

ADCP5-2 R2

BEST DEFENSE ROUND 2: AL 12 STATS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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

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ENCOUNTER 1: REIGN OF FIRE (ADVENTURE LEVEL 12)

2 Netherese Snipers (S) Level 13 Artillery	
Medium shadow humanoid (shadar-kai)	XP 800
HP 123; Bloodied 61	Initiative +12
AC 27, Fortitude 24, Reflex 26, Will 25	Perception +11
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 12 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d10 + 12 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 3d10 + 12 damage, and the sniper gains 15 temporary hit points.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai storm caller teleports 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
R Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect (Immediate Reaction): Life pierce recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.	
Skills Acrobatics +19, Athletics +13, Stealth +14	
Str 15 (+8)	Dex 23 (+12) Wis 20 (+11)
Con 18 (+10)	Int 11 (+6) Cha 12 (+7)
Alignment evil Languages Common, Netherese	
Equipment: arrow x40, chainmail, longbow, longsword	
Note: Re-flavored deathless sniper, changed into shadar-kai.	

2 Fire Storm Furies (D) Level 13 Soldier	
Large elemental magical (air, fire)	XP 800
HP 131; Bloodied 65	Initiative +11
AC 28, Fortitude 24, Reflex 22, Will 26	Perception +10
Speed 0, fly 8 (hover)	
Immune disease, poison; Resist 30 fire	
TRAITS	
O Painful Flames • Aura 2	
Enemies cannot shift while in the aura.	
STANDARD ACTIONS	
m Burning Cinders (fire) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d6 + 11 fire damage and the target is marked.	
M Flame Whip (fire) • Recharge 5-6	
Attack: Melee 5 (one creature); +16 vs. Fortitude	
Hit: 3d8 + 11 fire damage, and the fury pulls the target up to 4 squares.	
C Flame Burst (fire, teleportation) • At-Will	
Attack: Close burst 2 (enemies in the burst); +16 vs. Reflex	
Hit: 2d8 + 7 fire damage, and the fury teleports to any space within or adjacent to the burst's area of effect.	

TRIGGERED ACTIONS		
M Flaming Rebuke (fire) • At-Will		
Trigger: An enemy marked by the fury makes an attack that doesn't include it as a target.		
Attack (Immediate Interrupt): Melee 2 (the triggering enemy); +18 vs. AC.		
Hit: 2d8 + 7 damage, and the target takes a -2 penalty to attack rolls (save ends).		
Str 17 (+9)	Dex 21 (+11)	Wis 19 (+10)
Con 19 (+10)	Int 6 (+4)	Cha 16 (+9)
Alignment unaligned Languages Primordial		
Note: Windfiery fury and ice archon mixed and re-flavored into a fire creature.		

Flamethrower Trap (F) Level 13 Blaster	
Trap	XP 800
Perception	
♦ Automatic detection. The flamethrower trap looks like a large steel bellows on a turret that is part of the wall of the bunker behind it.	
Initiative +11	
Trigger	
It is active at the start of the encounter, but it delays until creatures enter the platform.	
Attack	
Standard Action	Close Blast 1 quadrant
Target: Creatures within quadrant.	
Attack: +16 vs. Reflex	
Hit: 2d8 + 7 fire damage and ongoing 10 fire damage (save ends).	
Miss: Half damage.	
Triggered Action	
Free Action	Close Burst 3
Trigger: The flamethrower is destroyed through another method as self-destruct.	
Target: Creatures within burst.	
Attack: +16 vs. Reflex	
Hit: 2d8 + 7 damage, the target is pushed 3 and takes ongoing 10 fire damage (save ends).	
Miss: Half damage	
Effect: The part of the wall that consists of the flamethrower is destroyed and the area of the burst becomes difficult terrain.	
Countermeasures	
♦ AC 28, Reflex/Fortitude 26, Will -; hit points 130; resist all 5. If destroyed through damage it explodes.	
♦ Adjacent characters on the platform can make a DC 29 Athletics or Thievery check as a <u>move action</u> to try and bend or clog the muzzle. With the first success the trap cease functioning for 1 round. With the second success the flamethrower is destroyed and explodes. A failed check results in immediate automatic hit by the flamethrower.	
♦ Adjacent characters inside the bunker who make a DC 20 Athletics or Thievery check as a <u>minor action</u> can direct the flamethrower to a specific quadrant the next time it fires. The flamethrower can only be directed 1/round.	
♦ Adjacent characters inside the bunker who make a DC 29 Thievery check as a <u>standard action</u> can disable the self-destruct function and shut down the flamethrower for the time being.	

