

ADCP5-2 R2

BEST DEFENSE

ROUND 2: 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: REIGN OF FIRE (ADVENTURE LEVEL 10)

2 Netherese Snipers (S) Level 12 Artillery	
Medium shadow humanoid (shadar-kai)	XP 700
HP 111; Bloodied 55	Initiative +12
AC 26, Fortitude 23, Reflex 25, Will 23	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); +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. AC	
Hit: 3d10 + 11 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 Cinder-Eye Basilisks (D) Level 12 Soldier	
Large natural beast (fire, reptile)	XP 700
HP 125; Bloodied 62	Initiative +9
AC 28, Fortitude 24, Reflex 22, Will 26	Perception +8
Speed 4	
Resist 20 fire	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d12 + 7 damage.	
C Flaming Tendrils (fire) • At-Will	
Attack: Close Blast 3 (creatures in blast); +15 vs. Reflex	
Hit: 2d8 + 8 fire damage, and the basilisk pulls the target up to 2 squares.	
Effect: The basilisk marks the target until the end of the basilisk's next turn.	
TRIGGERED ACTIONS	
R Mesmerizing Flames (charm) • Encounter	
Trigger: An enemy marked by and within 5 squares of the basilisk makes an attack that does not include it as a target.	
Attack (Immediate Interrupt): Close burst 5 (the triggering enemy); +15	

vs. Will.		
Hit: The target takes a -2 penalty to the triggering attack roll and is dazed (save ends).		
Str 16 (+9)	Dex 13 (+7)	Wis 14 (+8)
Con 17 (+9)	Int 2 (+2)	Cha 8 (+5)
Alignment unaligned Languages -		
Note: Re flavored mesmeric-eye basilisk.		

Flamethrower Trap (F) Level 12 Blaster	
Trap	XP 700
Perception	
♦ Automatic detection. The flamethrower trap looks like a large steel bellow on a turret that is part of the wall of the bunker behind it.	
Initiative +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: +15 vs. Reflex	
Hit: 2d8 + 6 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: +15 vs. Reflex	
Hit: 2d8 + 6 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 27, Reflex/Fortitude 25, Will -; hit points 120; resist all 5. If destroyed through damage it explodes.	
♦ Adjacent characters on the platform can make a DC 28 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 28 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 10)

2 Horned Kir-Lanans (H)	Level 10 Brute
Medium shadow humanoid	XP 500
HP 127; Bloodied 63	Initiative +8
AC 22, Fortitude 24, Reflex 21, Will 21	Perception +13
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
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.	
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); +16 vs. AC	
Hit: 2d12 + 7 damage, and the target is grabbed (escape DC 18) and takes ongoing 5 damage until the grab ends.	
R Enfeebling Strike (necrotic) • At-Will	
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	
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 31 hit points.	
Skills Stealth +15	
Str 22 (+11)	Dex 16 (+8)
Con 17 (+8)	Int 10 (+5)
	Wis 16 (+8)
	Cha 11 (+5)
Alignment evil	
Languages Common, Netherese	
Note: Reffavored hornstone gargoyle, changed into kir-lanan.	

4+ Obsidian Kir-Lanans (O)	Level 10 Minion Soldier
Medium shadow humanoid	XP 125
HP 1; a missed attack never damages a minion	Initiative +9
AC 26, Fortitude 24, Reflex 22, Will 21	Perception +8
Speed 6, fly 8	Darkvision
TRAITS	
Cruel Claw	
Whenever an enemy leaves a square adjacent to the kir-lanan, that enemy takes 5 damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage.	
Skills Athletics +15, Stealth +14	
Str 20 (+10)	Dex 15 (+7)
Con 15 (+7)	Int 8 (+4)
	Wis 16 (+8)
	Cha 11 (+5)
Alignment evil	
Languages Common, Netherese	
Note: Reffavored obsidian gargoyle.	

