

ADCP5-2 R1

# BEST DEFENSE

## ROUND 1: AL 10

### STATS

A DUNGEONS & DRAGONS® *LIVING*  
*FORGOTTEN REALMS* ADVENTURE

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

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

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# ENCOUNTER 1: THREE IF BY AIR? (ADVENTURE LEVEL 10)

3 Midnight Arrows		Level 10 Artillery
Medium shadow humanoid (human)		XP 500
HP 82; Bloodied 41		Initiative +10
AC 24, Fortitude 21, Reflex 23, Will 22		Perception +9
Speed 6. climb 3		
TRAITS		
Street Agility		
The arrow ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
m <b>Club</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage.		
r <b>Glancing Shot</b> (weapon) • <b>At-Will</b>		
Attack: Ranged 15 (one creature); +17 vs. AC		
Hit: 2d6 + 6 damage, and another creature within 3 squares of the target takes 5 damage.		
R <b>Double Shot</b> • <b>Recharge</b> 5-6		
Effect: The arrow uses <i>glancing shot</i> twice.		
TRIGGERED ACTIONS		
R <b>Vengeful Arrow</b> • <b>At-Will</b>		
Trigger: An enemy hits the arrow with a ranged or area attack.		
Effect (Immediate Reaction): The arrow uses <i>glancing shot</i> against the triggering enemy.		
Skills Acrobatics +15, Athletics +11, Stealth +15		
Str 12 (+6)	Dex 21 (+10)	Wis 18 (+9)
Con 16 (+8)	Int 10 (+5)	Cha 10 (+5)
Alignment evil Languages Common, Netherese		
Equipment arrow x20, club, leather armor, longbow		

6 Ghost Talon Thugs		Level 10 Minion Brute
Medium shadow humanoid (shadar-kai)		XP 125
HP 1; a missed attack never damages a minion.		Initiative +9
AC 22, Fortitude 23, Reflex 22, Will 21		Perception +6
Speed 6 Low-light vision		
STANDARD ACTIONS		
m <b>Heavy Flail</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 8 damage, or 13 on a critical hit. The thug becomes insubstantial until the start of its next turn.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • <b>Encounter</b>		
Effect: The thug teleports 3 squares and becomes insubstantial until the start of its next turn.		
TRIGGERED ACTIONS		
Blood Phase • <b>Encounter</b>		
Trigger: The thug takes damage while it is insubstantial.		
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.		
Str 20 (+10)	Dex 18 (+9)	Wis 12 (+6)
Con 15 (+7)	Int 11 (+5)	Cha 16 (+8)
Alignment evil Languages Common, Netherese		
Equipment heavy flail, hide armor.		

3 Shadar-Kai Blacksouls		Level 10 Controller
Medium shadow humanoid (shadar-kai)		XP 500
HP 106; Bloodied 53		Initiative +8
AC 22, Fortitude 21, Reflex 24, Will 24		Perception +6
Speed 7 Low-light vision		
TRAITS		
Shrouded in Gloom		
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.		
STANDARD ACTIONS		
m <b>Corrupting Blackfire</b> (fire, necrotic) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).		
r <b>Shadowbolt</b> (necrotic) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +13 vs. Reflex		
Hit: 2d8 + 9 necrotic damage, and the target is shrouded in gloom (save ends).		
R <b>Corrupt Soul</b> (charm) • <b>At-Will</b>		
Attack: Ranged 10 (one creature shrouded in gloom); +13 vs. Will		
Hit: The target makes a melee basic attack against an adjacent ally of the target of the black soul's choice. If there is no suitable target adjacent the target suffers 15 psychic damage.		
A <b>Shadowburst</b> (necrotic) • <b>Recharge</b> 6		
Attack: Area burst 3 within 10 (enemies in the burst); +13 vs. Reflex		
Hit: 2d6 + 6 necrotic damage, and the target is shrouded in gloom (save ends).		
Miss: Half damage.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • <b>Encounter</b>		
Effect: The shadar-kai black soul teleports 3 squares and becomes insubstantial until the start of its next turn.		
Skills Arcana +17, Stealth +13		
Str 12 (+6)	Dex 16 (+8)	Wis 12 (+6)
Con 18 (+9)	Int 24 (+12)	Cha 20 (+10)
Alignment evil Languages Common, Netherese		
Equipment leather armor		

12 Vesperabs		Level 9 Lurker
Large shadow beast		XP 400
HP 77; Bloodied 38		Initiative +10
AC 23, Fortitude 23, Reflex 20, Will 20		Perception +12
Speed 4, fly 8 Blindsight 20		
TRAITS		
Dark Wings		
When mounted by a friendly rider of 10 <sup>th</sup> level or higher, the veserab grants its rider resist 5 poison and is immune to the effects of any veserab's noxious breath.		
Skills Stealth +13		
Str 20 (+9)	Dex 18 (+8)	Wis 17 (+7)
Con 17 (+7)	Int 2 (0)	Cha 4 (+1)
Alignment unaligned Languages -		
Note: Simplified veserab (it is not going to attack).		

## ENCOUNTER 4: ATTACKING THE MAIN (ADVENTURE LEVEL 10)

<b>Sergeant at Arms (T)</b>	<b>Level 11 Controller</b>
Medium shadow humanoid	XP 600
<b>HP 111; Bloodied 55</b>	<b>Initiative +8</b>
<b>AC 25, Fortitude 23, Reflex 23, Will 23</b>	<b>Perception +10</b>
<b>Speed 6; phasing</b>	<b>Darkvision</b>
<b>TRAITS</b>	
O <b>Intimidating Aura</b> (psychic) • <b>Aura 10</b> Enemies in the aura take a -2 penalty to all defenses.	
<b>Insubstantial</b> The sergeant at arms takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the sergeant takes radiant damage, he loses the insubstantial trait until the end of its next turn.	
<b>Unrelenting</b> Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sergeant, the sergeant gains a +2 power bonus to attack rolls until the ends of its next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Mind-Wracking Touch</b> (necrotic, psychic) • <b>At-Will</b> <i>Attack:</i> Melee 1 (one creature); +15 vs. Reflex <i>Hit:</i> 3d6 + 9 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 5 and is dazed.	
R <b>Stare Down</b> (psychic) • <b>At-Will</b> <i>Attack:</i> Ranged 10 (one creature); +15 vs. Will <i>Hit:</i> 3d6 + 9 psychic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>TRIGGERED ACTIONS</b>	
C <b>Fit of Rage</b> (psychic) • <b>Encounter</b> <i>Trigger:</i> The sergeant at arms is bloodied. <i>Attack (free action):</i> Close burst 5 (enemies in the burst); +14 vs. Will <i>Hit:</i> 3d6 + 11 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 5 and is dazed.	
<b>Skills</b> Insight +14, Stealth +13	
<b>Str</b> 17 (+8)	<b>Dex</b> 17 (+8)
<b>Con</b> 15 (+9)	<b>Wis</b> 18 (+9)
	<b>Cha</b> 18 (+9)
<b>Alignment</b> unaligned <b>Languages</b> Common	

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

<b>Hunting Lightdrinker (H)</b>	<b>Level 11 Soldier</b>
Medium shadow beast	XP 600
<b>HP 111; Bloodied 55</b>	<b>Initiative +6</b>
<b>AC 27, Fortitude 22, Reflex 25, Will 23</b>	<b>Perception +8</b>
<b>Speed 7</b>	<b>Darkvision</b>
<b>Resist 10 radiant</b>	
<b>STANDARD ACTIONS</b>	
m <b>Bite</b> • <b>At-Will</b> <i>Attack:</i> Melee 1 (one creature); +16 vs. AC <i>Hit:</i> 3d6 + 9 damage.	
M <b>Dark Fangs</b> • <b>At-Will</b> <i>Attack:</i> Melee 1 (one creature); +16 vs. AC <i>Hit:</i> 3d6 + 9 damage, and the target is marked until the end of the lightdrinker's next turn. <i>Effect:</i> The target's space fills with darkness until the end of the lightdrinker's next turn. For creatures without darkvision, the area blocks line of sight and is totally obscured. Creatures without darkvision are blinded while in the area. Light sources do not function in the darkness.	
<b>TRIGGERED ACTIONS</b>	
<b>Dark Harrier</b> (teleportation) • <b>At-Will</b> <i>Trigger:</i> Any enemy adjacent to and marked by the lightdrinker moves to a square that is not adjacent to the lightdrinker. <i>Effect (immediate reaction):</i> The lightdrinker teleports up to 10 squares to a square adjacent to the triggering enemy and makes a bite attack against it.	
C <b>Light Burst</b> (radiant) • <b>Encounter</b> <i>Trigger:</i> The lightdrinker drops to 0 hit points. <i>Attack (No Action):</i> Close burst 1 (creatures in burst); +14 vs. Reflex <i>Hit:</i> 3d6 + 11 radiant damage, and the target is blinded until the end of its next turn.	
<b>Skills</b> Athletics +13, Stealth +15	
<b>Str</b> 15 (+7)	<b>Dex</b> 20 (+10)
<b>Con</b> 15 (+7)	<b>Wis</b> 17 (+8)
	<b>Cha</b> 6 (+3)
<b>Alignment</b> unaligned <b>Languages</b> -	

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

<b>Netherese Striker (K)</b>		<b>Level 11 Brute</b>
Medium shadow humanoid		XP 600
<b>HP 142; Bloodied 71</b>		<b>Initiative +6</b>
<b>AC 23, Fortitude 25, Reflex 20, Will 22</b>		<b>Perception +7</b>
<b>Speed 6; phasing</b>		<b>Darkvision</b>
TRAITS		
<b>Insubstantial</b>		
The striker takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the striker takes radiant damage, he loses the insubstantial trait until the end of its next turn.		
<b>Unrelenting</b>		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the striker, the striker gains a +2 power bonus to attack rolls until the ends of its next turn.		
STANDARD ACTIONS		
<b>m Soulbound Spiked Chain (psychic, weapon) • At-Will</b>		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 3d8 + 11 psychic damage.		
<b>M Charging Rebuke (psychic, weapon) • At-Will</b>		
Effect: The striker charges and makes the following in place of a melee basic attack.		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 3d8 + 11 psychic damage, and the striker can push the target 1 square and knock it prone.		
<b>C Furious Sweep (psychic, weapon) • At-Will</b>		
Attack: Close blast 2 (creatures in blast); +14 vs. Reflex		
Hit: 2d8 + 9 psychic damage.		
<b>Str 16 (+8)</b>	<b>Dex 12 (+6)</b>	<b>Wis 16 (+8)</b>
<b>Con 22 (+11)</b>	<b>Int 13 (+6)</b>	<b>Cha 13 (+6)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common		
Based on phantom brigade armiger from the <i>Monster Vault: Threats to the Nentir Vale</i> . Removed undead subtype and immunities. Updated hit points to brute appropriate. Changed insubstantial trait to be consistent.		