ENCOUNTER 2: SHADOW'S DEN (ADVENTURE LEVEL 12)

2 Ironwing Kir-Lanans (I)	Level 12 Skirmisher
Medium shadow humanoid	XP 700
HP 124; Bloodied 62	Initiative +14
AC 26, Fortitude 24, Reflex 24, Will 21	Perception +10
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
R Enfeebling Strike (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).	
M Crashing Glide • At-Will	
Attack: The kir-lanan shifts 4 squares and uses <i>claw</i> against two different targets at any point during the shift. When an attack hits, the kir-lanan slides the target 3 square and knocks it prone.	
MOVE ACTIONS	
Leaping Glide • At-Will	
Effect: The kir-lanan moves flies 4 squares without provoking opportunity attacks.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 31 hit points.	
Skills Athletics +15, Stealth +19	
Str 23 (+12)	Dex 22 (+12)
Con 20 (+11)	Int 10 (+6)
	Wis 18 (+10)
	Cha 15 (+8)
Alignment evil	Languages Common, Netherese
Note: Reffavored ironstone gargoyle, changed into kir-lanan.	

5+ Obsidian Kir-Lanans (O)	Level 12 Minion Soldier
Medium shadow humanoid	XP 175
HP 1; a missed attack never damages a minion	Initiative +10
AC 28, Fortitude 26, Reflex 24, Will 23	Perception +9
Speed 6, fly 8	Darkvision
TRAITS	
Cruel Claw	
Whenever an enemy leaves a square adjacent to the kir-lanan, that enemy takes 6 damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 10 damage.	
Skills Athletics +16, Stealth +15	
Str 20 (+11)	Dex 15 (+8)
Con 15 (+8)	Int 8 (+5)
	Wis 16 (+9)
	Cha 11 (+6)
Alignment evil	Languages Common, Netherese
Note: Reffavored obsidian gargoyle.	

2 Kir-Lanan Shadow Hurlers (S)	Level 12 Artillery
Medium shadow humanoid	XP 700
HP 93; Bloodied 46	Initiative +10
AC 26, Fortitude 22, Reflex 20, Will 20	Perception +14
Speed 6, fly 8	Darkvision
Vulnerable 10 radiant	
TRAITS	
Shadow Defense	
The kir-lanan has resist 10 to all damage from attacks originating at least 5 squares away.	

STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage.	
R Hurling Shadow (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).	
A Bursting Shadow (necrotic) • At-Will	
Attack: Area burst 1 within 10 (creatures in the burst); +15 vs. Fortitude	
Hit: 2d8 + 6 necrotic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 23 hit points.	
Skills Stealth +17	
Str 22 (+12)	Dex 18 (+10)
Con 15 (+8)	Int 10 (+6)
	Wis 17 (+9)
	Cha 17 (+9)
Alignment evil	Languages Common, Netherese
Note: Reffavored gargoyle rock hurler, changed into kir-lanan.	

2 Horned Kir-Lanans (H)	Level 12 Brute
Medium shadow humanoid	XP 700
HP 151; Bloodied 75	Initiative +11
AC 24, Fortitude 26, Reflex 23, Will 23	Perception +16
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 9 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.	
M Impaling Charge • At-Will	
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d12 + 9 damage, and the target is grabbed (escape DC 20) and takes ongoing 10 damage until the grab ends.	
R Enfeebling Strike (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Skewering Drag • At-Will	
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 37 hit points.	
Skills Stealth +18	
Str 26 (+14)	Dex 20 (+11)
Con 21 (+11)	Int 10 (+6)
	Wis 20 (+11)
	Cha 15 (+8)
Alignment evil	Languages Common, Netherese
Note: Reffavored hornstone gargoyle, changed into kir-lanan.	