2 Kir-Lanan Shadow Hurlers (S)	Level 10 Artillery
Medium shadow humanoid	XP 500
HP 81; Bloodied 40	Initiative +9
AC 24, Fortitude 20, Reflex 18, Will 18	Perception +13
Speed 6, fly 8	Darkvision
Vulnerable 5 radiant	
TRAITS	
Shadow Defense	
The kir-lanan has resist 5 to all damage from attacks originating at least 5 squares away.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 6 damage.	
r Hurling Shadow (necrotic) • At-Will	
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).	
A Bursting Shadow (necrotic) • At-Will	
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	
Necrotic Healing (healing) • Encounter	
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)
Con 15 (+7)	Int 10 (+5)
	Wis 17 (+8)
	Cha 17 (+8)
Alignment evil	
Languages Common, Netherese	
Note: Reffavored gargoyle rock hurler, changed into kir-lanan.	

ENCOUNTER 3: THROUGH THE ROOF (ADVENTURE LEVEL 10)

1 Shadar-Kai Dreadnought (B)	Level 11 Elite Brute (Leader)
Large shadow humanoid (shadar-kai)	XP 1,200
HP 250; Bloodied 125	Initiative +6
AC 23, Fortitude 25, Reflex 21, Will 23	Perception +8
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
O Dreadnought's Wrath • Aura 2	
While in the aura, bloodied allies have a +2 power bonus to attack rolls and damage rolls.	
Staggering Critical	
Whenever the dreadnought scores a critical hit, the target is stunned until the end of the target's next turn.	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d10 + 12 damage. The dreadnought pushes the target up to 2 squares and then shifts up to 2 squares adjacent to the target.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai dreadnought teleports 3 squares and becomes insubstantial until the start of her next turn.	
MINOR ACTIONS	
M Low Blow • At-Will 1/round	
Attack: Melee 2 (one creature); +14 vs. Fortitude	
Hit: 3d6 + 12 damage, and the target falls prone.	
R You Fight Now! • Recharge when first bloodied	
Effect: Range 5 (one ally); The target can charge as a free action.	
Skills Athletics +8, Athletics +16, Intimidate +10, Stealth +8	
Str 23 (+11)	Dex 13 (+6) Wis 16 (+8)
Con 15 (+7)	Int 10 (+5) Cha 10 (+5)
Alignment evil Languages Common, Netherese	
Equipment studded leather, greatclub	
Note: Re-flavored lizardfolk dreadnought, changed into shadar-kai.	

2 Netherese Snipers (A)	Level 11 Artillery
Medium shadow humanoid (shadar-kai)	XP 600
HP 90; Bloodied 45	Initiative +11
AC 25, Fortitude 22, Reflex 24, Will 23	Perception +10
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); +16 vs. AC	
Hit: 2d6 + 10 damage, and the sniper can shift one square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +18 vs. AC	
Hit: 2d10 + 10 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +18 vs. AC	
Hit: 3d10 + 10 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		
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 Athletics +18, Athletics +12, Stealth +13		
Str 15 (+7)	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		

2 Netherese Blademasters (S)	Level 11 Soldier
Medium shadow humanoid (shadar-kai)	XP 600
HP 113; Bloodied 56	Initiative +10
AC 27, Fortitude 25, Reflex 22, Will 23	Perception +9
Speed 5	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d10 + 8 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); +14 vs. Fortitude	
Hit: 2d10 + 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.	
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 +16, Intimidate +10	
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	

4+ Human Thugs	Level 11 Skirmisher
Medium natural humanoid (human)	XP 150
HP 1; a missed attack never damages a minion	Initiative +7
AC 25, Fortitude 24, Reflex 21, Will 22	Perception +6
Speed 6	
TRAITS	
Rush into Battle	
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 11 damage.	
Str 14 (+7)	Dex 11 (+5)
Con 13 (+6)	Int 10 (+5)
	Wis 12 (+6)
	Cha 13 (+6)
Alignment unaligned	Languages Common, Netherese
Equipment club	

ENCOUNTER 5: TAKING COMMAND (ADVENTURE LEVEL 10)

1 Netherese Mage Captain (M)	Level 10 Elite Controller
Medium natural humanoid (human)	XP 1,000
HP 210; Bloodied 105	Initiative +7
AC 24, Fortitude 20, Reflex 23, Will 22	Perception +8
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); +15 vs. AC	
Hit: 2d6+7 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); +13 vs. Will	
Hit: 1d10 +10 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); +13 vs. Will	
Hit: 2d10 +12 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 (+6)	Dex 14 (+7)
Con 17 (+8)	Int 24 (+12)
	Wis 16 (+8)
	Cha 21 (+10)
Alignment evil	Languages Common, Netherse
Note: Modified rakshasa mage.	