<b>Netherese Sailor (R)</b>		<b>Level 11 Minion Soldier</b>
Medium shadow humanoid		XP 150
<b>HP 1; a missed attack never damages a minion.</b>		<b>Initiative +8</b>
<b>AC 27, Fortitude 25, Reflex 23, Will 22</b>		<b>Perception +6</b>
<b>Speed 6; phasing</b>		<b>Darkvision</b>
TRAITS		
<b>Unrelenting</b>		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sailor, the sailor gains a +2 power bonus to attack rolls until the ends of its next turn.		
STANDARD ACTIONS		
<b>m Soulbound Short Sword (psychic, weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 9 psychic damage.		
<b>r Spectral Crossbow (psychic, weapon) • At-Will</b>		
Attack: Ranged 10 (one creature); +16 vs. AC		
Hit: 9 psychic damage.		
TRIGGERED ACTIONS		
<b>Shielding Martyr • At-Will</b>		
Trigger: An enemy hits an ally adjacent to the sailor with a melee attack.		
Effect ( <i>immediate interrupt</i> ): The sailor becomes the target of the attack.		
<b>Insubstantial Defense • At-Will</b>		
Trigger: An enemy hits the sailor with an attack that does not deal force or radiant damage.		
Effect ( <i>Free Action</i> ): The sailor makes a saving throw. If the save is successful, the attack passes harmlessly thorough the sailor.		
<b>Str 19 (+9)</b>	<b>Dex 12 (+6)</b>	<b>Wis 12 (+6)</b>
<b>Con 16 (+8)</b>	<b>Int 14 (+7)</b>	<b>Cha 11 (+5)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common		
Based on phantom brigade squire from the <i>Monster Vault: Threats to the Nentir Vale</i> . Removed undead subtype and immunities. Updated MM3 damage. Added insubstantial defense from ghost worg packmate.		

## ENCOUNTER 4C: GREEN GLOBES (ADVENTURE LEVEL 10)

Shield Room Supervisor (S)	Level 10 Elite Skirmisher
Medium shadow humanoid	XP 1,000
<b>HP 210; Bloodied 105</b>	<b>Initiative +13</b>
<b>AC 24, Fortitude 22, Reflex 23, Will 19</b>	<b>Perception +12</b>
<b>Speed 6; phasing</b>	Darkvision
TRAITS	
<b>O Slow Healing • Aura 2</b> Any enemy that spend a healing surge while in the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
<b>m Sucker Punch • At-Will</b> <i>Attack:</i> Melee 1 (one creature); +15 vs. AC <i>Hit:</i> 2d8 + 9 damage.	
<b>M Grab and Move • At-Will</b> <i>Attack:</i> Melee 1 (one creature); +15 vs. AC <i>Hit:</i> 2d8 + 9 damage, and the supervisor can shift half his speed, pulling the target with him. The target remains adjacent to the supervisor during the movement.	
<b>M Punch and Grab • At-Will</b> <i>Effect:</i> The supervisor uses <i>sucker punch</i> then <i>grab and move</i> against the same target,	
<b>C Command of Doom (psychic, thunder) • Encounter</b> <i>Attack:</i> Close blast 5 (creatures in blast); +13 vs. Will <i>Hit:</i> 2d6 + 6 thunder damage, and the target is doomed. Until the target is no longer doomed, it takes 5 psychic damage whenever it misses every target with an attack power. Doomed ends at the end of the encounter.	
MOVE ACTIONS	
<b>Ghostly Travel (illusion) • Recharge</b> when first bloodied <i>Effect:</i> the supervisor becomes invisible and moves up to his speed. He remains invisible until the end of his next turn.	
<b>Skills</b> Acrobatics +16, Perception +12 <b>Str</b> 20 (+10) <b>Dex</b> 22 (+11) <b>Wis</b> 14 (+7) <b>Con</b> 17 (+8) <b>Int</b> 4 (+2) <b>Cha</b> 15 (+7)	
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Note:</b> Based on bregga, hound of ill omen. Removed undead subtype, insubstantial and immunities. Changed insubstantial trait to be consistent.	

Shield Operator (O)	Level 10 Minion Brute
Medium humanoid	XP 250
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +9</b>
<b>AC 22, Fortitude 23, Reflex 20, Will 22</b>	<b>Perception +6</b>
<b>Speed 6</b>	Low-light vision
TRAITS	
<b>Operating Together</b> The operator can score a critical hit on a roll of 19-20 against an enemy that has one or more of the operator's allies adjacent to it.	
STANDARD ACTIONS	
<b>m Pipe (weapon) • At-Will</b> <i>Attack:</i> Melee 1 (one creature); +15 vs. AC <i>Hit:</i> 11 damage, or 16 on a critical hit..	
TRIGGERED ACTIONS	
<b>Don't Touch That • At-Will</b> <i>Trigger:</i> An enemy pulls a lever the shield operator is adjacent too. <i>Effect (Immediate Interrupt):</i> The enemy must make a save. If the save is failed, the action is spent and the lever is not pulled.	
<b>Str</b> 22 (+11)	<b>Dex</b> 18 (+9)
<b>Con</b> 15 (+7)	<b>Int</b> 10 (+5)
	<b>Wis</b> 12 (+6)
	<b>Cha</b> 20 (+10)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment</b> pipe	
<b>Note:</b> Based on ebony initiate. Added don't touch that power.	

## ENCOUNTER 5: DEFENDING THE MAIN (ADVENTURE LEVEL 10)

Netherese Raid Leader (L)		Level 11 Elite Controller	
Medium shadow humanoid (shadar-kai)		XP 1200	
HP 242; <b>Bloodied</b> 121		Initiative +6	
AC 27, Fortitude 28, Reflex 22, Will 24		Perception +14	
Saving Throws +2		Low-light vision	
Speed 6			
Saving Throws +2; Action Points 1			
TRAITS			
O <b>Shar's Boon</b> • <b>Aura</b> 10			
Allies who start their turns in the aura gain a +2 bonus to attack rolls.			
STANDARD ACTIONS			
m <b>Bone-Slicing Spiked Chain</b> (fear, weapon) • <b>At-Will</b>			
Attack: Melee 2 (one creature); +16 vs. AC			
Hit: 3d6 + 9 damage, and the target is weakened until the end of the raid leader's next turn.			
M <b>Wrap Around Attack</b> (weapon) • <b>At-Will</b>			
Effect: The raid leader makes two <i>bone-slicing spiked chain</i> attacks and can shift before or after both attacks. If both attacks hit the same target, the target is slowed (save ends).			
R <b>Savage Shadows</b> (charm, psychic) • <b>At-Will</b>			
Attack: Ranged 10 (one creature); +15 vs. Will			
Hit: 3d6 + 9 psychic damage, the target takes ongoing 5 psychic damage and at the start of the target's turn it makes a melee basic attack against one random adjacent creature (save ends both). If this attack hits, it deals normal damage and the target of the basic attack gains the same condition (save ends).			
C <b>Unholy Shadows</b> (necrotic) • <b>Recharge</b> when bloodied			
Attack: Close blast 5 (each creature in the blast); +15 vs. Will			
Hit: 3d6 + 11 necrotic damage, and the target makes a melee basic attack against one of its adjacent allies as a free action.			
Miss: Half damage.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • <b>Encounter</b>			
Effect: The raid leader teleports up to 3 squares and becomes insubstantial until the start of its next turn.			
Skills Dungeoneering +12, Intimidate +14, Nature +14, Religion +14			
Str 28 (+14)	Dex 12 (+6)	Wis 15 (+7)	
Con 25 (+12)	Int 18 (+9)	Cha 23 (+11)	
Alignment evil Languages Common, Netherese			
Equipment robes, spiked chain			
Note: Based on Oastarix. Reflavored to shadar-kai. Updated hit points to level appropriate. Replaced goring charge with wrap around attack.			

Enigma of Shar (E)		Level 11 Controller	
Medium natural humanoid		XP 600	
HP 108; <b>Bloodied</b> 54		Initiative +8	
AC 25, Fortitude 22, Reflex 22, Will 24		Perception +12	
Speed 6		Darkvision	
STANDARD ACTIONS			
m <b>Dagger</b> (weapon) • <b>At-Will</b>			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 3d6 + 9 damage.			
m <b>Rend Flesh</b> • <b>At-Will</b>			
Requirement: The enigma must be affected by horrific visage.			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 4d6 + 15 damage.			
R <b>Memory Ripper</b> (psychic) • <b>At-Will</b>			
Attack: Ranged 5 (one creature); +15 vs. Will			
Hit: 3d6 + 9 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).			
R <b>Shock Bolt</b> (lightning) • <b>At-Will</b>			

Attack: Ranged 10 (one creature); +14 vs. Reflex		
Hit: 3d6 + 9 lightning damage and the target is slowed to the end of the enigma's next turn.		
TRIGGERED ACTIONS		
C <b>Horrific Visage</b> (healing, psychic) • <b>Encounter</b>		
Trigger: The enigma is first bloodied.		
Attack (No Action): Close burst 2 (enemies in the burst); +15 vs. Will		
Hit: 3d6 + 11 psychic damage, and the enigma pushes the target 3 squares.		
Effect: Until the end of the encounter, the enigma cannot use any power except <i>rend flesh</i> .		
Skills Arcana +15		
Str 12 (+6)	Dex 15 (+7)	Wis 15 (+7)
Con 12 (+6)	Int 20 (+10)	Cha 16 (+8)
Alignment unaligned Languages Common, Netherese		
Equipment dagger		
Note: Re-flavored enigma of Vecna. Added darkvision		