ENCOUNTER 3: THROUGH THE ROOF (ADVENTURE LEVEL 12)

1 Warped Mage of Sakkors (B)	Level 13 Elite Brute
Large aberrant humanoid	XP 1,600
HP 326; Bloodied 163	Initiative +9
AC 25, Fortitude 25, Reflex 24, Will 23	Perception +9
Speed 6, Climb 4	Blindsight 10
Resist 10 psychic	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Shadow Tentacle • At-Will	
Attack: Melee 3 (one creature); +16 vs. Reflex	
Hit: 4d10 + 5 damage, and the target is grabbed (escape DC 20). 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); +16 vs. Reflex	
Hit: 3d10 + 5 damage, and the target falls prone.	
C Psychic Burst (psychic) • At-Will	
Attack: Close burst 2 (enemies in the burst); +16 vs. Will	
Hit: 2d10 + 5 psychic damage, and the target is dazed (save ends). Miss: Half damage.	
TRIGGERED ACTIONS	
C Arcane Release (cold, fire, lightning, thunder) • Encounter	
Trigger: The mage is stunned or drops to 0 hit points.	
Attack (No Action): Close burst 2 (creatures in the burst); +16 vs. Fortitude	
Hit: 2d10 + 11 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, Netherese

2 Netherese Snipers (A)	Level 13 Artillery
Medium shadow humanoid (shadar-kai)	XP 800
HP 102; Bloodied 51	Initiative +12
AC 27, Fortitude 24, Reflex 26, Will 25	Perception +11
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 12 damage, and the sniper can shift one square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d10 + 12 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 3d10 + 12 damage, and the sniper gains 15 temporary hit points.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The sniper teleports 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
R Bloodied Feast • Encounter	

<i>Trigger:</i> An enemy bloodies the sniper.		
<i>Effect (Immediate Reaction):</i> Life pierce recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .		
Skills Acrobatics +19, Athletics +13, Stealth +14		
Str 15 (+8)	Dex 23 (+12)	Wis 20 (+11)
Con 18 (+10)	Int 11 (+6)	Cha 12 (+7)
Alignment evil	Languages Common, Netherese	
Equipment: arrow x40, chainmail, longbow, longsword		

2 Netherese Blademasters (S)	Level 13 Soldier
Medium shadow humanoid (shadar-kai)	XP 800
HP 129; Bloodied 64	Initiative +11
AC 29, Fortitude 27, Reflex 24, Will 25	Perception +10
Speed 5	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creatures); +18 vs. AC	
Hit: 2d10 + 10 damage.	
Effect: The target is marked until the end of the blademaster's next turn.	
C Shadow Spiral • Recharge 5-6	
Attack: Close burst 2 (enemies in the burst); +16 vs. Fortitude	
Hit: 2d10 + 9 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
Effect: The blademaster can slide each target 1 square.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The blademaster teleports 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
C Life Mark (necrotic) • At-Will	
Trigger: An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 5 necrotic damage and the blademaster gains 10 temporary hit points.	
Life Transfer • At-Will	
Trigger: The blademaster gains temporary hit points.	
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +17, Intimidate +11	
Str 22 (+12)	Dex 16 (+9) Wis 19 (+10)
Con 17 (+9)	Int 11 (+6) Cha 11 (+6)
Alignment evil	Languages Common, Netherese
Equipment: scale armor, broadsword	

5+ Shadar-kai Stalkers		Level 13 Minion Lurkers	
Medium natural humanoid (human)		XP 200	
HP 1; a missed attack never damages a minion		Initiative +15	
AC 27, Fortitude 23, Reflex 26, Will 26		Perception +7	
Speed 6		Low-light vision	
TRAITS			
Stalker Ambush			
When the stalker hits a creature that cannot see it or the stalker is insubstantial the stalker's attack deals 5 extra damage.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 11 damage.			
R Hand Crossbow (poison, weapon) • At-Will			
Attack: Ranged 10 (one creature); +18 vs. AC			
Hit: 6 damage, and ongoing 5 poison damage (save ends).			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter			
Effect: The stalker teleports 3 squares and becomes insubstantial until the start of her next turn.			
Str 16 (+9)	Dex 20 (+11)	Wis 13 (+7)	
Con 14 (+8)	Int 16 (+9)	Cha 11 (+6)	
Alignment unaligned		Languages Common, Netherese	
Equipment longsword, hand crossbow, 20 bolts			

ENCOUNTER 5: TAKING COMMAND (ADVENTURE LEVEL 12)

