34, Fortitude 32, Reflex 33, Will 31	Perception +17

Speed 6	Darkvision
Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Tail Slap • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d6 + 18 damage and the target is pushed 2 squares.	
R Word of Pain (psychic) • At-Will	
Attack: Ranged 20 (one or two creatures); +23 vs. Will If the Naga targets only one creature with this power, it can make this attack against it twice.	
Hit: 3d6 + 14 psychic damage, and the target is immobilized (save ends).	
C Spit Poison (poison) • Recharge 5-6	
Attack: Close blast 3 (creatures in burst); +23 vs. Fortitude	
Hit: 2d8+16 poison damage and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude, and a -2 penalty to saving throws (save ends all).	
A Thunderstrike (thunder) • Recharge 5-6	
Attack: Area burst 1 within 20 (enemies in burst); +21 vs. Fortitude	
Hit: 3d8+12 damage and the target is dazed (save ends).	
Miss: Half damage	
Skills Arcana +19, History +19, Insight +17	
Str 16 (+12)	Dex 18 (+13) Wis 14 (+11)
Con 15 (+11)	Int 18 (+13) Cha 12 (+10)
Alignment Evil	Languages Common, Supernal

Nighthwalker	Level 20 Elite Brute
Large Shadow humanoid (undead)	XP 5,600
HP 464; Bloodied 232	Initiative +15
AC 34, Fortitude 32, Reflex 30, Will 32	Perception +14
Speed 8	Darkvision
Immune disease, poison; Saving Throws +2, Action Points 1	
STANDARD ACTIONS	
m Slam (cold, necrotic) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 15 plus 3d6 cold and necrotic damage.	
R Finger of Death (necrotic) • Encounter	
Requirement: Target is bloodied	
Attack: Ranged 5 (one creature); +21 vs. Fortitude	
Hit: target drops to 0 hit points. Resistance to necrotic damage does not apply to this power.	
MINOR ACTIONS	
C Void Gaze (gaze, necrotic) • At-Will (1/round)	
Attack: Close blast 5 (enemies in blast); +21 vs. Will	
Hit: 3d8+13 necrotic damage, and the target is pushed 4 squares and takes a -2 penalty to all defenses (save ends).	
Skills Stealth +20	
Str 24 (+17)	Dex 20 (+15) Wis 18 (+14)
Con 22 (+20)	Int 17 (+13) Cha 24 (+17)
Alignment Evil	Languages Common, telepathy 20

Wall Golem	Level 20 Elite Lurker
Large natural animate (construct)	XP 5,600
HP 292; Bloodied 156	Initiative +16
AC 34, Fortitude 35, Reflex 31, Will 30	Perception +10
Speed 6	Darkvision
Saving Throws +2, Action Points 1	
TRAITS	
All-Around Vision	
Enemies cannot gain combat advantage by flanking the golem	
Plodding	
The golem cannot shift	
STANDARD ACTIONS	

m Slam • At-Will
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 3d8 + 15 damage
C Topple • At-Will
Requirement: The golem must be affected by wall form
Attack: close blast 5 (creatures in blast); +21 vs. Fortitude
Hit: 4d8 + 16 damage, and the golem pushes the target up to 3 squares and knocks it prone.
Miss: Half damage
Effect: The golem is no longer affected by wall form and appears in an unoccupied space within or adjacent to the blast area.
Wall Form (polymorph) • At-Will
Effect: The golem no longer occupies its current space and instead occupies the squares within a close wall 6. The squares must be unoccupied. While in this form, the golem is blocking terrain, is 3 squares high, and gains resist 20 to all damage. In addition the golem can take no other actions than using topple or spending a free action to return to its normal form in an unoccupied space adjacent to a square of the wall.
TRIGGERED ACTIONS
C Collaspe • Encounter
Trigger: The golem is first bloodied
Effect (Free Action): The golem uses topple, even if it does not meet the power's requirement. The golem is then removed from play, and any effects on it end. At the start of its next turn, the golem appears in an unoccupied space within or adjacent to the squares it last occupied.
Str 24(+17) Dex 16 (+13) Wis 14 (+12)
Con 20 (+15) Int 5 (+7) Cha 8 (+9)
Alignment Unaligned Languages -

MISSION IBD: BREACH THE WALLS (HEROIC ONLY)

This mission is for Heroic tier only. There are no Paragon stat blocks for this mission.

MISSION IBE: THANK YOU FOR FLYING AIR NETHERIL

Netherese Captain	Level 21 Controller (Leader)
Medium shadow humanoid (shade)	XP 800
HP 195; Bloodied 97	Initiative +10
AC 35, Fortitude 33, Reflex 31, Will 31	Perception +11
Speed 6, teleport 4	Darkvision
Action Points 1	
STANDARD ACTIONS	
m Powerful Slam • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d12 + 14 damage, and the target is restrained until the end of the captain's next turn.	
r Magic Missile • At-Will	
Effect: Ranged 20 (one creature); 14 damage, and you push the target 1 square.	
R Spectral Chains (healing) • Encounter	
Attack: Ranged 10 (one creature); +24 vs. Reflex	
Hit: 2d8 + 9 damage, and the target is stunned (save ends). The first time one of the captain's allies hits the target while it is stunned by this power, that ally regains 15 hit points.	
C Shadow Wave • Recharge 5 6	
Attack: Close blast 5 (enemies in the blast); +24 vs. Fortitude	
Hit: 3d10 + 12 damage.	

Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.

Str 21 (+15)	Dex 10 (+10)	Wis 14 (+12)
Con 19 (+14)	Int 19 (+14)	Cha 16 (+13)
Alignment evil		Languages Common, Netherese
Equipment master's wand of magic missile		
Note: Reflavored/edited hill giant earth shaman		

Netherese Sailor	Level 19 Minion Soldier
Medium natural humanoid (human)	XP 150
HP 1; a missed attack never damages a minion	Initiative +12
AC 35, Fortitude 32, Reflex 31, Will 29	Perception +10
Speed 6	
TRAITS	
Squad Defense	
The Netherese sailor gains a +2 bonus to its AC when adjacent to an ally.	
STANDARD ACTIONS	
mLongsword • At-Will	
Attack:Melee 1 (one creature); +24 vs. AC	
Hit: 13 damage, and the target takes 6 necrotic damage if it willingly moves during its next turn.	
Str 17 (+8)	Dex 15 (+7)
Con 15 (+7)	Wis 13 (+6)
Int 8 (+4)	Cha 9 (+4)
Alignment unaligned	
Languages Common, Netherese	
Note: Reflavored legion devil hellguard	

Netherese Chain Master	Level 20 Skirmisher (Leader)
Medium shadow humanoid (shadar-kai)	XP 700
HP 172; Bloodied 86	Initiative +19
AC 34, Fortitude 32, Reflex 34, Will 30	Perception +12
Speed 7	Low-light vision
STANDARD ACTIONS	
mSpiked Chain • At-Will	
Attack:Melee 2 (one creature); +25 vs. AC	
Hit: 2d4 + 10 damage.	
MDouble Attack • At-Will	
Effect:The chain master uses spiked chain twice.	
M Ensnaring Chains of Shar(necrotic) • At-Will	
Attack:Melee 2 (one creature); +21 vs. Reflex	
Hit: 2d4 + 10 damage, and the target is restrained and takes ongoing 10 necrotic (save ends both). The chain master can restrain only one creature at a time.	
MOVE ACTIONS	
Shadow Jaunt • Encounter	
Effect:The chain master teleports up to 3 squares and is insubstantial until the start of its next turn.	
MINOR ACTIONS	
Dance of Battle • At-Will	
Effect:The chain master shifts 1 square.	
TRIGGERED ACTIONS	
Dance of Defiance • Recharge when bloodied	
Trigger:The chain master is the target of a melee attack	
Effect (Immediate Interrupt): The chain master shifts 1 square.	
MChains of Vengeance • Encounter	
Trigger:The chain master is first bloodied.	
Effect (Free Action): The chain master uses spiked chain twice.	
Str 19 (+14)	Dex 24 (+17)
Con 20 (+15)	Wis 15 (+12)
Int 14 (+12)	Cha 13 (+11)
Alignment evil	
Languages Common, Netherese	
Note: Reflavored/edited chain devil	