Netherese Slayer (S)		Level 11 Soldier	
Medium shadow humanoid		XP 600	
HP 114; <b>Bloodied</b> 57		Initiative +15	
AC 26, Fortitude 24, Reflex 23, Will 21		Perception +7	
Resist 5 radiant		Darkvision	
Speed 6			
TRAITS			
O <b>Deranging Aura</b> (charm) • <b>Aura</b> 5			
Enemies within the aura take a -2 penalty to attack rolls and gain a +2 bonus to damage rolls. Each enemy whose attack misses the slayer must make a melee basic attack against the nearest ally within reach as a free action.			
<b>Shadow Charge</b>			
When the slayer charges, it deals an extra 2d6 damage and is insubstantial until the end of the charge.			
STANDARD ACTIONS			
m <b>Claw</b> • <b>At-Will</b>			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 3d6 + 9 damage and the target is marked until the end of the slayer's next turn.			
M <b>Slaying Frenzy</b> • <b>Recharge</b> 5-6			
Effect: The slayer makes two claw attacks. If either attack hits a target marked by the slayer, or if both attacks hit the same target, that target is also dazed until the end of the slayer's next turn.			
TRIGGERED ACTIONS			
M <b>Focused Killer</b> • <b>At-Will</b>			
Trigger: An adjacent enemy marked by the slayer shifts.			
Effect (Opportunity Action): The slayer makes a <i>claw</i> attack against that enemy.			
R <b>Parting Gift</b> • <b>At-Will</b>			
Trigger: The slayer is reduced to 0 hit points.			
Effect (Free Action): Ranged 10; one of the slayer's allies can make a basic attack.			
Str 21 (+11)	Dex 18 (+9)	Wis 3 (+1)	
Con 17 (+8)	Int 6 (+3)	Cha 15 (+7)	
Alignment evil Languages Common, Netherese			
Note: Re-flavored shardsoul slayer as a shadow humanoid. Removed immunities and jump speed.			

## ENCOUNTER 6: CLEANING OUT THE POOP (ADVENTURE LEVEL 10)

Netherese Sky Captain (C)	Level 11 Skirmisher
Medium shadow humanoid	XP 600
<b>HP 110; Bloodied 55</b>	<b>Initiative +11</b>
<b>AC 24, Fortitude 23, Reflex 24, Will 21</b>	<b>Perception +11</b>
<b>Resist 5 cold</b>	Darkvision
<b>Speed 6</b>	
TRAITS	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sergeant, the sergeant gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
<b>m Short Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage, and the captain shifts 1 square.	
<b>M Swiftshadow Strike • At-Will</b> (requires combat advantage)	
Requirement: The captain has combat advantage against the target.	
Effect: The captain makes two <i>short sword</i> attacks against the target..	
<b>C Manifest Whirlwind • Encounter</b>	
Attack: Close burst 2 (creatures in burst); +14 vs. Reflex	
Hit: 3d6 + 11 damage and the target is pushed 1 square and knocked prone.	
MINOR ACTIONS	
<b>Sky Jaunt • Recharge 5-6</b>	
Effect: Until the end of its turn, the captain gains a fly speed equal to his speed and can hover.	
<b>Skills</b> Acrobatics +13, Endurance +8, Nature +7, Stealth +13	
<b>Str</b> 17 (+7)	<b>Dex</b> 18 (+8) <b>Wis</b> 12 (+5)
<b>Con</b> 14 (+6)	<b>Int</b> 13 (+5) <b>Cha</b> 11 (+4)
<b>Alignment</b> evil <b>Languages</b> Common, Netherese	
<b>Equipment</b> pendant of Shar, leather armor, short sword x2	

**Note:** Based on Genasi Skyspy. Re-flavored as a shadow humanoid. Upgraded to MM3 damage expressions. Added darkvision. Replaced feather-footed trait with unrelenting trait.

Netherese Striker (K)	Level 11 Brute
Medium shadow humanoid	XP 600
<b>HP 142; Bloodied 71</b>	<b>Initiative +6</b>
<b>AC 23, Fortitude 25, Reflex 20, Will 22</b>	<b>Perception +7</b>
<b>Speed 6; phasing</b>	Darkvision
TRAITS	
Insubstantial	
The striker takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the striker takes radiant damage, he loses the insubstantial trait until the end of its next turn.	
Unrelenting	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the striker, the striker gains a +2 power bonus to attack rolls until the ends of its next turn.	
STANDARD ACTIONS	
<b>m Soulbound Spiked Chain (psychic, weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 11 psychic damage.	
<b>M Charging Rebuke (psychic, weapon) • At-Will</b>	
Effect: The striker charges and makes the following in place of a melee basic attack.	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 11 psychic damage, and the striker can push the target 1 square and knock it prone.	
<b>C Furious Sweep (psychic, weapon) • At-Will</b>	
Attack: Close blast 2 (creatures in blast); +14 vs. Reflex	
Hit: 2d8 + 9 psychic damage.	
<b>Str</b> 16 (+8)	<b>Dex</b> 12 (+6) <b>Wis</b> 16 (+8)
<b>Con</b> 22 (+11)	<b>Int</b> 13 (+6) <b>Cha</b> 13 (+6)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	

**Note:** Based on phantom brigade armiger. Removed undead subtype and immunities. Updated hit points to brute appropriate. Changed insubstantial trait to be consistent.

Engulfing Shadow (E)	Level 11 Lurker	
Large shadow beast	XP 600	
<b>HP</b> 90; <b>Bloodied</b> 45	<b>Initiative</b> +12	
<b>AC</b> 25, <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 22	<b>Perception</b> +13	
<b>Speed</b> 6	Darkvision	
<b>TRAITS</b>		
<b>Shadow Form</b>		
The engulfing shadow in shadow blend mode resembles a natural shadow. A creature can recognize the engulfing shadow by succeeding on a DC 27 Perception check.		
<b>STANDARD ACTIONS</b>		
<b>m Shadow Tendril • At-Will</b>		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 3d6 + 9 damage.		
<b>M Grasping Shadows • At-Will</b>		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 2d6 + 7 damage.		
Effect: The engulfing shadow makes one more attack against the same target. If both attacks hit, the engulfing shadow grabs the target (escape DC 19).		
<b>C Shadow Wave • At-Will</b>		
Attack: Close blast 2 (creatures in the blast); +14 vs. Fortitude		
Hit: The target falls prone.		
Effect: The engulfing shadow blends into the shadows (shadow blend mode). While the engulfing shadows is in shadow blend mode, its speed is 0, it gains a +5 bonus to all defenses, and it does not have line of effect to any creature other than a creature it has grabbed. The engulfing shadow slides the creature it has grabbed into its space. The grabbed creature has line of sight and effect only to the engulfing shadow. The engulfing shadow does not gain its bonus to defenses against the grabbed creature. If the grabbed creature escapes, it appears in a space adjacent to the engulfing shadow. The engulfing shadow can exit shadow blend mode as a minor action.		
<b>Skills</b> Stealth +12		
<b>Str</b> 19 (+8)	<b>Dex</b> 16 (+7)	<b>Wis</b> 17 (+7)
<b>Con</b> 14 (+6)	<b>Int</b> 6 (+2)	<b>Cha</b> 9 (+3)
<b>Alignment</b> unaligned <b>Languages</b> -		

**Note:** Based on geonid. Re-flavored as a shadow monster. Updated to MM3 damage values. Added darkvision and increased speed to 6. Removed immunities.

Netherese Sailor (R)	Level 11 Minion Soldier	
Medium shadow humanoid	XP 150	
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +8	
<b>AC</b> 27, <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 22	<b>Perception</b> +6	
<b>Speed</b> 6; phasing	Darkvision	
<b>TRAITS</b>		
<b>Unrelenting</b>		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the sailor, the sailor gains a +2 power bonus to attack rolls until the ends of its next turn.		
<b>STANDARD ACTIONS</b>		
<b>m Soulbound Short Sword (psychic, weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 9 psychic damage.		
<b>r Spectral Crossbow (psychic, weapon) • At-Will</b>		
Attack: Ranged 10 (one creature); +16 vs. AC		
Hit: 9 psychic damage.		
<b>TRIGGERED ACTIONS</b>		
<b>Shielding Martyr • At-Will</b>		
Trigger: An enemy hits an ally adjacent to the sailor with a melee attack.		
Effect ( <i>Immediate Interrupt</i> ): The sailor becomes the target of the attack.		
<b>Insubstantial Defense • At-Will</b>		
Trigger: An enemy hits the sailor with an attack that does not deal force or radiant damage.		
Effect ( <i>Free Action</i> ): The sailor makes a saving throw. If the save is successful, the attack passes harmlessly thorough the sailor.		
<b>Str</b> 19 (+9)	<b>Dex</b> 12 (+6)	<b>Wis</b> 12 (+6)
<b>Con</b> 16 (+8)	<b>Int</b> 14 (+7)	<b>Cha</b> 11 (+5)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese		

**Note:** Based on phantom brigade squire. Removed undead subtype and immunities. Updated MM3 damage. Added insubstantial defense from ghost worg packmate.