1 Netherese Mage Captain (M)	Level 12 Elite Controller
Medium natural humanoid (human)	XP 1,400
HP 242; Bloodied 121	Initiative +8
AC 26, Fortitude 22, Reflex 25, Will 24	Perception +9
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Displacement	
The mage's image flickers, making his location hard to pinpoint. This effects lasts until the mage hits a target with an attack. While under this effect, when an attack against the mage hits, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal.	
STANDARD ACTIONS	
m Short Sword (teleportation, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6+6 damage, and the mage teleports the target 3 squares.	
Miss: The mage can teleport the target 1 square.	
r Misleading Visions (illusion) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: 2d10 + 7 damage, and the mage slides the target 4 squares.	
Miss: The mage can slide the target 1 square.	
MR Double Attack • At-Will	
Effect: The mage makes two basic attacks.	
A Visions of Terror (fear, illusion, psychic) • Recharge 5-6	
Attack: Area burst 2 within 10 (enemies in the burst); +15 vs. Will	
Hit: 3d10 + 9 psychic damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed until the end of the mage's next turn.	
Str 12 (+7)	Dex 14 (+8) Wis 16 (+9)
Con 17 (+9)	Int 24 (+13) Cha 21 (+11)
Alignment evil	Languages Common
Note: Modified rakshasa mage.	

2 Netherese Captain's Guard (G)	Level 12 Soldier
Medium natural humanoid (human)	XP 700
HP 122; Bloodied 61	Initiative +13
AC 28, Fortitude 26, Reflex 24, Will 23	Perception +15
Speed 6	Low-light vision
TRAITS	
Threatening Reach	
The guard can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d10 + 3 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn.	
M Mighty Clout (weapon) • Recharge 5-6	
Attack: Melee 2 (one creature); +19 vs. Fortitude	
Hit: 3d10 + 15 damage, and the guard slides the target 1 square and knocks it prone.	
TRIGGERED ACTIONS	
Heroic Effort • Recharge	
Trigger: The guard misses with an attack or fails a saving throw.	
Effect (No Action): The guard gains a +4 bonus to the triggering roll.	
Str 25 (+13)	Dex 21 (+11) Wis 19 (+10)
Con 18 (+10)	Int 13 (+7) Cha 15 (+8)
Alignment unaligned	Languages Common
Note: Reffavored goliath king's guard.	

3 Netherese Deathless Sniper (S)	Level 12 Artillery
Medium shadow humanoid	XP 700
HP 111; Bloodied 55	Initiative +12
AC 26, Fortitude 23, Reflex 25, Will 24	Perception +11
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d6 + 11 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. AC	
Hit: 2d10 + 11 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 3d10 + 11 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
R Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect (Immediate Reaction): Life pierce recharges and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.	
Skills Acrobatics +17, Athletics +13	
Str 15 (+8)	Dex 23 (+12) Wis 20 (+11)
Con 18 (+10)	Int 11 (+6) Cha 12 (+7)
Alignment evil	Languages Common
Note: Modified deathless sniper.	

ENCOUNTER 6: COUNTER ATTACK (ADVENTURE LEVEL 12)

2 Dire Bulettes (M)	Level 12 Elite Skirmisher
Huge natural beast	XP 1,400
HP 254; Bloodied 127	Initiative +14
AC 27, Fortitude 25, Reflex 23, Will 22	Perception +11
Speed 8, burrow 8	Darkvision, Tremorsense 20
Saving Throws +2; Action Points 1	
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d8 + 6 damage, or 5d8 + 6 against a prone target.	
M Leaping Bite • At-Will	
Effect: The bulette jumps up to 7 squares and then uses <i>bite</i> . This movement does not provoke opportunity attack.	
C Rising Burst • At-Will	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Close burst 3 (creatures in the burst); +17 vs. AC	
Hit: 2d10 + 7 damage.	
Miss: Half damage.	
MOVE ACTIONS	
M Earth Furrow • At-Will	
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.	
Attack: Melee 1 (creature in space); +15 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +19, Endurance +17	
Str 26 (+14)	Dex 22 (+12) Wis 20 (+11)
Con 23 (+12)	Int 5 (+3) Cha 10 (+6)
Alignment unaligned	Languages -

10 Shadar-kai Stalkers	Level 13 Minion Lurkers
Medium natural humanoid (human)	XP 200
HP 1; a missed attack never damages a minion	Initiative +15
AC 27, Fortitude 23, Reflex 26, Will 26	Perception +7
Speed 6	Low-light vision
TRAITS	
Stalker Ambush	
When the stalker hits a creature that cannot see it or the stalker is insubstantial the stalker's attack deals 5 extra damage.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 11 damage.	
R Hand Crossbow (poison, weapon) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. AC	
Hit: 6 damage, and ongoing 5 poison damage (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The stalker teleports 3 squares and becomes insubstantial until the start of her next turn.	
Str 16 (+9)	Dex 20 (+11) Wis 13 (+7)