Netherese Bombardier	Level 20 Artillery
Medium shadow humanoid (shade)	XP 700
HP 140; Bloodied 70	Initiative +14
AC 34, Fortitude 31, Reflex 33, Will 30	Perception +16
Speed 6	Darkvision
STANDARD ACTIONS	
mLongsword • At-Will	
Attack:Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 12 damage.	
r Shadow Slice (necrotic, psychic) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. Will	
Hit: 3d8 + 15 necrotic and psychic damage.	
A Shadow Barrage (necrotic, psychic) • Recharge 6	
Attack: Area burst 1 within 20 (creatures in the burst); +25 vs. Will	
Hit: 2d8 + 15 necrotic and psychic damage, and the target takes ongoing 10 psychic damage and can't use daily or encounter attack powers (save ends both).	
Skills History +15, Insight +16	
Str 14 (+12)	Dex 16 (+13)
Con 14 (+12)	Wis 12 (+11)
Int 17 (+13)	Cha 11 (+10)
Alignment evil	
Languages Common, Netherese	
Note: Reflavored githyanki mindslicer	

MISSION IBF: RECOVER THE RELICS

Holy Door Guardian	Level 20 Solo Controller (leader)
Huge natural animate (blind, construct)	XP 14,000
HP 756; Bloodied 378	Initiative +7
AC 34, Fortitude 30, Reflex 31, Will 33	Perception +21
Speed 0	Tremorsense 20
Immune conditions, forced movement, gaze;	
Resist 10 all; Saving Throws +2, Action Points 2	
TRAITS	
Door Defense • Aura 5	
While within the aura, allies gain +2 bonus to attack rolls and damage rolls.	
Construct Bond	
Whenever an enemy reduces a stone golem to 0 hit points within 10 squares of the Holy Door Guardian, it loses its damage resistance until the end of that enemy's next turn.	
STANDARD ACTIONS	
C Invoke Pain (psychic) • At-Will	
Attack: Close burst 5, or 10 while bloodied (one or two enemies in burst); +23 vs. Fortitude	
Hit: 2d10 + 17 damage and the target takes a -2 penalty to attack and damage rolls (save ends).	
Miss: Half damage and the target takes no penalty to attack and damage rolls.	
C Invoke Fealty (charm) • Recharge when first bloodied	
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +23 vs. Will	
Hit: 2d10 + 17 damage and Holy Door Guardian slides the target 1 square and the target falls prone.	
C Invoke Obedience (charm, psychic) • Recharge when first bloodied	
Attack: Close burst 5, or 10 while bloodied (two or three enemies in burst); +23 vs. Will	
Hit: 2d10 + 17 damage and the target is dominated until the end of its next turn.	
MINOR ACTIONS	
Call Stone Golem • Recharge 6	
Effect: The Holy Door Guardian summons a Stone Golem to help defend it. The Stone Golem appears in unoccupied space within 10	

squares of the Holy Door Guardian. It acts immediately.

Call Minor Stone Golem • At-will (1/round)
Effect: The Holy Door Guardian summons 5 Minor Stone Golems to help defend it. The Minor Stone Golems appear in unoccupied space within 10 squares of the Holy Door Guardian. They act immediately.

TRIGGERED ACTIONS

Invoke Rebuke (psychic, radiant) • At-will
Trigger: An enemy hits the Holy Door Guardian.
Effect (Immediate Reaction): The triggering enemy takes 10 psychic and radiant damage, and ongoing 10 psychic and radiant damage (save ends).

Skills Bluff +23, Diplomacy +23, Insight +21
Str 4 (+7) **Dex** 4 (+7) **Wis** 23 (+16)
Con 21 (+15) **Int** 23 (+16) **Cha** 27 (+18)
Alignment lawful good **Languages** Common

Stone Golem **Level 20 Elite Soldier**
Large natural animate (construct) XP 5,600
HP 388; **Bloodied** 194 **Initiative** +11
AC 36, **Fortitude** 34, **Reflex** 31, **Will** 30
Perception +10
Speed 6 (cannot shift) Darkvision
Immune disease, poison
Saving Throws +2, **Action Points** 1

STANDARD ACTIONS

M Slam • At-Will
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 2d6 + 21 damage, and the golem can push the target 1 square

m Double-Attack • At-Will
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.

m Golem Rampage • Recharge 5-6
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.

TRIGGERED ACTIONS

C Death Burst • Encounter
Trigger: The stone golem drops to 0 hit points.
Attack (no action): Close burst 1 (creatures in burst); +25 vs. AC
Hit: 1d12 + 22 damage.
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.

Str 26 (+18) **Dex** 9 (+9) **Wis** 10 (+10)
Con 26 (+18) **Int** 5 (+7) **Cha** 5 (+7)
Alignment unaligned **Languages** -

Minor Stone Golem **Level 20 Minion Soldier**
Large natural animate (construct) XP 700
HP 1; a missed attack never damages a minion **Initiative** +11
AC 36, **Fortitude** 34, **Reflex** 31, **Will** 30
Perception +10
Speed 6 (cannot shift) Darkvision
Immune disease, poison
STANDARD ACTIONS

M Slam • At-Will
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 14 damage, and the golem can push the target 1 square

m Double-Attack • At-Will
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.

TRIGGERED ACTIONS

C Death Burst • Encounter
Trigger: The stone golem drops to 0 hit points.
Attack (no action): Close burst 1 (creatures in burst); +25 vs. AC
Hit: 14 damage.
Effect: The golem is destroyed.

Str 26 (+18) **Dex** 9 (+9) **Wis** 10 (+10)
Con 26 (+18) **Int** 5 (+7) **Cha** 5 (+7)
Alignment unaligned **Languages** -

MISSION 3A: EVACUATION

Rubble Launcher
HP 100
Initiative +4
AC 24, **Fortitude** 22, **Reflex** 22, **Will** 22;
STANDARD ACTIONS

B Launch Rubble (weapon) • At-Will
Attack: Area burst 1 within 20 (creatures in the burst); +21 vs. Reflex
Hit: 3d8+7 and the target is knocked prone

MISSION 3B: ASSASSINS

Plaguechanged Captain of Torm (A) **Level 22 Elite**
Medium aberrant humanoid (human) XP 2500
HP 362; **Bloodied** 181 **Initiative** +11
AC 35, **Fortitude** 34, **Reflex** 33, **Will** 34
Perception +6
Speed 6 Darkvision
Saving Throw +4, **Action Points** 1

TRAITS

O Sickening Swirl • Aura 3
Enemies within the aura are unable to see and suffer a -5 penalty to hit unless they are adjacent in which case they suffer a -2 penalty. Each enemy that starts its turn or enters the aura must make an Endurance check (Moderate). If they fail they are dazed, slowed, and take 5 points of damage (10 at paragon). After three successful Endurance checks they are immune to the aura but still suffer the sight penalty. A player may chose to spend a standard action to make an Endurance check to gain immunity quicker. These aura effects can be determined by a successful moderate Nature check or hard monster knowledge check. Lastly, the Captain can spend a minor action to anchor the aura to a location other then the center - which he as already done at the start. He must still be in the aura for the anchoring to be in effect.