## ENCOUNTER 9: WHAT THE HECK IS A FO'C'SLE? (ADVENTURE LEVEL 10)

Shadow Strangler (T)	Level 11 Artillery	
Medium shadow humanoid	XP 600	
<b>HP 68; Bloodied 34</b>	<b>Initiative +10</b>	
<b>AC 25, Fortitude 20, Reflex 23, Will 24</b>	<b>Perception +7</b>	
<b>Speed 8</b>	Darkvision	
<b>Resist insubstantial; Vulnerable 5 radiant</b>		
TRAITS		
Born of Shadows		
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
Insubstantial		
The strangler takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the strangler takes radiant damage, he loses the insubstantial trait until the end of its next turn.		
STANDARD ACTIONS		
m Shadowy Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +14 vs. Reflex		
Hit: 3d6 +9 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.		
R Blinding Shadows (necrotic) • At-Will		
Attack: Ranged 10 (one creature); +14 vs. Reflex		
Hit: The 3d6 + 9 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.		
R Strangling Darkness (necrotic) • Recharge 5-6		
Attack: Ranged 10 (one creature); +14 vs. Fortitude		
Hit: The target is restrained and takes ongoing 10 necrotic damage (save ends both)		
R Devouring Dark (necrotic) • Encounter		
Attack: Area burst 2 within 10 (enemies in burst); +14 vs. Reflex		
Hit: 3d6 + 10 necrotic damage, and the target is blinded until the end of the strangler's next turn.		
Miss: half damage.		
Skills		
Arcana +11, Stealth +15		
Str 13 (+6)	Dex 21 (+10)	Wis 15 (+7)
Con 18 (+9)	Int 13 (+6)	Cha 21 (+10)
Alignment		
evil Languages Common		

Master Chief (M)	Level 11 Elite Soldier (Leader)	
Medium shadow humanoid	XP 1,200	
<b>HP 248; Bloodied 124</b>	<b>Initiative +8</b>	
<b>AC 29, Fortitude 25, Reflex 24, Will 26</b>	<b>Perception +9</b>	
<b>Speed 5</b>	Low-light vision	
<b>Saving Throws +2; Action Points 1</b>		
TRAITS		
O Deathshadow Fervor • Aura 5		
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).		
Steely-Eyed		
The master chief can score a critical hit with all ranged attacks on a 19-20.		
Unrelenting		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the master chief, the chief gains a +2 power bonus to attack rolls until the ends of its next turn.		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 3d6 + 5 damage		
Effect: Master Chief marks the target until the end of his next turn.		
r Shock Bolt (lightning, weapon) • At-Will		
Attack: Range 10 (one creature); +16 vs. AC		
Hit: 3d6 + 9 lightning damage, and the target is dazed (save ends).		
R Rapid Fire • Recharge when first bloodied		
Effect: Master chief makes a <i>shock bolt</i> attack against up to three enemies within range.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: Master chief teleports up to 3 squares and becomes insubstantial until the start of his next turn.		
TRIGGERED ACTIONS		
R Memory Rage (weapon) • At-Will		
Trigger: An enemy marked by master chief makes an attack that does not include master chief.		
Attack ( <i>Immediate Interrupt</i> ): Range 10 (target creature); +14 vs. Will		
Hit: 3d6 + 9 lightning damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).		
Skills		
Athletics +13, Acrobatics +11, Intimidate +14		
Str 16 (+8)	Dex 13 (+6)	Wis 19 (+9)
Con 15 (+7)	Int 16 (+7)	Cha 19 (+9)
Alignment		
unaligned Languages Common, Netherese		
Equipment		
scale armor, dagger, hand crossbow		

<b>Netherese Petty Officer (P)</b>		<b>Level 11 Soldier</b>
Medium shadow humanoid		XP 600
<b>HP 110; Bloodied 55</b>		<b>Initiative +7</b>
<b>AC 27, Fortitude 25, Reflex 20, Will 22</b>		<b>Perception +9</b>
<b>Speed 5; phasing</b>		Darkvision
TRAITS		
<b>Insubstantial</b>		
The petty officer takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the petty officer takes radiant damage, he loses the insubstantial trait until the end of its next turn.		
<b>Unrelenting</b>		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the petty officer, the petty officer gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
<b>m Soulbound Tulwar (psychic, radiant, weapon) • At-Will</b>		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 3d6 + 9 psychic and radiant damage, and the target is marked. If the target makes an attack that does not include the veteran on its next turn, it takes 5 damage and the petty officer can shift 1 square as a free action.		
<b>r Crossbow (weapon) • At-Will</b>		
Attack: Ranged 10 (one creature); +16 vs. AC		
Hit: 3d6 + 9 damage.		
<b>Skills: Athletics +18</b>		
<b>Str 26 (+13)</b>	<b>Dex 15 (+7)</b>	<b>Wis 19 (+9)</b>
<b>Con 15 (+7)</b>	<b>Int 17 (+8)</b>	<b>Cha 14 (+7)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese		
<b>Equipment:</b> crossbow, crossbow bolt x10, heavy shield, scale armor, tulwar.		

**Note:** Reflavored Phantom Brigade Banneret.

<b>Netherese Striker</b>		<b>Level 11 Brute</b>
Medium shadow humanoid		XP 600
<b>HP 142; Bloodied 71</b>		<b>Initiative +6</b>
<b>AC 23, Fortitude 25, Reflex 20, Will 22</b>		<b>Perception +7</b>
<b>Speed 6; phasing</b>		Darkvision
TRAITS		
<b>Insubstantial</b>		
The striker takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the striker takes radiant damage, he loses the insubstantial trait until the end of its next turn.		
<b>Unrelenting</b>		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the striker, the striker gains a +2 power bonus to attack rolls until the ends of its next turn.		
STANDARD ACTIONS		
<b>m Soulbound Spiked Chain (psychic, weapon) • At-Will</b>		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 3d8 + 11 psychic damage.		
<b>M Charging Rebuke (psychic, weapon) • At-Will</b>		
Effect: The striker charges and makes the following in place of a melee basic attack.		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 3d8 + 11 psychic damage, and the striker can push the target 1 square and knock it prone.		
<b>C Furious Sweep (psychic, weapon) • At-Will</b>		
Attack: Close blast 2 (creatures in blast); +14 vs. Reflex		
Hit: 2d8 + 9 psychic damage.		
<b>Str 16 (+8)</b>	<b>Dex 12 (+6)</b>	<b>Wis 16 (+8)</b>
<b>Con 22 (+11)</b>	<b>Int 13 (+6)</b>	<b>Cha 13 (+6)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese		

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**Note:** Reflavored Phantom Brigade Armiger.

<b>Ammo Loader (A)</b>		<b>Level 11 Brute</b>
Large natural animate (blind, construct)		XP 600
<b>HP 135; Bloodied 67</b>		<b>Initiative +7</b>
<b>AC 21, Fortitude 22, Reflex 18, Will 19</b>		<b>Perception +7</b>
<b>Speed 6</b>		Blindsight 10
<b>Immune</b> charm, disease, fear, poison; <b>Resist 5</b> all		
STANDARD ACTIONS		
<b>m Elongated Grasp • At-Will</b>		
Attack: Melee 3 (one creature); +16 vs. AC		
Hit: 3d6 + 9 damage, and if the ammo loader is grabbing fewer than two targets, it can grab the target (escape DC 19). Until the grab ends, the target takes ongoing 5 damage.		
MOVE ACTIONS		
<b>M Retract • At-Will</b>		
Attack: Melee 3 (creatures grabbed by the ammo loader); +14 vs. Fortitude		
Hit: The ammo loader pulls the target to a space adjacent to the ammo loader.		
TRIGGERED ACTIONS		
<b>Magic Growth • Encounter</b>		
Trigger: An arcane attack hits the ammo loader.		
Effect: (Immediate Reaction): Until the end of the encounter, the ammo loader grows an extra arm and can grab with elongated grasp if grabbing fewer than three targets.		
<b>Skills</b> Athletics +15		
<b>Str 21 (+10)</b>	<b>Dex 14 (+7)</b>	<b>Wis 15 (+7)</b>
<b>Con 18 (+9)</b>	<b>Int 10 (+5)</b>	<b>Cha 11 (+5)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese,		

**Note:** Reflavored Caldron Magen.

## ENCOUNTER II: WE HAVE HOW LONG TO STOP THAT THING? (AL 10)

Arturas Shadowghast		Level 12 Elite Brute (Leader)
Medium shadow humanoid		XP 1,400
HP 290; Bloodied 145		Initiative +9
AC 24, Fortitude 24, Reflex 23, Will 25		Perception +7
Speed 5		Low-light vision
Saving Throws +2; Action Points 1		
TRAITS		
O <b>Bloodthirsty Shadow</b> (cold, necrotic) • <b>Aura 1</b>		
When a bloodied enemy is hit by an attack, that enemy takes 5 extra cold and necrotic damage from the attack.		
STANDARD ACTIONS		
m <b>Dread Flail</b> (cold, necrotic, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: The 3d8 + 12 damage, and Arturas can slide the target 1 square.		
If Arturas has combat advantage against the target, the target also takes ongoing 5 cold and necrotic damage (save ends).		
M <b>Whirling Flail</b> • <b>At-Will</b>		
Effect: Arturas used <i>dread flail</i> twice.		
M <b>Shadow Contamination</b> • <b>Recharge 5-6</b>		
Attack: Melee 1 (one creature); +15 vs. Will		
Hit: 4d6 + 18 cold and necrotic damage, ongoing 5 cold and necrotic damage (save ends), and Arturas pushed the target up to 3 squares.		
While the target is taking the ongoing damage, any of its allies adjacent to it at the start of its turn take 5 cold and necrotic damage.		
Miss: Half damage.		
MINOR ACTIONS		
Ruby Shroud • <b>Recharge</b> when first bloodied		
Effect: Arturas gains partial concealment until the end of his next turn.		
Skills Arcana +11, History +11, Religion +11		
Str 20 (+11)	Dex 16 (+9)	Wis 13 (+7)
Con 15 (+8)	Int 11 (+6)	Cha 22 (+12)
Alignment evil		Languages Common, Netherese
Equipment scale armor, flail, symbol of Shar		

Netherese Fireman		Level 12 Minion
Medium shadow humanoid		XP 125
HP 1; a missed attack never damages a minion		Initiative +9
AC 27, Fortitude 25, Reflex 23, Will 22		Perception +7
Speed 6; phasing		Darkvision
Immune disease, poison		
TRAITS		
Comrades in Arms		
Whenever an ally with this trait drops to 0 hit points within five squares of the fireman, the fireman gains a +2 power bonus to attack rolls until the next of its next turn.		
STANDARD ACTIONS		
m <b>Soulbound Short Sword</b> (psionic, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 12 psychic damage.		
M <b>Crushing Charge</b> (weapon) • <b>At-Will</b>		
Requirement: The fireman charges and makes this attack at the end of the charge.		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 10 psychic damage and the target is knocked prone.		
M <b>Dogpile</b> • <b>At Will</b>		
Attack: Melee 1 (one prone creature); +17 vs. AC		
Hit: 5 damage and the fireman ends up in the same square as the target. The target must make an escape check (as if he were grabbed) during his turn to stand up. Up to three firemen may pile on a single target in this fashion; every fireman beyond the first adds		

a cumulative -3 penalty to the escape check.		
Skills Athletics +17		
Str 22 (+12)	Dex 13 (+7)	Wis 13 (+7)
Con 19 (+9)	Int 15 (+8)	Cha 12 (+6)
Alignment evil		Languages Common, Netherese,
Equipment short sword, leather armor		
Note: Phantom Brigade Squire reflavored as a Netherese Fireman.		