2 Netherese Captain's Guard (G)	Level 10 Soldier
Medium natural humanoid (human)	XP 500
HP 106; Bloodied 53	Initiative +12
AC 26, Fortitude 24, Reflex 22, Will 21	Perception +14
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); +15 vs. AC	
Hit: 3d10 + 2 damage, and the guard slides the target 1 square and marks it until the end of the guard's next turn.	
M Mighty Clout (weapon) • Recharge 5-6	
Attack: Melee 2 (one creature); +13 vs. Fortitude	
Hit: 3d10 + 14 damage, and the guard slides the target 1 square and knocks it prone.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The guard misses with an attack or fails a saving throw.	
Effect (No Action): The guard gains a +4 bonus to the triggering roll.	
Str 25 (+12)	Dex 21 (+10)
Con 18 (+9)	Int 13 (+6)
	Wis 19 (+9)
	Cha 15 (+7)
Alignment unaligned	Languages Common, Netherese
Note: Reffavored goliath king's guard.	

2 Netherese Deathless Sniper (S)	Level 10 Artillery
Medium shadow humanoid	XP 500
HP 99; Bloodied 49	Initiative +11
AC 24, Fortitude 21, Reflex 23, Will 22	Perception +10
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); +15 vs. AC	
Hit: 2d6 + 9 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. AC	
Hit: 2d10 + 9 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +17 vs. Reflex	
Hit: 3d10 + 13 damage, and the sniper gains 10 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 +16, Athletics +12	
Str 15 (+7)	Dex 23 (+11)
Con 18 (+9)	Int 11 (+5)
	Wis 20 (+10)
	Cha 12 (+6)
Alignment evil	Languages Common, Netherse
Note: Modified deathless sniper.	

ENCOUNTER 6: COUNTER ATTACK (ADVENTURE LEVEL 10)

2 Bulettes (M)	Level 10 Elite Skirmisher
Large natural beast	XP 1,000
HP 216; Bloodied 108	Initiative +11
AC 25, Fortitude 23, Reflex 21, Will 20	Perception +8
Speed 6, burrow 6	Darkvision, Tremorsense 20
Saving Throws +2; Action Points 1	
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 8 damage, or 5d6 + 8 against a prone target.	
M Leaping Bite • At-Will	
Effect: The bulette jumps up to 5 squares and then uses <i>bite</i> . This movement does not provoke opportunity attack.	
C Rising Burst • At-Will	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Close burst 2 (creatures in the burst); +15 vs. AC	
Hit: 2d8 + 6 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); +13 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +16, Endurance +15	
Str 22 (+11) Dex 18 (+9) Wis 16 (+8)	
Con 20 (+10) Int 2 (+1) Cha 8 (+4)	
Alignment unaligned Languages -	

4+ Netherese Soldiers	Level 11 Skirmisher
Medium natural humanoid (human)	XP 150
HP 1; a missed attack never damages a minion	Initiative +7
AC 25, Fortitude 24, Reflex 21, Will 22	Perception +6
Speed 6	
TRAITS	
Rush into Battle	
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 11 damage.	
Str 14 (+7) Dex 11 (+5) Wis 12 (+6)	
Con 13 (+6) Int 10 (+5) Cha 13 (+6)	
Alignment unaligned Languages Common, Netherese	
Equipment club	