STANDARD ACTIONS

m • Captain's Remark At-Will
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 4d10+12 damage.
Effect: The Captain can slide the target 1 square.

M Double Attack • At-Will
Effect: The Captain can use his Captain's Remark twice.

R Stinging Words • At-Will
Attack: Ranged 5/10; +26 vs. AC
Hit: 4d8 + 10 damage

C Captain's Affliction (poison) • Recharge ☄☄
Attack: Close burst 3 (creatures in the burst); +22 vs. Fortitude
Hit: 4d12 + 14 poison damage.

MOVE ACTIONS

Slip Away • (only while in Captain's Aura)
The Captain or an ally can shift 3 squares but must remain in the aura.

MINOR ACTIONS

Coughing Spasm (poison) • Recharge when no creature is affected by

this power
Attack: Ranged 5 (one dazed creature affected by Captain's Aura); +24 vs. Fortitude
Hit: The target is weakened (save ends).
Skills Athletics +24, Endurance +25
Str 18 (+13) **Dex** 13 (+10) **Wis** 13 (+10)
Con 20 (+14) **Int** 18 (+13) **Cha** 19 (+13)
Alignment Evil **Languages** - Common
Equipment chainmail, pike
Note: Based on the Aboleth Plaguewhisper from *Dungeon* 195.

Warped Paladin of Torm (B) **Level 20 Solider**
Medium aberrant humanoid (human) XP 1200
HP 184; **Bloodied** 92 **Initiative** +10
AC 30, **Fortitude** 28, **Reflex** 29, **Will** 30
Perception +
Resist 15 poison
Speed 5 Darkvision
TRAITS
O Unholy Bravado • Aura 1
(Fear) aura 2; any enemy that starts its turn within the aura takes a -2 penalty to attack rolls and all defenses until the end of its next turn
STANDARD ACTIONS
m Spear • At-Will • Necrotic, Weapon
Attack: Melee 2 (one creature); +25 vs. AC
Hit: 3d8 + 12 plus 10 necrotic damage.
M Death Stab • At-Will • Necrotic, Weapon
+25 vs AC; 4d8+10 necrotic damage, and the target is knocked prone.
C Necrotic Strike • Standard, Recharge [2] • **Necrotic, Weapon**
+25 vs AC; 4d10+10 damage, and ongoing 10 necrotic damage (save ends).
MINOR ACTIONS
Punish the Righteous • At-Will (1/round)
Targets one enemy adjacent to the Paladin; the target gains vulnerable 15 necrotic until the end of the Paladin's next turn.
Str 20 (+13) **Dex** 14 (+9) **Wis** 13 (+8)
Con 18 (+11) **Int** 12 (+8) **Cha** 17 (+10)
Alignment Evil **Languages** - Common, Abyssal
Note: Based on the Arzaanezra, Paladin of Slaughter from *Fortress of the Yuan-ti*, page(s) 14.

FlameSpitting Yuan-ti **Level 20 Artillery**
Medium natural humanoid (reptile), yuan-ti XP 1400
HP 176; **Bloodied** 88 **Initiative** +13
AC 32, **Fortitude** 28, **Reflex** 31, **Will** 28
Perception +20
Resist 15 poison
Speed 7
STANDARD ACTIONS
m Scimitar • At-Will • Weapon
Attack: Melee 1 (one creature); +25 vs. AC
Hit: 4d10 + 12.
R Crossbow • At-Will • Poison, Weapon
Attack: Ranged 15 (one creature); +27 vs AC
Hit: 4d8 + 10, ongoing 10 poison damage (save ends), and knocked prone.
C Toxic Sizziling Spittle • Poison, Fire • Recharge [2]
Attack: Area burst 2 within 15 (creatures in burst); +25 vs Reflex
Hit: 4d8+12 damage, ongoing 10 poison, fire damage (save ends)
MINOR ACTIONS
Mental Rebuke (psychic) • At-Will (1/round)
Attack: Ranged 20 (one creature); +23 vs Will

Hit: Until the end of the Yuan-ti's next turn, the target takes 10 psychic damage each time it makes an attack against a Yuan-ti.
Skills Arcana +22, Athletics +22, History +22, Stealth +24
Str 20 (+14) **Dex** 24 (+17) **Wis** 18 (+14)
Con 16 (+13) **Int** 21 (+15) **Cha** 22 (+16)
Alignment Evil **Languages** - Common, Draconic
Equipment 30 poisoned bolts, crossbow, scimitar
Note: Based on the Senjarik from *Dungeon Magazine* 190.

Warped Undead Cleric of Torm (D) **Level 22 Elite**
Medium natural humanoid (undead, human) XP 1600
HP 333; **Bloodied** 166 **Initiative** +10
Regeneration 15 (if the Cleric takes radiant damage, regeneration doesn't function on its next turn)
AC 34, **Fortitude** 33, **Reflex** 31, **Will** 32
Perception +16
Immune disease, poison; **Resist** 15 necrotic; **Vulnerable** 10 fire
Speed 5 Darkvision
Saving Throws +4, **Action Points** 1
STANDARD ACTIONS
m Shielding Mace • At-Will • Weapon
Attack: Melee 1 +25 vs. AC, 4d8+12, and the Cleric and one ally within 3 gain a +2 power bonus to AC until the Cleric's next turn.
R Plague of Doom • At-Will • Necrotic
+26 vs Reflex; 4d8+12 necrotic damage, and the target takes a -2 penalty to defenses until the end of the Cleric's next turn.
C Undying Breath • Standard, Recharge [1] • **Healing**
On a successfully Shielding Mace attack the Cleric can let out a gasp of death. The enemy loses a healing surge and their surge value is divided and distributed evenly between the Cleric and one ally within 3 squares.
MINOR ACTIONS
Last Rights (necrotic) • At-Will (1/round)
Attack: Close Burst 5 (one creature); +24 vs Fortitude
Hit: Until the end of the Cleric's next turn, the target gains vulnerable 15.
TRIGGERED ACTIONS
Unholy Aid • (immediate interrupt, when affected by a condition; recharge [1])
The Cleric removes the condition.
Str 19 (+14) **Dex** 13 (+11) **Wis** 19 (+14)
Con 16 (+13) **Int** 15 (+12) **Cha** 16 (+13)
Alignment Evil **Languages** - Common
Equipment chainmail, mace
Note: Based on the Mummy Lord from *Monster Manual* page(s) 192.

MISSION 3C: DUNGEONS OF THE INQUISITOR

Bhaalspawn Grunts **Level 22 Minion Soldier**
Medium natural humanoid (undead) XP 1038
HP 1; a missed attack never damages a minion. **Initiative** +16
AC 38, **Fortitude** 36, **Reflex** 34, **Will** 32 **Perception** +16
Speed 6 Darkvision
STANDARD ACTIONS
m Grabbing Claws • At-Will
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 13 damage, and the target is grabbed (escape DC 24) if the Bhaalspawn grunt has no creature grabbed.
M Bite (disease) • At-Will
Attack: Melee 1 (one creature grabbed by the Bhaalspawn grunt); +26 vs. AC
Hit: 15 damage and 10 ongoing damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal

(stage 1).
Str 18 (+15) **Dex** 14 (+13) **Wis** 11 (+11)
Con 18 (+15) **Int** 7 (+9) **Cha** 10 (+11)
Alignment chaotic evil **Languages** Common
Note: Plague Demon Chaos Footsoldier modified for level, race and disease, Monster Vault: Threats to the Nentir Vale.