Shadar-Kai Weaponmaster		Level 12 Skirmisher
Medium shadow humanoid		XP 700
HP 116; Bloodied 58		Initiative +14
AC 26, Fortitude 24, Reflex 25, Will 24		Perception +9
Speed 6		Low-light vision
TRAITS		
Weapon Master		
The shadar-kai weapon master is considered to be proficient with all weapons.		
STANDARD ACTIONS		
m <b>Shadar-Kai Short Sword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d6 + 10 damage (crit 2d6 + 28).		
r <b>Hurl Weapon</b> (weapon) • <b>At-Will</b>		
Attack: Ranged 5/10 (one creature); +17 vs. AC		
Hit: 3d6 + 10 damage; the weaponmaster can use any melee weapon for this attack.		
M <b>Disarming Strike</b> (weapon) • <b>Recharge 5-6</b>		
Attack: Melee 1 (one creature) +15 vs. Reflex		
Hit: 4d6 + 16 damage (crit 2d6 + 40) and the target drops one weapon it is holding. The shadar-kai weapon master can choose to catch this weapon in a free hand or have it land on the ground at his feet (in his square).		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • <b>Encounter</b>		
Effect: The shadar-kai weaponmaster teleports 3 squares and becomes insubstantial until the start of his next turn.		
TRIGGERED ACTIONS		
My Weapon Now • <b>At-Will</b>		
Trigger: when the shadar-kai weaponmaster successfully catches a weapon a target drops.		
Effect (Free Action): The shadar-kai weaponmaster makes a basic attack with the weapon his target just dropped.		
Skills: Acrobatics +17		
Str 19 (+10)	Dex 22 (+12)	Wis 17 (+9)
Con 13 (+7)	Int 11 (+6)	Cha 11 (+6)
Alignment unaligned		Languages Common, Netherese
Equipment shadar-kai short sword, leather armor		

## ENCOUNTER 12: ENEMY YACHTS (ADVENTURE LEVEL 10)

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

<b>1 Deathless Mage (C)</b>	<b>Level 12 Controller (Leader)</b>
Medium shadow humanoid (shadar-kai)	XP 700
<b>HP 94; Bloodied 47</b>	<b>Initiative +8</b>
<b>AC 26, Fortitude 24, Reflex 23, Will 26</b>	<b>Perception +6</b>
<b>Speed 6</b>	Low-light vision
<b>TRAITS</b>	
<b>O Sapping Shadows • Aura 3</b>	
When a slowed enemy ends its turn in the aura, it takes 5 damage and the mage gains 5 temporary hit points.	
<b>STANDARD ACTIONS</b>	
<b>m Sickle (fear, weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 3d6 + 10 damage, and the mage pushes the target up to 2 squares.	
<b>C Shadestorm • At-Will</b>	
<i>Attack:</i> Close blast 3 (creatures in the blast); +15 vs. Reflex	
<i>Hit:</i> 2d8 + 6 damage, and the target is slowed until the end of the mage's next turn.	
<b>R Life Siphon • Recharge</b> if the power misses	
<i>Attack:</i> Ranged 3 (one creature); +15 vs. Will	
<i>Hit:</i> 3d6 + 10 damage, and ongoing 10 damage (save ends). Until the target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
<i>Effect:</i> The controller teleports 3 squares and becomes insubstantial until the start of her next turn.	
<b>MINOR ACTIONS</b>	
<b>Life Transfer • At-Will</b>	
<i>Effect:</i> Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.	
<b>Skills</b> Arcana +15; Intimidate +18	
<b>Str</b> 11 (+6)	<b>Dex</b> 14 (+8) <b>Wis</b> 11 (+6)
<b>Con</b> 20 (+11)	<b>Int</b> 18 (+12) <b>Cha</b> 24 (+13)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment:</b> chainmail, sickle	

<b>2 Deathless Blademasters (S)</b>	<b>Level 12 Soldier</b>
Medium shadow humanoid (shadar-kai)	XP 700
<b>HP 111; Bloodied 55</b>	<b>Initiative +11</b>
<b>AC 28, Fortitude 26, Reflex 23, Will 24</b>	<b>Perception +10</b>
<b>Speed 5</b>	Low-light vision
<b>STANDARD ACTIONS</b>	
<b>m Bastard Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 2d10 + 9 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
<b>C Shadow Spiral • Recharge 5-6</b>	
<i>Attack:</i> Close burst 2 (enemies in the burst); +15 vs. Fortitude	
<i>Hit:</i> 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).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
<b>TRIGGERED ACTIONS</b>	
<b>C Life Mark (necrotic) • At-Will</b>	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
<b>Life Transfer • At-Will</b>	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
<b>Skills</b> Athletics +17, Intimidate +11	
<b>Str 22 (+12)</b>	<b>Dex 16 (+9) Wis 19 (+10)</b>
<b>Con 17 (+9)</b>	<b>Int 11 (+6) Cha 11 (+6)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> scale armor, broadsword	

<b>1 Deathless Berserker (B)</b>	<b>Level 12 Brute</b>
Medium shadow humanoid (shadar-kai)	XP 700
<b>HP 120; Bloodied 60</b>	<b>Initiative +10</b>
<b>AC 24, Fortitude 26, Reflex 24, Will 23</b>	<b>Perception +9</b>
<b>Speed 6</b>	Low-light vision
<b>TRAITS</b>	
<b>Vital Rage</b>	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
<b>STANDARD ACTIONS</b>	
<b>m War Pick (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 3d8 + 13 damage.	
<b>C Life Cut (weapon) • Recharge</b> if the power misses every target	
<i>Attack:</i> Close burst 1 (enemies in the burst); +17 vs. AC	
<i>Hit:</i> 3d8 + 13 damage.	
<i>Effect:</i> If the berserker hits two or more targets, the berserker gains 15 temporary hit points.	
<b>TRIGGERED ACTIONS</b>	
<b>C Bloodied Feast • Encounter</b>	
<i>Trigger:</i> An enemy bloodies the berserker.	
<i>Effect (Immediate Reaction):</i> The berserker shifts up to its speed +2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.	
<b>Skills</b> Athletics +17, Intimidate +11	
<b>Str 22 (+12)</b>	<b>Dex 19 (+10) Wis 16 (+9)</b>
<b>Con 20 (+11)</b>	<b>Int 10 (+6) Cha 11 (+6)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> hide armor, 2 war picks	

# ENCOUNTER 13: AHEAD OF THE TROOPS (ADVENTURE LEVEL 10)

<b>Horned Kir-Lanans (H)</b>	<b>Level 10 Brute</b>
Medium shadow humanoid	XP 500
<b>HP 127; Bloodied 63</b>	<b>Initiative +8</b>
<b>AC 22, Fortitude 24, Reflex 21, Will 21</b>	<b>Perception +13</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
<b>Vulnerable 5 radiant</b>	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d10 + 7 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.	
<b>M Impaling Charge • At-Will</b>	
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d12 + 7 damage, and the target is grabbed (escape DC 18) and takes ongoing 5 damage until the grab ends.	
<b>R Enfeebling Strike (necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>MOVE ACTIONS</b>	
<b>Skewering Drag • At-Will</b>	
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. If the kir-lanan attempts to drag a creature off the ship the creature is allowed a save to fall prone at the railing.	
<b>TRIGGERED ACTIONS</b>	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 31 hit points.	
Skills Stealth +15	
Str 22 (+11)	Dex 16 (+8) Wis 16 (+8)
Con 17 (+8)	Int 10 (+5) Cha 11 (+5)
Alignment evil Languages Common, Netherese	
Note: Re-flavored hornstone gargoyle, changed into kir-lanan.	

<b>99 Recruits on clumsy veserabs (R)</b>	<b>Level 10 Minion Soldier</b>
Medium shadow humanoid	XP -
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +7</b>
<b>AC 23, Fortitude 23, Reflex 22, Will 21</b>	<b>Perception +11</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>By The Skin Of Their Teeth</b>	
Whenever an enemy kills a recruit they gain a +2 power bonus to their next skill check to scare away the recruits.	
<b>STANDARD ACTIONS</b>	
<b>m Strength in Numbers • At-Will</b>	
Effect: The recruit does not flee, yet.	
Str 16 (+8)	Dex 14 (+7) Wis 12 (+6)
Con 16 (+8)	Int 12 (+6) Cha 10 (+5)
Alignment neutral scared Languages Common, Netherese	

<b>Kir-Lanan Shadow Hurlers (S)</b>	<b>Level 10 Artillery</b>
Medium shadow humanoid	XP 500
<b>HP 81; Bloodied 40</b>	<b>Initiative +9</b>
<b>AC 24, Fortitude 20, Reflex 18, Will 18</b>	<b>Perception +13</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
<b>Vulnerable 5 radiant</b>	
<b>TRAITS</b>	
<b>Shadow Defense</b>	
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 6 damage.	
<b>r Hurling Shadow (necrotic) • At-Will</b>	
Attack: Ranged 20 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>A Bursting Shadow (necrotic) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +13 vs. Fortitude	
Hit: 2d6 + 6 necrotic damage, and the target is slowed (save ends).	
Miss: Half damage.	
<b>TRIGGERED ACTIONS</b>	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 20 hit points.	
Skills Stealth +16	
Str 22 (+11)	Dex 18 (+9) Wis 17 (+8)
Con 15 (+7)	Int 10 (+5) Cha 17 (+8)
Alignment evil Languages Common, Netherese	
Note: Re-flavored gargoyle rock hurler, changed into kir-lanan.	