Con 14 (+8)	Int 16 (+9)	Cha 11 (+6)
Alignment unaligned	Languages Common, Netherese	
Equipment longsword, hand crossbow, 20 bolts		

1 Netherese Grand Vizier	Level 12 Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 700
HP 124; Bloodied 62	Initiative +9
AC 26, Fortitude 24, Reflex 24, Will 26	Perception +11
Speed 6, teleport 4	Low-light vision
Resist 15 necrotic	
STANDARD ACTIONS	
m Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 6 damage, and the vizier slides the target 1 square and knocks the target prone.	
R Shadow Bolt (necrotic) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Reflex	
Hit: 2d10 + 7 necrotic damage, and the target grants combat advantage until the end of the vizier's next turn.	
Word of Command (charm) • At-Will	
Effect: Choose one creature within 5 squares of the vizier. The vizier slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the vizier's choice.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The vizier teleports 3 squares and becomes insubstantial until the start of her next turn.	
MINOR ACTIONS	
Shadowtaint Enchantment • At-Will	
Effect: One ally within 5 squares of the vizier deals 5 extra necrotic damage with melee attacks until the end of the ally's next turn.	
MOVE ACTIONS	
Tainted Advice • Recharge 5-6	
Trigger: An ally within 10 squares of the vizier misses with an attack roll or fails a skill check.	
Effect (Immediate Interrupt): The triggering ally can reroll the attack roll or the skill check, gaining a +4 bonus to the reroll.	
Skills Bluff +15, Diplomacy +15, Insight +14	
Str 17 (+9)	Dex 16 (+9) Wis 20 (+11)
Con 20 (+11)	Int 26 (+14) Cha 22 (+12)
Alignment evil	Languages Common, Netherese
Note: Reffavored vizier devil.	

ENCOUNTER 7B: SAKKORS (ADVENTURE LEVEL 12)

2 Netherese Serpent Guardian	Level 12 Skirmisher
Medium natural animate (construct, homunculus)	XP 700
HP 125; Bloodied 62	Initiative +12
AC 26, Fortitude 25, Reflex 24, Will 22	Perception +13
Speed 7	
Immune disease, poison	
TRAITS	
Combat Advantage	
The serpent deals 3d6 additional damage on attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 9 damage, and ongoing 10 poison damage (save ends).	
R Poison the Mind (psychic) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: 3d6 + 9 psychic damage and target is blinded and slowed (save ends both).	
MOVE ACTIONS	
Elusive Shift • At-Will	
Effect: The serpent shifts 2 squares. Enemies lose combat advantage against the serpent and cannot regain combat advantage against it until the start of its next turn.	
Skills Stealth +15	
Str 17 (+9)	Dex 18 (+10)
Con 21 (+11)	Int 5 (+3)
	Cha 12 (+7)
Alignment unaligned	Languages -
Note: Modified cobalt serpent.	

3 Netherese Runic Statue	Level 12 Brute
Medium natural animate (construct)	XP 700
HP 148; Bloodied 74	Initiative +8
AC 24, Fortitude 26, Reflex 22, Will 24	Perception +10
Speed 5	
Immune disease, petrification; Resist 10 poison	
TRAITS	
Runes of Strength	
At the start of the encounter, the statue has one rune of strength. It deals 2d6 extra damage per rune of strength it has.	
STANDARD ACTIONS	
m Stone Fist • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d6 + 10 damage, and if the target is adjacent to one of the statue's allies, it is also knocked prone.	
TRIGGERED ACTIONS	
Runic Gift • Encounter	
Trigger: The statue drops to 0 hit points.	
Effect (No Action): The statue is destroyed, and each other runic statue gains an additional rune of strength until the end of the encounter.	
Str 22 (+12)	Dex 14 (+8)
Con 18 (+10)	Int 3 (+1)
	Cha 6 (+4)
Alignment unaligned	Languages -

4 Netherese Dawnkiller	Level 12 Lurker
Medium shadow humanoid	XP 700
HP 94; Bloodied 47	Initiative +17
AC 26, Fortitude 24, Reflex 26, Will 23	Perception +15
Speed 7	Low-light vision
TRAITS	
Shadows of Shar (necrotic)	
The dawnkiller deals 4d6 extra necrotic damage on melee attacks against any creature that cannot see it.	
STANDARD ACTIONS	
m Kukri (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage, and the target is shrouded in gloom (save ends). While shrouded in gloom, the target takes a -2 penalty to attack rolls and regains only half the normal hit points from healing effects.	
M Shade Strike (necrotic) • At-Will	
Attack: Melee 1 (one enemy shrouded in gloom); +17 vs. AC	
Hit: 3d6 + 8 necrotic damage, and the target is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
Skills Acrobatics +18, Stealth +18	
Str 20 (+11)	Dex 24 (+13)
Con 16 (+9)	Int 14 (+8)
	Cha 11 (+6)
Alignment unaligned	Languages Common, Netherese
Equipment kukri x2, leather armor	
Note: Based on shadar-kai dawnkiller.	