Crawling Claw Swarm **Level 22 Soldier**
Medium natural animate (swarm, undead) XP 4150
HP 196; **Bloodied** 98 **Initiative** +16
AC 37, **Fortitude** 32, **Reflex** 35, **Will** 32 **Perception** +14
Vulnerable 10 against close and area attacks tremorsense 10
Immune disease, poison; **Resist** half damage from melee and ranged attacks
Speed 8, climb 4
TRAITS
Swarm Attack • Aura 2
The crawling claw swarm makes a *swarm of claws* attack as a free action against enemy that starts its turn within the aura.
STANDARD ACTIONS
m Swarm of Claws • At-Will
Attack: Melee 1 (one creature); +27 vs. Reflex
Hit: 1d8+13 damage, plus 10 ongoing damage (save ends) and the target is immobilized until the start of crawling claw swarms next turn.
MOVE ACTIONS
Scuttle • Encounter
Effect: The crawling claw swarm shifts its speed.
Str 15 (+14) **Dex** 16 (+14) **Wis** 10 (+11)
Con 13 (+12) **Int** 3 (+7) **Cha** 6 (+9)
Alignment Unaligned **Languages** --
Note: Open Grave.

Dayan, Vampire Necromancer **Level 21 Elite Controller**
Medium natural humanoid (undead) XP 6400
HP 372; **Bloodied** 186 **Initiative** +13
AC 35, **Fortitude** 32, **Reflex** 33, **Will** 34 **Perception** +17
Vulnerable 5 radiant Darkvision
Immune disease, poison; **Resist** 15 necrotic
Speed 7, climb 4 (spider climb)
Saving Throws +2; **Action Points** 1
TRAITS
Unholy Strength (necrotic) • Aura 2
Any undead ally in the aura deals 10 extra necrotic damage.
STANDARD ACTIONS
m Deft Longsword (weapon) • At-Will
Attack: Melee 1 (one creature); +26 vs. AC
Hit: 2d8+11 damage and the target is knocked prone.
Effect: After the attack, Dayan slides the target up to 3 squares.
Embolden Undead • At-Will
Effect: Dayan can use *deft longsword* twice, or he can use *deft longsword* once and allow one undead ally within 5 squares of him to make a basic attack as a free action.
C Word of Beguilement (charm, psychic) • Recharge 5-6
Attack: Close blast 3 (enemies in the blast); +24 vs. Will
Hit: 2d8+15 psychic damage, and until the end of its next turn, the target is slowed and takes a -4 penalty to attack rolls its makes against Dayan.
C Necromantic Surge (necrotic) • Recharge when first bloodied
Attack: Close blast 5 (enemies in the blast); +24 vs. Fortitude
Hit: 2d6+13 necrotic damage, and the target is dazed (save ends).
Miss: Half damage and slowed (save ends).
Effect: Undead allies in the blast gain 15 temporary hit points.
MINOR ACTIONS

M Bite • At-Will (1/round)
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +24 vs. AC
Hit: 1d10+12 damage, and Dayan regains 10 hit points.
M Feint • At-Will (1/round)
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 1d8+6 damage, and target grants combat advantage until the end of Dayan's next turn.
TRIGGERED ACTIONS
Mist Form (polymorph) • Encounter
Trigger: Dayan takes damage while bloodied.
Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.
Skills Arcana +20, Bluff +20, Stealth +19
Str 14 (+12) **Dex** 16 (+11) **Wis** 14 (+12)
Con 10 (+10) **Int** 18 (+14) **Cha** 18 (+14)
Alignment Evil **Languages** Common, Netherese
Note: Removed irrelevant traits; Halls of Undermountain.

MISSION 3D: HOLD THE GATE, AGAIN

Yuan-ti Malison Disciple of Zehir **Level 17 Controller**
Medium natural humanoid (reptile) XP 1600
HP 164; **Bloodied** 82 **Initiative** +13
AC 31, **Fortitude** 29, **Reflex** 29, **Will** 32 **Perception** +12
Resist 10 poison
Speed 7, Climb 7
TRAITS
Zehir's Favor (aura 10)
Effect: Allies in the aura at the start of their turns regains 5 hit points, enemies in the aura at the start of their turns take 5 poison damage.
STANDARD ACTIONS
m Morningstar (poison, weapon) • At-Will
Attack: Melee 1 (one creature) +22 vs. AC
Hit: 1d10 + 3 damage, and the Disciple makes a secondary attack against the same target.
Secondary attack: +20 vs. Fortitude
Hit: Ongoing 10 poison damage (save ends)
R Soothing Words (charm) • Recharge 3 4 5 6
Attack: Range 5, the target must be able to hear the disciple of Zehir: +24 vs Will
Hit: The target is Dominated (save ends).
Aftersave: The Target is dazed (save ends).
Skills Bluff +21, History +18, Insight +17, Religion +18, Stealth +18
Str 16 (+11) **Dex** 20 (+13) **Wis** 18 (+12)
Con 20 (+13) **Int** 20 (+13) **Cha** 26 (+16)
Alignment evil **Languages** Common, Draconic
Equipment: heavy shield, bastard sword

Yuan-ti Anathema **Level 21 Elite Skirmisher**
Huge natural humanoid (reptile) XP 6400
HP 412; **Bloodied** 206 **Initiative** +18
AC 37, **Fortitude** 39, **Reflex** 35, **Will** 35 **Perception** +17
Resist 20 poison
Speed 8, Action Points 1
STANDARD ACTIONS
m Slam (poison) • At-Will
Attack: Melee 3, +26 vs. AC
Hit: 2d6+7 damage, and the target ongoing 10 poison (save ends)
M Double Attack (poison) • At-Will
The Anathema makes two slam attacks, each against a different target.
m Bite (poison) • At-Will

Attack: Melee 3 (one creature) +26 vs. AC
Hit: 2d8 + 7 damage and the Anathema makes a secondary attack against the same target.

Secondary Attack: +24 vs. Fortitude
Hit: ongoing 15 poison damage and a -4 penalty to attack rolls (save ends both)

M Trample • At-Will

The Anathema can move up to its speed and enter enemies spaces. This movement provokes opportunity attacks, and the anathema must end its move in an unoccupied space. When it enters an enemy's space, the anathema makes a trample attack

Attack: +24 vs. Fortitude
Hit: 2d6+7 damage, and the target is knocked prone.

B Horde of Snakes (poison) • Recharge when the Anathema uses Swarm of Snakes

Attack: Close burst 1: +26 vs. Fortitude
Hit: 2d4+6 poison damage, and ongoing 10 poison damage(save ends)

MOVE ACTIONS

Swarm of Snakes • At-Will

The Anathema collapses into hundreds of snakes, which shift up to 8 squares away and then reform as the anathema in an unoccupied space. The Anathema ignores difficult terrain while moving in this fashion

Str 25 (+17) **Dex** 23 (+16) **Wis** 15 (+12)
Con 30 (+20) **Int** 5 (+7) **Cha** 22 (+16)

Alignment evil **Languages** Draconic

Equipment: heavy shield, bastard sword

MISSION 3F: CONTAINMENT

Warwing Drake Level 22 Skirmisher

Large natural beast (reptile) XP 4150

HP 200; **Bloodied** 100 **Initiative** +15

AC 36, **Fortitude** 35, **Reflex** 33, **Will** 33 **Perception** +18

Immune fear (while flying)

Speed 8, fly 8 (hover), overland flight 12

STANDARD ACTIONS

m Bite • At-Will

Attack: Melee 1 (one creature); +21 vs. AC
Hit: 1d10+13 damage.

m Claw • At-Will

Attack: Melee 1 (one creature); +21 vs. AC
Hit: 1d6+13 damage and ongoing 5 damage (save ends).

M Flyby Attack • At-Will

Effect: The warwing drake flies up to 8 squares and makes two claw attacks at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the either attack.