<b>Netherese Artillery</b>	<b>Level 12 Artillery</b>
Large natural animate (construct)	XP 700
<b>HP 93; Bloodied 46</b>	<b>Initiative +11</b>
<b>AC 24, Fortitude 23, Reflex 24, Will 21</b>	<b>Perception +8</b>
<b>Speed 0</b>	<b>low-light vision</b>
<b>Immune</b> charm, disease, fear, poison, sleep; <b>Resist 10</b> all	
<b>STANDARD ACTIONS</b>	
<b>r Arcane Bolt (force) • At-Will</b>	
Attack: Ranged 20/40 (one creature); +17 vs. Reflex. This attack does not provoke opportunity attacks.	
Hit: 3d6 + 10 force damage.	
<b>A Lightning Burst (lightning) • At-Will</b>	
Attack: Area burst 2 within 15 (creatures in burst); +17 vs. Reflex	
Hit: 2d8 + 6 lightning damage.	
Str 19 (+9)	Dex 20 (+10) Wis 14 (+7)
Con 15 (+7)	Int 3 (+1) Cha 6 (+3)
Alignment unaligned Languages none	
Equipment none	

## ENCOUNTER 14: SWARMS OF DARKNESS (ADVENTURE LEVEL 10)

3 Wraiths	Level 11 Lurker
Medium shadow humanoid	XP 600
<b>HP</b> 89; <b>Bloodied</b> 44	<b>Initiative</b> +13
<b>AC</b> 25, <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 21	<b>Perception</b> +5
<b>Speed</b> 0, fly 6 (hover), phasing	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
<b>TRAITS</b>	
<b>Insubstantial</b>	
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.	
<b>Spawn Wraith</b>	
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's command.	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Touch (necrotic) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Reflex	
<i>Hit:</i> 2d8 + 10 necrotic damage, or 4d8 + 16 necrotic damage if the wraith was invisible to the target when it attacked.	
<b>TRIGGERED ACTIONS</b>	
<b>Shadow Glide (teleportation) • At-Will</b>	
<i>Trigger:</i> An attack that does not deal force or radiant damage hits the wraith.	
<i>Effect (Free Action):</i> The wraith becomes invisible until it hits or misses with an attack or until the end of the encounter. The wraith teleports up to 6 squares and cannot attack until the end of its next turn.	
<b>Skills</b> Stealth +14	
<b>Str</b> 4 (+2)	<b>Dex</b> 18 (+9) <b>Wis</b> 10 (+5)
<b>Con</b> 17 (+8)	<b>Int</b> 6 (+3) <b>Cha</b> 15 (+7)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Netherese	

1 Mad Wraiths	Level 11 Controller
Medium shadow humanoid	XP 600
<b>HP</b> 113; <b>Bloodied</b> 56	<b>Initiative</b> +10
<b>AC</b> 25, <b>Fortitude</b> 21, <b>Reflex</b> 24, <b>Will</b> 23	<b>Perception</b> +1
<b>Speed</b> 0, fly 6 (hover), phasing	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
<b>TRAITS</b>	
<b>O Mad Whispers (psychic) • Aura 3</b>	
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 3 square.	
<b>Insubstantial</b>	
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.	
<b>Spawn Wraith</b>	
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's command.	
<b>STANDARD ACTIONS</b>	
<b>m Touch of Madness (psychic) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Will	
<i>Hit:</i> 2d8 + 9 psychic damage, and the target takes a -2 penalty to all defenses (save ends).	
<b>M Touch of Chaos (charm, psychic) • Recharge 5-6</b>	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Will	
<i>Hit:</i> 2d8 + 9 psychic damage, and the wraith slides the target up to 2 squares. The target must then use a free action to make a basic attack against its nearest ally.	
<i>Miss:</i> Half damage.	
<b>Skills</b> Stealth +15	
<b>Str</b> 6 (+2)	<b>Dex</b> 20 (+9) <b>Wis</b> 3 (+0)
<b>Con</b> 17 (+7)	<b>Int</b> 11 (+4) <b>Cha</b> 19 (+8)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Netherese	

6 Wraith Figments	Level 11 Minion Skirmisher
Medium shadow humanoid	XP 150
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +10
<b>AC</b> 23, <b>Fortitude</b> 21, <b>Reflex</b> 25, <b>Will</b> 22	<b>Perception</b> +5
<b>Speed</b> 0, fly 6 (hover), phasing	Darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Caress (necrotic) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +14 vs. Reflex	
<i>Hit:</i> 9 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
<b>MOVE ACTIONS</b>	
<b>Shadow Glide • Encounter</b>	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
<b>Skills</b> Stealth +13	
<b>Str</b> 3 (+1)	<b>Dex</b> 17 (+8) <b>Wis</b> 10 (+5)
<b>Con</b> 13 (+6)	<b>Int</b> 4 (+2) <b>Cha</b> 15 (+7)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Netherese	

<b>2 Vortex Wraiths</b>	<b>Level 11 Soldiers</b>	
Medium shadow humanoid	XP 600	
<b>HP 113; Bloodied 56</b>	<b>Initiative +12</b>	
<b>AC 27, Fortitude 23, Reflex 25, Will 22</b>	<b>Perception +8</b>	
<b>Speed 0, fly 6 (hover), phasing</b>	<b>Darkvision</b>	
<b>Immune disease, poison; Resist 10 necrotic</b>		
<b>TRAITS</b>		
<b>O Vortex (force) • Aura 3</b>		
Any enemy that ends its turn in the aura takes 5 force damage and is pulled 2 square by the wraith.		
<b>Insubstantial</b>		
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.		
<b>Spawn Wraith</b>		
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's command.		
<b>STANDARD ACTIONS</b>		
<b>m Spiral Strike (force) • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +14 vs. Fortitude		
<i>Hit:</i> 2d6 + 9 force damage, and the target is slowed until the end of the wraith's next turn.		
<b>M Spectral Helix (force) • Encounter</b>		
<i>Attack:</i> Melee 2 (one creature); +14 vs. Reflex		
<i>Hit:</i> 2d8 + 9 force damage, and the target takes ongoing 10 force damage and is immobilized (save ends both).		
<i>Miss:</i> Half damage.		
<i>Effect:</i> The vortex wraith can shift 1 square to a square adjacent to the target.		
<b>Skills Stealth +15</b>		
<b>Str 15 (+7)</b>	<b>Dex 20 (+10)</b>	<b>Wis 6 (+3)</b>
<b>Con 17 (+8)</b>	<b>Int 8 (+4)</b>	<b>Cha 17 (+8)</b>
<b>Alignment chaotic evil    Languages Common, Netherese</b>		

## ENCOUNTER 15: SHADY HARRIERS (ADVENTURE LEVEL 10)

2 Winged Shadow Hounds (W)		Level 11 Skirmisher
Medium shadow magical beast		XP 600
HP 112; <b>Bloodied</b> 56		Initiative +10
AC 26, <b>Fortitude</b> 24, <b>Reflex</b> 24, <b>Will</b> 24		Perception +12
Speed 7, teleport 7, Fly 4 (clumsy)		Darkvision
<b>Vulnerable</b> 5 radiant		
TRAITS		
○ <b>Shroud of Night • Aura</b> 5		
Bright light in the aura is reduced to dim light and dim light becomes darkness.		
<b>Shadow Ambush</b>		
When a shadow hound teleports adjacent to an enemy it gains combat advantage and deals an extra 2d8 damage on the next attack it makes against that enemy this turn.		
STANDARD ACTIONS		
m <b>Bite • At-Will</b>		
Attack: Reach 1 (one creature); +16 vs. AC		
Hit: 3d6 + 9 damage.		
C <b>Baying (fear) • Recharge</b> 6		
Attack: Close burst 5 (deafened creatures are immune); +14 vs. Will		
Hit: 3d8 + 9 damage, and the target takes a -2 penalty to defenses until the end of the winged shadow hound's next turn.		
Skills Endurance +13, Stealth +14		
Str 20 (+10)	Dex 16 (+8)	Wis 14 (+7)
Con 15 (+7)	Int 7 (+3)	Cha 17 (+8)
Alignment unaligned Languages -		

1 Winged Shadow Strangler (S)		Level 11 Artillery
Medium shadow humanoid		XP 600
HP 62; <b>Bloodied</b> 31		Initiative +10
AC 25, <b>Fortitude</b> 21, <b>Reflex</b> 23, <b>Will</b> 24		Perception +7
Speed 8, fly 8 (hover)		Darkvision
<b>Resist</b> Insubstantial; <b>Vulnerable</b> 5 radiant		
TRAITS		
<b>Born of Shadows</b>		
The strangler makes a Stealth check to become hidden when it has concealment instead of needing total concealment.		
STANDARD ACTIONS		
m <b>Shadowy Touch (necrotic) • At-Will</b>		
Attack: Melee 1 (one creature); +14 vs. Reflex		
Hit: 2d6 + 7 necrotic damage and the strangler becomes invisible to the target until the end of the strangler's next turn.		
r <b>Blinding Shadows (necrotic) • At-Will</b>		
Attack: Ranged 10 (one creature); +16 vs. Reflex		
Hit: 2d6 + 9 necrotic damage and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.		
R <b>Strangling Darkness • Recharge</b> 5-6		
Attack: Ranged 10 (one creature); +16 vs. Fortitude		
Hit: The target is restrained and takes ongoing 15 necrotic damage (save ends both).		
A <b>Devouring Dark (necrotic) • Encounter</b>		
Attack: Area burst 2 within 10 (enemies in burst); +16 vs. Reflex		
Hit: 2d10 + 8 necrotic damage, and the target is blinded until the end of the strangler's next turn.		
Miss: Half damage.		
Skills Arcana +12, Stealth +15		
Str 12 (+6)	Dex 19 (+9)	Wis 14 (+7)
Con 17 (+8)	Int 12 (+6)	Cha 19 (+9)
Alignment unaligned Languages -		