EVENT 1, 2 AND 3 (ADVENTURE LEVEL 12)

EVENT 1: BLOWN AWAY

5 Turrets	Level 12 Minion Blaster
Trap	XP 175
Perception	
♦ Automatic detection	
Initiative automatically first of the round.	
Trigger	
The start of the encounter as long as the Offense Trait has not dropped to 0.	
Attack	
Standard Action	Ranged
Target: One enemy within range.	
Attack: Range 20; +17 vs. AC	
Hit: 10 force damage.	
Countermeasures	
♦ An adjacent character can destroy one turret with a DC 20 Arcana, Athletics, Nature, Religion or Thievery check as a standard action.	
♦ An adjacent character can destroy one turret with a DC 28 Arcana, Athletics, Nature, Religion or Thievery check as a minor action.	
♦ If the check is passed by 5 or more, the character can also damage one of the character's enemies within range as if hit by the turret before it is destroyed.	
♦ If the check fails, the character takes damage as if hit by the turret.	
♦ AC/Reflex 27; Fortitude 25; Hit Points 1; a missed attack never damages a minion.	

EVENT 2: OUT OF HIDING

Shadar-Kai Flameborn	Level 12 Artillery (Leader)
Medium shadow humanoid	XP 700
HP 93; Bloodied 46	Initiative +7
AC 24, Fortitude 25, Reflex 25, Will 25	Perception +10
Speed 6	Low-light vision
Resist 10 fire	
TRAITS	
O Fire Within • Aura 5	
Allies within the aura gain resist 5 fire.	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 1d10 + 7 damage.	
R Fire Bolt (fire) • At-Will	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: 2d6 + 3 fire damage, and ongoing 10 fire damage (save ends).	
C Blessing of Shar (fire, necrotic) • Encounter	
Attack: Close burst 3 (enemies in the burst); +15 vs. Reflex	
Hit: 3d6 + 5 fire and necrotic damage, and the flameborn pushes the target 3 squares.	
Effect: Each ally in the burst gains 10 temporary hit points.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai storm caller teleports 3 squares and becomes insubstantial until the start of her next turn.	
MINOR ACTIONS	
R Fiery Eye (fire) • At-Will 1/round	
Attack: Ranged 10 (one creature taking ongoing fire or necrotic damage); +17 vs. Will	
Hit: The flameborn slides the target 2 squares, and the target grants combat advantage (save ends).	

Skills Acrobatics +9, Arcana +14, Intimidate +17, Stealth +9
Str 20 (+11) **Dex** 12 (+7) **Wis** 18 (+10)
Con 15 (+8) **Int** 17 (+9) **Cha** 23 (+12)
Alignment evil **Languages** Common, Netherese
Equipment robes, flail
Note: Reffavored flameborn, changed into a shadar-kai.

EVENT 3: ASSASSINS

Shadow Puppeteer	Level 12 Lurker
Medium elemental humanoid (demon)	XP 700
HP 66; Bloodied 33	Initiative +16
AC 22, Fortitude 23, Reflex 24, Will 24	Perception +8
Speed 8; phasing	Darkvision
Resist insubstantial; Vulnerable 5 radiant	
TRAITS	
Born of Shadows	
The puppeteer can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
m Shadow Touch (necrotic, zone) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 3d6 + 10 necrotic damage, or 3d6 + 15 necrotic damage against a target that cannot see the puppeteer.	
Effect: The puppeteer creates a zone in the target's space and each square adjacent to it. The zone is lightly obscured, and it lasts until the end of the puppeteer's next turn.	
M Shadow Puppet (charm, necrotic) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Will	
Hit: 2d6 + 3 necrotic damage, or 2d6 + 8 necrotic damage against a target that cannot see the puppeteer. The target is dominated until it starts its turn not adjacent to the shadow.	
Skills Stealth +17	
Str 12 (+7) Dex 22 (+12) Wis 14 (+8)	Con 17 (+9) Int 12 (+7) Cha 19 (+10)
Alignment evil Languages Common, Netherese	