Skills Athletics +21

Str 18 (+15) **Dex** 15 (+13) **Wis** 14 (+13)
Con 16 (+14) **Int** 6 (+9) **Cha** 14 (+13)

Alignment Unaligned **Languages** -

Note: Warwing Drake, roved mount for space; Dungeon Magazine 165.

Scaled Guardian Level 20 Soldier

Medium natural humanoid (undead) XP 2800

HP 182; **Bloodied** 91 **Initiative** +16

AC 36, **Fortitude** 32, **Reflex** 34, **Will** 30 **Perception** +10

Speed 8, climb 4

Resist 10 necrotic; **Vulnerable** 5 radiant

STANDARD ACTIONS

m Bite(poison) • At-Will

Attack: Melee 1 (one creature); +20 vs. AC

Hit: 1d6+11 damage, and ongoing 15 poison damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the Essence of Bhaal (stage 1).

TRIGGERED ACTIONS

M Death Bite (necrotic) • At-Will

Trigger: A creature takes damage from the ongoing poison of the guardian's bite.

Attack (opportunity action): Melee 1 (the triggering creature); +18 vs. AC

Hit: 2d6+10 damage, and the target is dazed and takes ongoing 10 necrotic damage (save ends both).

Skills Stealth +19

Str 13 (+11) **Dex** 18 (+14) **Wis** 10 (+10)

Con 14 (+12) **Int** 9 (+9) **Cha** 11 (+10)

Alignment Chaotic Evil **Languages** Common, Primordial

Note: Marauders of the Dune Sea.

Ad'Kian Level 21 Elite Controller (Leader)

Medium natural humanoid (human) XP 6400

HP 374; **Bloodied** 187 **Initiative** +10

AC 35, **Fortitude** 32, **Reflex** 33, **Will** 33 **Perception** +14

Speed 6

Resist 10 necrotic, 5 radiant

Action Point 1

Saving Throws +2

TRAITS

Death Master • Aura 5

All undead allies within the aura gain a +1 bonus to attack rolls and resist 10 radiant.

Force of Personality (1/round)

If Ad'Kian is affected by an effect that dazes, dominates, stuns, removes him from play, or makes him unconscious; he may make a saving throw against that effect before beginning his turn.

STANDARD ACTIONS

m Staff (weapon) • At-Will

Attack: Melee 1 (one creature); +22 vs. AC
Hit: 1d6+10 damage and target is pushed 2.

r Shadow Claw (implement, necrotic) • At-Will

Attack: Ranged 10 (one creature); +22 vs. Fortitude
Hit: 1d10+13 necrotic damage and Ad'kian slides the target 3 squares.

R Decaying Whisper (implement, necrotic) • Recharge 4-6

Attack: Ranged 10 (one creature); +22 vs. Fortitude
Hit: 2d10+12 necrotic damage and the target is slowed and takes ongoing 15 necrotic damage (save ends both).

R Wind of Death (implement, necrotic) • At-Will

Requirement: Decaying Whisper must be available.
Effect: Ad'kian uses shadow claw and decaying whisper.

A Swarming Claws (implement, necrotic) • Encounter

Attack: Area Burst 1 within 10 (enemies within burst); +22 vs. Reflex
Hit: 2d6+12 damage and the target is dazed and immobilized (save ends both).

Aftereffect: Target is immobilized (save ends).

Miss: Half damage and is immobilized (save ends).

Effect: The burst becomes a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 10 damage.

MINOR ACTIONS

R Sympathetic Energies (psychic) • Encounter

Attack: ranged 5 (one creature); +22 vs. Will
Hit: 1d6+8 psychic damage.

Effect: Once per round (DM's choice) when Ad'kian takes damage, the target also takes psychic damage equal to the amount Ad'kian took (save ends).

Miss: As Effect, but the target's damage is halved.

TRIGGERED ACTIONS

M Shadow Fury

Trigger: Ad'kian is bloodied.

Attack (no action): Decaying whisper recharges and Ad'kian immediately uses wind of death.

Skills Arcana +18, Bluff +15, Intimidate +15, Religion +18

Str 12 (+11) Dex 11 (+10) Wis 16 (+13)

Con 11 (+10) Int 16 (+13) Cha 11 (+10)

Alignment Evil Languages Common, Netherese

Note: Traevus, made elite and changed to Netherese human from dwarf, added wind of death, sympathetic energies, and shadow fury; Dungeon Magazine 182.

MISSION 4A: ENGAGE THE REINFORCEMENTS

Netherese Soldier Level 20 Minion

Medium natural humanoid (human) XP 700

HP 1; A missed attack never damages a minion Initiative +14

AC 34, Fortitude 34, Reflex 33, Will 31 Perception +10

Speed 6

TRAITS

Dirty Tactics

A target that is adjacent to one more creatures grants combat advantage to a Netherese soldier.

STANDARD ACTIONS

m Short Sword (Weapon) • At-Will

Attack: Melee 1 (one creature); +25 vs. AC

Hit: 14 damage and target is slowed (save ends) (18 damage with combat advantage)

Str 16 (+13) Dex 14 (+12) Wis 9 (+9)

Con 12 (+11) Int 10 (+10) Cha 8 (+9)

Alignment Evil Languages Common, Netherese

Note: Re-flavored Grand Melee Gladiator, added slow; Dragon Magazine Annual.

Lizardfolk Shocker Level 21 Artillery

Medium natural humanoid (reptile) XP 3200

HP 146; Bloodied 73 Initiative +14

AC 35, Fortitude 33, Reflex 35, Will 31 Perception +9

Speed 6 (swampwalk)

STANDARD ACTIONS

m Greatclub (weapon) • At-Will

Attack: Melee 1 (one creature); +26 vs. AC

Hit: 1d6+12 damage.

r Witch Lightning (lightning, radiant) • At-Will

Attack: Ranged 20 (one creature); +26 vs. Reflex

Hit: 1d8+12 lightning and radiant damage, and each enemy within 2 squares of the target takes 15 lightning damage.

A Ball of Lightning (lightning) • Encounter

Attack: Area burst 2 within 20 (creatures in the burst); +26 vs. Reflex

Hit: 1d8+12 lightning damage, and ongoing 10 lightning damage (save ends).

Miss: Half damage and ongoing 5 lightning (save ends).

TRIGGERED ACTIONS

Sudden Jolt (lightning, radiant) • At-Will

Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack.

Effect (immediate reaction): Close burst 20 (triggering enemy in the burst). The target takes 13 lightning and radiant damage.

Str 14 (+12) Dex 18 (+14) Wis 10 (+10)

Con 14 (+12) Int 8 (+9) Cha 8 (+9)

Alignment Unaligned Languages Draconic

Note: Monster Vault: Threats to the Nentir Vale.

Poisonscale Brawler Level 21 Brute

Medium natural humanoid (reptile) XP 3200

HP 235; Bloodied 117 Initiative +12

AC 33, Fortitude 33, Reflex 31, Will 30 Perception +10

Speed 6 (swampwalk)

STANDARD ACTIONS

m Club (weapon) • At-Will

Attack: Melee 1 (one creature); +26 vs. AC

Hit: 2d6+15 damage.

M Crushing Grasp • At-Will

Attack: Melee 1 (one creature grabbed by the brawler); +24 vs. Fortitude

Hit: 3d6+16 and target is slowed and take 10 ongoing damage (save ends both).

Miss: Half damage.

MINOR ACTIONS

M Feral Grab • At-Will (1/round)

Requirement: The brawler must not be grabbing a creature.

Attack: Melee 1 (one creature that isn't grabbed); +24 vs. Reflex

Hit: The brawler grabs the target (escape DC 22) and target is dazed until the start of brawler's next turn.