1 Shadow Drake Flight (D)		Level 11 Elite Soldier
large shadow magical beast(reptile, swarm)		XP 1,200
HP 180; <b>Bloodied</b> 90		Initiative +5
AC 26, <b>Fortitude</b> 24, <b>Reflex</b> 24, <b>Will</b> 24		Perception +3
Speed 2, fly 7 (hover)		Darkvision
<b>Immune</b> fear; <b>Resist</b> half damage from melee and ranged attacks;		
<b>Vulnerable</b> 5 damage from close and area attacks.		
<b>Saving Throws</b> +2; <b>Action Points</b> 1		
TRAITS		
○ <b>Swarm Attack • Aura</b> 1		
The shadow drake flight makes a basic attack as a free action against any enemy that starts their turn in the aura. Any square in the aura becomes dimly lit.		
<b>Swarm</b>		
The swarm can occupy the same space as another creature and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
m <b>Teeth of Shade • At-Will</b>		
Attack: Melee 1 (one or two creatures); +16 vs. AC		
Hit: 3d6 + 9 damage, or 3d6 + 15 damage against a prone target.		
C <b>Shadow Frenzy • Recharge</b> 5-6		
Attack: Close Blast 3(creatures in blast); +16 vs. AC		
Hit: 2d6 + 7 damage, and the target is dazed (save ends).		
MINOR ACTIONS		
M <b>Pull Out of the Light • At-Will</b> 1/round		
Attack: Melee 1 (one creature); +13 vs. Fortitude		
Hit: 2d6 + 7 damage and the target is knocked prone.		
Str 18 (+9)	Dex 21 (+10)	Wis 15 (+7)
Con 17 (+8)	Int 5 (+2)	Cha 13 (+6)
Alignment unaligned Languages -		

## ENCOUNTER 16: SHADOW DRAGON (ADVENTURE LEVEL 10)

Adventure Level 16 to 20 only.

## ENCOUNTER VII: REPEL BOARDERS (ADVENTURE LEVEL 10)

<b>Deathless Blademaster (H)</b>		<b>Level 10 Soldier</b>	
Medium shadow humanoid (shadar-kai)		XP 500	
HP 95; <b>Bloodied</b> 47		Initiative +10	
AC 26, <b>Fortitude</b> 24, <b>Reflex</b> 21, <b>Will</b> 22		Perception +9	
Speed 5		Low-light vision	
<b>STANDARD ACTIONS</b>			
m <b>Bastard Sword (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d8 + 8 damage.			
Effect: The target is marked until the end of the blademaster's next turn.			
C <b>Shadow Spiral • Recharge</b> 5-6			
Attack: Close burst 2 (enemies in the burst); +13 vs. Fortitude			
Hit: 2d8 + 8 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).			
Effect: The blademaster can slide each target 1 square.			
<b>TRIGGERED ACTIONS</b>			
C <b>Life Mark (necrotic) • At-Will</b>			
Trigger: An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.			
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.			
Life Transfer • At-Will			
Trigger: The blademaster gains temporary hit points.			
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.			
Skills Athletics +16, Intimidate +12			
Str 22 (+11)	Dex 16 (+8)	Wis 19 (+9)	
Con 17 (+8)	Int 11 (+5)	Cha 11 (+5)	
Alignment evil		Languages Common, Netherese	
Equipment scale armor, broadsword			

<b>Deathless Berserker (V)</b>		<b>Level 10 Brute</b>	
Medium shadow humanoid (shadar-kai)		XP 500	
HP 100; <b>Bloodied</b> 50		Initiative +9	
AC 22, <b>Fortitude</b> 24, <b>Reflex</b> 22, <b>Will</b> 21		Perception +8	
Speed 6		Low-light vision	
<b>TRAITS</b>			
<b>Vital Rage</b>			
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.			
<b>STANDARD ACTIONS</b>			
m <b>War Pick (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d10 + 12 damage.			
C <b>Life Cut (weapon) • Recharge</b> if the power misses every target			
Attack: Close burst 1 (enemies in the burst); +15 vs. AC			
Hit: 2d10 + 12 damage.			
Effect: If the berserker hits two or more targets, the berserker gains 10 temporary hit points.			
<b>TRIGGERED ACTIONS</b>			
C <b>Bloodied Feast • Encounter</b>			
Trigger: An enemy bloodies the berserker.			
Effect (Immediate Reaction): The berserker shifts up to its speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.			
Skills Athletics +16, Intimidate +10			

Str 22 (+11)	Dex 19 (+9)	Wis 16 (+8)
Con 20 (+10)	Int 10 (+5)	Cha 11 (+5)
Alignment evil		Languages Common, Netherese
Equipment hide armor, 2 war picks		

<b>Deathless Sniper (S)</b>		<b>Level 10 Artillery</b>	
Medium shadow humanoid (shadar-kai)		XP 500	
HP 99; <b>Bloodied</b> 49		Initiative +11	
AC 24, <b>Fortitude</b> 21, <b>Reflex</b> 23, <b>Will</b> 21		Perception +10	
Speed 6		Low-light vision	
<b>TRAITS</b>			
<b>Soul Shot</b>			
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.			
<b>Vital Aim</b>			
When the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.			
<b>STANDARD ACTIONS</b>			
m <b>Short Sword (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d6 + 7 damage, and the sniper can shift one square.			
r <b>Longbow (weapon) • At-Will</b>			
Attack: Ranged 20 (one creature); +17 vs. AC			
Hit: 2d6 + 10 damage.			
R <b>Life Pierce (weapon) • Recharge</b> if the power misses			
Attack: Ranged 20 (one creature); +17 vs. AC			
Hit: 3d6 + 10 damage, and the sniper gains 10 temporary hit points.			
<b>TRIGGERED ACTIONS</b>			
R <b>Bloodied Feast • Encounter</b>			
Trigger: An enemy bloodies the sniper.			
Effect (Immediate Reaction): <i>Life pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .			
Skills Acrobatics +16, Athletics +12			
Str 15 (+6)	Dex 23 (+11)	Wis 20 (+10)	
Con 18 (+9)	Int 11 (+5)	Cha 12 (+6)	
Alignment evil		Languages Common, Netherese	
Equipment arrow x40, chainmail, longbow, longsword			

# ENCOUNTER 18: NETHERESE REINFORCEMENTS (ADVENTURE LEVEL 10)

2 Horned Kir-Lanans (H)	Level 10 Brute
Medium shadow humanoid	XP 500
<b>HP 127; Bloodied 63</b>	<b>Initiative +8</b>
<b>AC 22, Fortitude 24, Reflex 21, Will 21</b>	<b>Perception +13</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
<b>Vulnerable 5 radiant</b>	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d10 + 7 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.	
<b>M Impaling Charge • At-Will</b>	
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d12 + 7 damage, and the target is grabbed (escape DC 18) and takes ongoing 5 damage until the grab ends.	
<b>R Enfeebling Strike (necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
<b>Skewering Drag • At-Will</b>	
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. If the kir-lanan attempts to drag a creature off the ship the creature is allowed a save to fall prone at the railing.	
TRIGGERED ACTIONS	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 31 hit points.	
Skills Stealth +15	
Str 22 (+11)	Dex 16 (+8) Wis 16 (+8)
Con 17 (+8)	Int 10 (+5) Cha 11 (+5)
Alignment evil Languages Common, Netherese	
Note: Re-flavored hornstone gargoyle, changed into kir-lanan.	

99 Recruits on clumsy veserabs (R)	Level 10 Minion Soldier
Medium shadow humanoid	XP -
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +7</b>
<b>AC 23, Fortitude 23, Reflex 22, Will 21</b>	<b>Perception +11</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
TRAITS	
<b>By The Skin Of Their Teeth</b>	
Whenever an enemy kills a recruit they gain a +2 power bonus to their next skill check to scare away the recruits.	
STANDARD ACTIONS	
<b>m Strength in Numbers • At-Will</b>	
Effect: The recruit does not flee, yet.	
Str 16 (+8)	Dex 14 (+7) Wis 12 (+6)
Con 16 (+8)	Int 12 (+6) Cha 10 (+5)
Alignment neutral scared Languages Common, Netherese	

2 Kir-Lanan Shadow Hurlers (S)	Level 10 Artillery
Medium shadow humanoid	XP 500
<b>HP 81; Bloodied 40</b>	<b>Initiative +9</b>
<b>AC 24, Fortitude 20, Reflex 18, Will 18</b>	<b>Perception +13</b>
<b>Speed 6, fly 8</b>	<b>Darkvision</b>
<b>Vulnerable 5 radiant</b>	
TRAITS	
<b>Shadow Defense</b>	
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 6 damage.	
<b>r Hurling Shadow (necrotic) • At-Will</b>	
Attack: Ranged 20 (one creature); +13 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
<b>A Bursting Shadow (necrotic) • At-Will</b>	
Attack: Area burst 1 within 10 (creatures in the burst); +13 vs. Fortitude	
Hit: 2d6 + 6 necrotic damage, and the target is slowed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
<b>Necrotic Healing (healing) • Encounter</b>	
Trigger: The kir-lanan takes necrotic damage.	
Effect (Immediate Reaction): The kir-lanan heals 20 hit points.	
Skills Stealth +16	
Str 22 (+11)	Dex 18 (+9) Wis 17 (+8)
Con 15 (+7)	Int 10 (+5) Cha 17 (+8)
Alignment evil Languages Common, Netherese	
Note: Re-flavored gargoyle rock hurler, changed into kir-lanan.	