Skills Athletics +19, Stealth +17

Str 18 (+14) Dex 15 (+12) Wis 10 (+10)

Con 15 (+12) Int 7 (+8) Cha 8 (+9)

Alignment Unaligned Languages Draconic

Note: Monster Vault.

Shadrinx, Elder Black Dragon Level 20 Solo Lurker

Huge natural magical beast (aquatic, dragon) XP 14000

HP 816; Bloodied 408 Initiative +21

AC 36, Fortitude 32, Reflex 34, Will 31 Perception +18

Resist 20 acid Darkvision

Speed 8 (swampwalk), fly 8, overland flight 10, swim 8

Saving Throws +5; Action Points 2

TRAITS

Acidic Blood (acid)

Whenever the dragon takes damage while it is bloodied, each creature adjacent to it takes 10 acid damage.

Aquatic

The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Instinctive Devouring

On an initiative of 10 + its initiative check, the dragon can use a free action to charge or to use bite. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.

Action Recovery

Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.

STANDARD ACTIONS

m Bite (acid) • At-Will

Attack: Melee 3 (one creature); +25 vs. AC

Hit: 4d8+12 damage, and the target takes ongoing 10 acid damage (save ends).

Miss: 10 acid damage.

M Claw • At-Will

<i>Attack:</i> Melee 3 (2 attacks; one or two creatures); +25 vs. AC			
<i>Hit:</i> 3d10+11 damage.			
R Acid Glob (acid) • At-Will			
<i>Attack:</i> Ranged 10 (one creature); +23 vs. Reflex			
<i>Hit:</i> The target takes ongoing 30 acid damage and is blinded (save ends both).			
C Breath Weapon (Acid) • Recharge 5-6			
<i>Attack:</i> Close blast 5 (enemies in blast); +23 vs. Reflex			
<i>Hit:</i> 3d10+6 acid damage, and ongoing 15 acid damage and a -4 penalty to AC (save ends both).			
<i>Miss:</i> Half damage and ongoing 10 acid damage (save ends).			
C Shroud of Gloom • Recharge 6			
<i>Effect:</i> Close burst 5 (enemies in blast); Each target gains vulnerable 15 acid and takes a -2 penalty to attack rolls until the end of the encounter. A character can use a standard action to attempt a DC 18 Heal check to end this effect on himself or herself or an adjacent ally.			
C Cloud of Darkness (zone) • Recharge 4-6			
<i>Effect:</i> Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded. The zone can be sustained as a minor action.			
C Frightful Presence (Fear) • Encounter			
<i>Attack:</i> Close burst 5 (enemies in blast); +22 vs. Will			
<i>Hit:</i> The target is stunned until the end of the dragon's next turn.			
<i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).			
TRIGGERED ACTIONS			
M Tail Sweep • At-Will			
<i>Trigger:</i> An enemy misses the dragon with a melee attack.			
<i>Attack (opportunity action):</i> Melee 4 (triggering enemy); +23 vs. Reflex			
<i>Hit:</i> 2d8+3 damage, and the target is pushed 1 square and falls prone, each of the target's allies adjacent to the target takes 10 damage.			
C Bloodied Breath • At-Will			
<i>Trigger:</i> The dragon is first bloodied.			
<i>Effect (free action):</i> Breath weapon recharges, and the dragon uses it.			
Skills Nature +18, Stealth +26			
Str 21 (+15)	Dex 25 (+17)	Wis 16 (+13)	
Con 17 (+13)	Int 16 (+13)	Cha 14 (+12)	
Alignment Evil		Languages Common, Draconic	
Note:	Updated,	Monster	Manual.

Shadow Ogre			Level 20 Brute
Large natural humanoid (shadow, giant)			XP 2800
HP 231; Bloodied 115		Initiative +12	
AC 32, Fortitude 32, Reflex 30, Will 30		Perception +11	
Speed 8			
STANDARD ACTIONS			
m Greatclub (weapon) • At-Will			
<i>Attack:</i> Melee 2 (one creature); +25 vs. AC			
<i>Hit:</i> 4d8+10 damage.			
r Rock (weapon) • At-Will			
<i>Attack:</i> Ranged 5 (one creature); +25 vs. AC			
<i>Hit:</i> 3d6+12 damage.			
M Juggernaut Push • Recharge 5-6			
<i>Attack:</i> Melee 1 (one creature); +23 vs. Fortitude			
<i>Hit:</i> The ogre pushes the target 1 square and knocks it prone. The ogre then shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.			
M Grand Slam (weapon) • Encounter			
<i>Attack:</i> Melee 2 (one creature); +19 vs. AC			
<i>Hit:</i> 4d10+11 damage, and the ogre pushes the target up to 2 squares and knocks it prone.			
<i>Miss:</i> Half damage, and the target falls prone.			
MOVE ACTIONS			
Shadow Step (teleport)			
<i>Effect:</i> The ogre teleports 4 squares and gains concealment until the end of its next turn.			
Str 24 (+17)	Dex 15 (+12)	Wis 15 (+12)	
Con 21 (+15)	Int 4 (+7)	Cha 6 (+8)	
Alignment Chaotic evil		Languages Giant	
Note: Ogre Juggernaut, added shadow step; Monster Vault.			

APPENDIX 16: SUPERVILLIANS (OPTIONAL)

Only use the supervillians if you have at least 5 tables (and preferably at least 6-8 tables so that there is a reason for the villain to move around and it isn't just looming over all the players all the time.) They are also a resource drain so if the players as a whole are having a hard time with the BI (especially during Round 1, if they are struggling to complete their missions fast enough) then we recommend not using the supervillians.

If you have 4 tables one option would be to just have the villain do drive-by attacks once per hour, instead of always being there. So it would show up after an hour, people could attack it once and be attacked by it once, and then it moves on to perform some mischief. It comes back an hour later, etc. Obviously you would track its damage across the entire time so that it eventually dies.

RUNNING THE SUPERVILLIAN

The short version of how it works is you have an extra DM (or someone from HQ, or whatever) who "comes onto the battlefield" as a supervillian. Extra judges who are not running a table are ideal. There should never be more than one supervillain per tables on the battlefield at once, and both must be on separate tables. No table should be visited by a supervillian more than once during the interactive.

Here is how we did it at Winter Fantasy 2013. In Round 1 we had one of our judges pretend to be a player using the Brigitte PC (either level 6 or level 8 depending on what tables were available). That "player" mustered with all the other players and sat at a table and played for about an hour, doing their best to be helpful and gain the trust of the other players. After roughly an hour, that judge revealed themselves as Scrylla the Spy Mistress and attempted to execute a PC on their next initiative; fighting until forced to flee. After that we warned the players that their leaders of the opposing army on the battlefield and they may visit some tables.

Depending on your number of tables, you may choose not to use all of the supervillians, however the ones that you do use work as follows:

- When a DM calls for aid, the Senior DM decides if he or she wishes to dispatch a supervillain to that table. This should only be done for those tables that are doing very well and who's AL is with 2 of the level of the supervillain. If that choice is made the DM running the supervillian goes to that table (effectively a second DM, but only controlling one monster).

- If the supervillain is dispatched to a table who's AL exceeds theirs, we generally choose to "fast level" the supervillian to equal the level of the table (+1 Defense, +1 Initiative, +1 to hit per level gained and +1 damage per two levels gained; do not change the hit points).
- A supervillian arrives on the battlefield at the beginning of the next round from a direction of the DM's choosing. They roll initiative and act as normal.
- The supervillians all fight until they have lost 25% of their hit points; as which point a *contingency* effect removes them from the field. Nothing can stop this.
- The supervillians are NOT healed between fights.
- Villians can choose to flee if it is clear they are in danger or cannot affect the outcome of that encounter. In this case the supervillian must make it off the map; they do not automatically disappear.
- If a supervillian dies, their body does not disappear. In practice, we found it quite challenging to kill any of the supervillians due to time constraints.

DESCRIBING THE SUPERVILLIAN

To emphasize the difference of the supervillians, we used minis from the Wizards of the Coast Dreamblade miniatures game, though you are free to use any miniature you deem appropriate for the four supervillians provided.

The Yuan-ti Spymistress appears as an obese human woman with faint serpentine features, though her appearance fluctuates. She has been encountered in previous ELTU adventures using the name Scrylla. She is the advisor to the High Observer and is the individual responsible for negotiating the treaty between the various foes now arrayed against the PCs. We used the Alluring Succubus miniature from the Dreamblade base set to represent her.

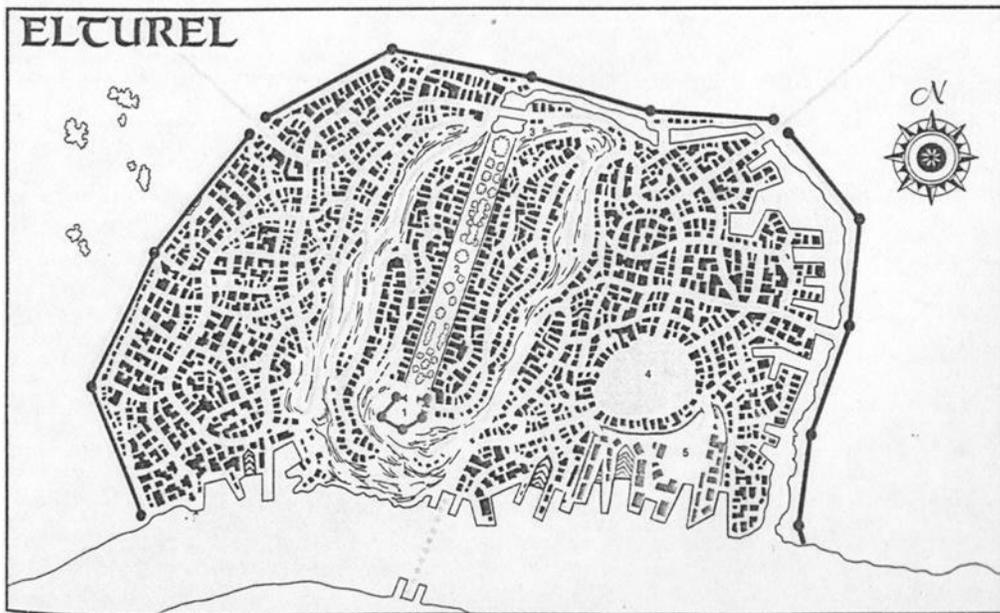
The Warped Netherese Shield Commander appears to be a shadar-kai woman badly warped by the spellplague. She is on the field as an advisor from the shadow empire to Elturgard. We use the Knight of Pain and Sorrow miniature from the Dreamblade base set to represent her.

The High Observer is a shadowy cleric leader of Elturgard. He looks human, though the corruption of the spellplague is starting to become obvious. We used the

Jack of Blades miniature from the Dreamblade base set to represent him.

The Dark Naga Anathema looks similar to a regular anathema, but instead of being made of individual serpents, it is made of a swarm of Dark Nage. We used the Boneblade Serpent miniature from the Dreamblade base set to represent her, though you might also try the Naga Broodqueen from the Baxar's War expansion.

HANDOUT 1: MAP OF ELUREL



1. High Hall: Headquarters of the Order of Torm and home to the High Observer
2. The Garden: Park that crowns the large hill in the center of Elturel
3. Maiden's Leap: Falls that cascade to a small river that drains away to the Chionthar
4. Shiarra's Market: The main market district of the city
5. Dragoneye Docks: The main warehouse and shipping district of the city

The residential district below the cliff, to the west of the Garden, remains in partial ruins and while the wall is strong, the buildings are still being rebuilt from the assault on the city during the events of *ADCP2-1 Paladin's Plague*.

HANDOUT 2: EFFECTS OF THE CORRUPTED COMPANION

Following the events of *ELTU3-6 Blue Fire*, it was believed that the attempt to cleanse the taint of the spellplague from the area around Elturel had snuffed out the already weakened Companion that had been first tampered with in *ADCP2-1 Paladin's Plague*.

While the Companion hung apparently dead and lifeless above Elturel, no longer ablaze with Amaunator's holy light, it was not entirely without power. Indeed its corruption was Vacacarion's master stroke and key to his plans. The entire adventure takes place under the effects of the Companion of Elturel (even the missions that don't happen inside the city proper). The Companion flares with a shadowy blue fire that has the following effects:

- Creatures (including PCs) with the Shadow, Undead, Reptile, or Plaguechanged keywords receive a +1 bonus to Initiative checks. These creatures feel good about being in the shadow of the Companion's sickly light.
- Attacks with the necrotic key word gain a +1 to hit. Attacks with the radiant key word suffer a -1 to hit.
- The range of the spellplague sense common to all plaguechanged and spellscarred creatures is doubled from 5 squares to 10 squares. Spellscarred PCs who have an offensive spellscar gain a +1 to hit with their spellscar power.
- PCs with **ELTU16 Diseased: Essence of Bhaal** suffer a -2 penalty to their saving throw to avoid reinfection.

HANDOUT 3: ROUND 1 MISSIONS

Below is a list of missions your party might consider during the first round of the Interactive. Some missions give suggestions (or requirements) based on your choices.

The army has chosen to divide its forces and attack Elturel from four different directions. Your table must choose on Approach mission that represents the represents your location during the initial attack. You may then attempt to complete as many Assault missions as possible in the remaining time. You may wish to consult with other tables to make certain all tasks are well-covered. Table captains are encouraged to have a first and second choice missions when going up to report in case they learn other tables have well covered their first choice.

ROUND ONE APPROACH MISSIONS

- **Mission 1Aa - Bust Through the Border:** The bulk of the forces massing from the west, having come from Baldur's Gate. A team of strong and fast moving adventurers is to assault the corrupted Elturgardian lines and punch holes in defenses so the allied troops can get through. This mission is recommended for tactical parties.
- **Mission 1Ab - Hold the Portal:** The portal at Morthac's Mansion (*SPEC5-1*) in the former plaguelands outside of Elturel is meant to be the beachhead from which the army plans to resupply its troops, rapidly deploy advanced scouts, and generally gain the advantage. Unfortunately its presence has not gone unnoticed and since adventurers previously cleared the area, the corrupted Elturgardian troops have reinforced the area. Strike teams are needed to step through the gate into a kill zone and take the beachhead. This mission is recommended for very strong parties.
- **Mission 1Ac - Air Drop:** Elves from Cormanthyr will cloak the PCs in spheres of invisibility and fly the PCs over Elturel on giant owls that will silently fly over the city. The PCs will then be *feather fall*-ed and dropped from high altitude into the city. The invisibility will drop when the PCs begin to fall, and you may be seen so you need to land quickly. Once inside, you are to fade into the population and begin sabotage missions. This mission is recommended for stealthy and streetwise parties. This mission unlocks the **Scout Behind the Walls** assault mission below (1Bd). PCs on this mission cannot receive aid from other tables during their Approach mission.
- **Mission 1Ad - We're With You:** The PCs approach from the southern border, coming through the Werewood where they will try to connect with resistance groups and convince them to join the attack. The resistance fighters are not well known, but are hiding somewhere in the wood. Stories say that they were able to spirit the artifact *Loyalty's Sacrifice* out of Scornubel after the attack. Locate them and convince them to help sneak you into the city. This mission is recommended for diplomatic and nature oriented parties.