## ENCOUNTER 20: TAKING THE FIGHT TO THE ENEMY (AL 10)

<b>Captain XXX</b>		<b>Level 10 Elite Soldier (Leader)</b>	
Medium shadow humanoid (shadar-kai)		XP 1,000	
<b>HP 204; Bloodied 102</b>		<b>Initiative +8</b>	
<b>AC 26, Fortitude 25, Reflex 23, Will 25</b>		<b>Perception +8</b>	
<b>Speed 5</b>		Low-Light vision	
<b>Saving throws +2; Action Points 1</b>			
<b>TRAITS</b>			
O <b>Deathshadow Fervor • Aura 5</b>			
Whenever an ally in the aura scores a critical hit against an enemy, that enemy is also dazed (save ends).			
<b>STANDARD ACTIONS</b>			
m <b>Halberd (weapon) • At-Will</b>			
Attack: Melee 2 (one creature); +15 vs. AC			
Hit: 2d10 + 7 damage.			
Effect: Captain marks the target until the end of his next turn.			
M <b>Double Attack • At-Will</b>			
Effect: Captain uses <i>halberd</i> twice.			
C <b>Sundering Sweep (weapon) • Recharge 5-6</b>			
Attack: Close burst 2 (enemies in the burst); +15 vs. AC			
Hit: 2d10 + 9 damage, and the target takes a -2 penalty to AC (save ends).			
<b>MOVE ACTIONS</b>			
<b>Shadow Jaunt (teleportation) • Encounter</b>			
Effect: The captain teleports 3 squares and becomes insubstantial until the start of its next turn.			
<b>TRIGGERED ACTIONS</b>			
<b>Deathtrap • At-Will</b>			
Trigger: An enemy within 2 squares of the captain that is marked by him either moves or uses an attack power that doesn't include him as a target.			
Effect (Immediate Interrupt): Captain uses <i>halberd</i> against the triggering enemy. The attack can score a critical hit on a roll of 17-20.			
<b>Skills</b> Diplomacy +14, Intimidate +14			
<b>Str 16 (+8)</b>	<b>Dex 12 (+6)</b>	<b>Wis 17 (+8)</b>	
<b>Con 14 (+7)</b>	<b>Int 15 (+7)</b>	<b>Cha 18 (+9)</b>	
<b>Alignment</b> evil			
<b>Languages</b> Common, Netherese			
<b>Equipment</b> chainmail, halberd			

Source: Samminel renamed to captain.

Add the following for Brirgund:

<b>TRAITS</b>	
O <b>Vicious Aura • Aura 1</b>	
An enemy that starts its turn within the aura and moves takes 8 damage.	

Add the following for Sondhas:

<b>STANDARD ACTIONS</b>	
C <b>Come and Get It (weapon) • Recharge 5-6</b>	
Attack: Close burst 3 (enemies in the burst); +13 vs. Will	
Hit: 2d6 + 6 damage, the target is pulled 2 squares adjacent to Sondhas and slowed (save ends).	

Add the following for Thendos:

<b>MINOR ACTIONS</b>	
<b>Inspired Action • Recharge 5-6</b>	
Effect: An ally within 5 squares of Thendos can make a basic melee attack.	

<b>Phantom Brigade Squire</b>		<b>Level 10 Minion Soldier</b>	
Medium shadow humanoid (human)		XP 125	
<b>HP 1; a missed attack never damages a minion.</b>		<b>Initiative +8</b>	
<b>AC 26, Fortitude 24, Reflex 22, Will 21</b>		<b>Perception +6</b>	
<b>Speed 6</b>			
<b>TRAITS</b>			
<b>Unrelenting Brigade</b>			
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the squire, the squire gains a +2 bonus to attack rolls until the end of its next turn.			
<b>STANDARD ACTIONS</b>			
m <b>Short Sword (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 8 damage.			
r <b>Crossbow (weapon) • At-Will</b>			
Attack: Ranged 10 (one creature); +15 vs. AC			
Hit: 8 damage.			
<b>TRIGGERED ACTIONS</b>			
<b>Shielding Martyr • At-Will</b>			
Trigger: An enemy hits an ally adjacent to the squire with a melee attack.			
Effect (Immediate Interrupt): The squire becomes the target of the attack.			
<b>Str 19 (+9)</b>	<b>Dex 12 (+6)</b>	<b>Wis 12 (+6)</b>	
<b>Con 16 (+8)</b>	<b>Int 14 (+7)</b>	<b>Cha 11 (+5)</b>	
<b>Alignment</b> evil		<b>Languages</b> Common, Netherese	
<b>Equipment</b> short sword, crossbow, hide armor.			

Source: Phantom Brigade squire, removed the undead trait and psychic damage.

<b>Raven Roost Outlaw Veteran</b>		<b>Level 10 Brute</b>	
Medium natural humanoid (human)		XP 500	
<b>HP 126; Bloodied 63</b>		<b>Initiative +6</b>	
<b>AC 22, Fortitude 24, Reflex 22, Will 20</b>		<b>Perception +5</b>	
<b>Speed 6</b>			
<b>STANDARD ACTIONS</b>			
m <b>Bastard Sword (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d10 + 10 damage.			
M <b>Mighty Blow (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d10 + 10 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.			
M <b>Swath of Death • Recharge</b> if either attack misses			
Effect: The veteran uses <i>mighty blow</i> twice.			
<b>MINOR ACTIONS</b>			
M <b>Forceful Shove • At-Will</b>			
Attack: Melee 1 (one creature); +13 vs. Fortitude			
Hit: The veteran pushes the target 1 square.			
<b>Skills</b> Athletics +14, Stealth +11			
<b>Str 19 (+11)</b>	<b>Dex 13 (+6)</b>	<b>Wis 10 (+5)</b>	
<b>Con 16 (+8)</b>	<b>Int 7 (+3)</b>	<b>Cha 10 (+5)</b>	
<b>Alignment</b> evil		<b>Languages</b> Common, Netherese	
<b>Equipment</b> studded leather, bastard sword			

## ENCOUNTER 21: BESIEGED (ADVENTURE LEVEL 10)

<b>1 Raven Roost Grenadier (C)</b>	<b>Level 11 Controller</b>
Medium natural humanoid (human)	XP 600
<b>HP 101; Bloodied 50</b>	<b>Initiative +10</b>
<b>AC 25, Fortitude 22, Reflex 24, Will 22</b>	<b>Perception +8</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Short Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 3d6 + 9 damage.	
<b>A Fire Bomb (fire) • At-Will</b>	
<i>Attack:</i> Area burst 1 within 5 (creatures in the burst); +14 vs. Fortitude	
<i>Hit:</i> 2d6 + 7 fire damage, and the target falls prone.	
<i>Miss:</i> Half damage.	
<b>A Smoke Bomb • Encounter</b>	
<i>Attack:</i> Area burst 1 within 5 (creatures in the burst); +14 vs. Fortitude	
<i>Hit:</i> The target is dazed and takes ongoing 10 damage (save ends both).	
<i>Effect:</i> Squares in the burst are lightly obscured until the end of the encounter.	
<b>A Oil Slick • Encounter</b>	
<i>Attack:</i> Area burst 1 within 5 (creatures in the burst); +14 vs. Reflex	
<i>Hit:</i> The target falls prone.	
<i>Effect:</i> Each target gains vulnerable 10 fire until the end of the encounter.	
<b>MINOR ACTIONS</b>	
<b>Grenadier's Rush • Encounter</b>	
<i>Effect:</i> The grenadier moves up to its speed.	
<b>Skills</b> Athletics +12, Stealth +14	
<b>Str</b> 14 (+7)	<b>Dex</b> 18 (+9)
<b>Con</b> 13 (+6)	<b>Int</b> 12 (+6)
	<b>Wis</b> 15 (+7)
	<b>Cha</b> 10 (+5)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> 8 fire bombs, flask of oil, smoke bomb, leather armor, short sword	

<b>3 Raven Roost Highwaymen (S)</b>	<b>Level 11 Soldier</b>
Medium natural humanoid, human	XP 600
<b>HP 101; Bloodied 50</b>	<b>Initiative +11</b>
<b>AC 27, Fortitude 22, Reflex 25, Will 22</b>	<b>Perception +13</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Rapier (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 3d6 + 9 damage.	
<i>Effect:</i> The target is marked until the end of the soldier's next turn.	
<b>R Bolt to the Gut (weapon) • Recharge 5-6</b>	
<i>Attack:</i> Ranged 5 (one creature); +16 vs. AC. This attack doesn't provoke opportunity attacks.	
<i>Hit:</i> 3d6 + 9 damage, and the target is immobilized and takes ongoing 10 damage (save ends both).	
<i>Miss:</i> The target is immobilized until the end of its next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>Stand, You Coward • At-Will</b>	
<i>Trigger:</i> An enemy within 5 squares of the soldier and marked by it uses an attack power that doesn't include it as a target.	
<i>Effect (Immediate Reaction):</i> Bolt to the gut recharges, and the soldier uses it against the triggering enemy.	
<b>Skills</b> Bluff +13, Intimidate +13, Stealth +14	
<b>Str</b> 16 (+8)	<b>Dex</b> 18 (+9)
<b>Con</b> 13 (+6)	<b>Int</b> 12 (+6)
	<b>Wis</b> 15 (+7)
	<b>Cha</b> 16 (+8)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> studded leather, crossbow bolt x10, hand crossbow, rapier	

<b>Dust Devil</b>	<b>Level 10 Skirmisher</b>
Medium elemental magical beast (air, earth)	XP 500
<b>HP 95; Bloodied 47</b>	<b>Initiative +11</b>
<b>AC 25, Fortitude 21, Reflex 23, Will 21; -2 to all defenses while slowed or immobilized</b>	<b>Perception +4</b>
<b>Speed 8</b>	
<b>Immune</b> disease, poison	
<b>STANDARD ACTIONS</b>	
<b>m Grasping Winds • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +15 vs. Reflex	
<i>Hit:</i> 2d8 + 9 damage, and the dust devil slides the target 2 squares.	
<b>C Stinging Sands • Encounter</b>	
<i>Attack:</i> Close burst 3 (creatures in burst); +15 vs. Fortitude	
<i>Hit:</i> 3d6 + 8 damage, and the target is blinded until the end of the dust devil's next turn.	
<b>MOVE ACTIONS</b>	
<b>M Grasping Winds • At-Will</b>	
<i>Effect:</i> The dust devil shifts 5 squares and attacks each enemy adjacent to it (one attack per creature).	
<i>Attack:</i> Melee 1 (one creature); +15 vs. Fortitude	
<i>Hit:</i> The target falls prone.	
<b>Skills</b> Stealth +14	
<b>Str</b> 8 (+4)	<b>Dex</b> 18 (+9)
<b>Con</b> 15 (+7)	<b>Int</b> 5 (+2)
	<b>Wis</b> 8 (+4)
	<b>Cha</b> 15 (+7)
<b>Alignment</b> unaligned	<b>Languages</b> Primordial