ROUND ONE ASSAULT MISSIONS

- **Mission 1Ba - Scout Behind the Walls:** Adventurers are needed to stealthy scout an area where enemy has set up structure with unusual activity. This mission unlocks the Sabotage mission below (1Bb) for all tables.
- **Mission 1Bb - Sabotage:** Having discovered what the unusual activity is, adventurers need to destroy the site. This mission is not active until enough tables have completed mission 1Ba.
- **Mission 1Bc - Take the Towers:** Several fortified towers that are covering the walls making access into and out of the city difficult. The towers must be taken with a direct assault.
- **Mission 1Bd - Breach the Walls (Heroic only):** Adventurers are asked to attach to a group of sappers using alchemical devices with the goal of bringing down one of the walls to create a second point the allied troops can assault.
- **Mission 1Be - Thank You for Flying Air Netheril (Paragon only):** The Netherese allies have a skyship and they are using it to assault the allied army. The PCs are charged with taking it by force. Flying and teleportation abilities are a plus.
- **Mission 1Bf - Recover the Relics:** The PCs have to recover a number of items from throughout the city to perform the ritual to restart the Companion. This mission is key to the complete of Tyrangal's plan.

HANDOUT 4: ROUND 3 MISSIONS (DETONATE)

Having made the choice to detonate the Companion, there are a number of key goals that must be accomplished before the allies can implement their final plan. Complete as many of the follow missions as you can in the time allotted.

ROUND THREE MISSIONS

- **Mission 3A - Evacuation:** The destruction of the the Companion will devastate the city and vaporize anyone in or near it. Adventurers are need to help break a large number of innocents out of a detainment area and escort them out of danger.
- **Mission 3B - Assassins:** The corrupted Elturgardian army is only as strong as its leaders. We have learned that some of those leaders are organizing a strike force disrupting the ritual. Adventurers are needed to eliminate them.
- **Mission 3C - Dungeons of the Inquisitor:** Political prisoners from before the exodus are being held in the Dungeons of the Inquisitor and word has reached us that they may have valuable intelligence about our enemies. Adventurers are needed to raid the Dungeons and rescue them.
- **Mission 3D - Hold the Gate, Again:** The populace has gotten the word about the Companions immanent destruction. So adventurers are needed to hold magical portal set up to get people out of the city while the populace flees and fend off the corrupt Elturgard forces want to seal them to prevent their escape.
- **Mission 3E - Warn the Populace:** Someone needs to get the word out to those who are not yet fleeing. Adventurers are needed to go door to door and try to convince as many people as possible to leave their homes; taking only what they can carry as they flee the city.
- **Mission 3F - Containment:** The PCs are tasked with performing a ritual to either screen the surrounding the countryside from the upcoming blast. If this ritual, centered in Maiden's Leap, can be performed, we can limit the devastation to the city and immediate area. Parties with a ritual caster CANNOT succeed in this mission.

HANDOUT 5: ROUND 3 MISSIONS (EVACUATE)

Having made their choice not to detonate the Companion, and instead evacuate as many citizens before leaving the city in enemy hands, there are a number of key goals that must be accomplished before the allies can implement their final plan. Complete as many of the follow missions as you can in the time allotted.

ROUND THREE MISSIONS

- **Mission 3A - Evacuation:** Enemy reinforcements are approaching and soon you will not be able to get the trapped citizens out of the city. Adventurers are needed to help break a large number of innocents out of a detainment area and escort them out of danger.
- **Mission 3B - Assassins:** The corrupted Elturgardian army is only as strong as its leaders. We have learned that some of those leaders are organizing their minions to rebuild their forces after the allies retreat. They need to be permanently silenced.
- **Mission 3C - Dungeons of the Inquisitor:** Political prisoners from before the exodus are being held in the Dungeons of the Inquisitor and word has reached us that they may have valuable intelligence about our enemies. Adventurers are needed to raid the Dungeons and rescue them.
- **Mission 3D - Hold the Gate, Again:** The populace has gotten the word about the imminent approach of the enemies' reinforcements. Adventurers are needed to hold a magical portal set up to get people out of the city while the populace flees and fend off the corrupt Elturgard forces want to seal them to prevent their escape.
- **Mission 3E - Warn the Populace:** The PCs have to go door to door and try to convince as many people as possible to leave their homes and take only what they can carry to flee the city.
- **Mission 3F - Containment:** The PCs are tasked with performing a ritual to either screen the surrounding the countryside from the upcoming blast. If this ritual, centered in Maiden's Leap, can be performed, it will bind the worst Najaran abominations to the city, so they can't be set free to harm others in other lands. Once enter the city, they will be trapped here for all time. Parties with a ritual caster CANNOT succeed in this mission.

HANDOUT 6: ESSENCE OF BHAAL DISEASE

Several of the creatures in this adventure are tainted with the Essence of Bhaal; a disease made by Vacacarian and further corrupted by the spellplague and the sorcery of the yuan-ti. Those that die while infected become mutated undead creatures resistant to light; often with the ability to infect others.

Note that some PCs may have story awards that help or hinder their Endurance check, or give them a bonus to Heal checks made to treat those infected with Essence of Bhaal.

Essence of Bhaal	Level 2 / 4 / 6 / 8 / 10
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Stage 0: The target recovers from the disease.

Stage 1 (Initial Stage): While affected by stage 1, the target loses a healing surge.

Stage 2: While affected by stage 2, the target loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

Stage 3: While affected by stage 3, the target loses all healing surges and also takes a -2 penalty to AC, Fortitude, and Reflex.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

- *Misses the Easy DC:* The stage of the disease increases by 1.
- *Beats the Easy DC:* No change
- *Beats the Moderate DC:* The stage of the disease decreases by 1.

HANDOUT 7: AVATAR OF SACRIFICE

AVATAR OF SACRIFICE

You have sacrificed your life to Tyrangal and the heart of light, hoping to enable the detonation of the corrupted companion. Your life is now bound to the companion and it has granted you a temporary boon.

When the companion detonates you will die. Or rather, you are already dead, but right now you are an avatar of sacrifice. You appear as yourself yet constructed entirely of radiant energy, translucent and blindingly bright.

This boon provides you with the following benefits (some are dependent on the AL you are playing at):

- You are at full hitpoints, but are still in the same encounter and do not gain the benefits of a rest.
- You gain 1 action point that you can and must use this encounter.
- You provide bright illumination in a 5/10/20 (AL 2-8, 10-16, 18-20) square radius.
- You gain a +2 bonus to attack.
- You gain a fly speed equal to your normal speed.
- You gains phasing.
- Your damaging attacks do additional radiant damage:
 - AL 2-8: 1d6 radiant damage
 - AL 10-16: 2d6 radiant damage
 - AL 18-20: 3d6 radiant damage
- You gain the following powers:

The start of the tunnel

simply by shining brighter than the light at the end, you call back an ally from the brink.

Immediate interrupt

Trigger: An ally within the burst drops to 0 hitpoints or below

Target: close burst 5/10/15 (1 ally in the burst).

At-Will Free action (1/round): You may spend one of your healing surges or take its value in damage to heal the ally. The amount of healing is equal to your surge value or the ally's, whichever is higher.

Avatars Wrath

Gathering up as much righteous indignation as you can manage you expel it in all directions as an explosion of brightness.

Encounter - Standard action

Target: Close burst 5/10/20 (enemies in burst)

Attack: highest stat + (2/4/6) versus Will

Hit: the target is blinded until the end of your next turn

Effect: the brightness within you dims to the point where you no longer provide illumination. You lose phasing.