1 Netherese Vizier	Level 10 Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 500
HP 104; Bloodied 52	Initiative +6
AC 24, Fortitude 22, Reflex 22, Will 24	Perception +8
Speed 6, teleport 4	Low-light vision
Resist 10 necrotic	
STANDARD ACTIONS	
m Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage, and the vizier slides the target 1 square.	
R Shadow Bolt (necrotic) • At-Will	
Attack: Ranged 5 (one creature); +13 vs. Reflex	
Hit: 2d10 + 5 necrotic damage, and the target grants combat advantage until the end of the vizier's next turn.	
Word of Command • At-Will	
Effect: Choose one ally within 5 squares of the vizier. The vizier slides that creature 3 squares, and the creature makes a melee basic attack as a free action against a creature of the vizier's choice.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The vizier teleports 3 squares and becomes insubstantial until the start of her next turn.	
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 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 +2 bonus to the reroll.	
Skills Bluff +14, Diplomacy +14, Insight +13	
Str 13 (+6) Dex 12 (+6) Wis 16 (+8)	
Con 16 (+8) Int 22 (+11) Cha 18 (+9)	
Alignment evil Languages Common, Netherese	
Note: Re flavored vizier devil.	

ENCOUNTER 7B: SAKKORS (ADVENTURE LEVEL 10)

2 Netherese Serpent Guardian	Level 10 Skirmisher
Medium natural animate (construct, homunculus)	XP 500
HP 109; Bloodied 54	Initiative +11
AC 24, Fortitude 23, Reflex 22, Will 20	Perception +12
Speed 7	
Immune disease, poison	
TRAITS	
Combat Advantage	
The serpent deals 2d6 additional damage on attacks against any target it has combat advantage against.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 7 damage, and ongoing 5 poison damage (save ends).	
R Poison the Mind (psychic) • At-Will	
Attack: Ranged 10 (one creature); +13 vs. Will	
Hit: 3d6 + 7 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 +14	
Str 17 (+8)	Dex 18 (+9)
Con 21 (+10)	Int 5 (+2)
	Wis 15 (+7)
	Cha 12 (+6)
Alignment unaligned	Languages -
Note: Modified cobalt serpent.	

3 Netherese Runic Statue	Level 10 Brute
Medium natural animate (construct)	XP 500
HP 128; Bloodied 64	Initiative +7
AC 22, Fortitude 24, Reflex 20, Will 22	Perception +9
Speed 5	
Immune disease, petrification; Resist 5 poison	
TRAITS	
Runes of Strength	
At the start of the encounter, the statue has one rune of strength. It deals 1d12 extra damage per rune of strength it has.	
STANDARD ACTIONS	
m Stone Fist • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 1d12 + 9 damage, and if the target is adjacent to one of the statue's allies, it is also knocked prone.	
TRIGGERED ACTIONS	
Runic Gift • Encounter	
Trigger: The statue drops to 0 hit points.	
Effect (No Action): The statue is destroyed, and each other runic statue gains an additional rune of strength until the end of the encounter.	
Str 22 (+11)	Dex 14 (+7)
Con 18 (+9)	Int 3 (+0)
	Wis 18 (+9)
	Cha 6 (+3)
Alignment unaligned	Languages -

4 Netherese Dawnkiller	Level 10 Lurker
Medium shadow humanoid	XP 500
HP 82; Bloodied 41	Initiative +16
AC 24, Fortitude 22, Reflex 24, Will 21	Perception +14
Speed 7	Low-light vision
TRAITS	
Shadows of Shar (necrotic)	
The dawnkiller deals 3d6 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); +15 vs. AC	
Hit: 3d6 + 8 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); +15 vs. AC	
Hit: 3d6 + 6 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 +17, Stealth +17	
Str 20 (+10)	Dex 24 (+12)
Con 16 (+8)	Int 14 (+7)
	Wis 18 (+9)
	Cha 11 (+5)
Alignment unaligned	Languages Common, Netherese
Equipment kukri x2, leather armor	
Note: Based on shadar-kai dawnkiller.	

EVENT 1, 2 AND 3 (ADVENTURE LEVEL 10)

EVENT 1: BLOWN AWAY

4 Turrets	Level 10 Minion Blaster
Trap	XP 125
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; +15 vs. AC	
Hit: 9 force damage.	
Countermeasures	
♦ An adjacent character can destroy one turret with a DC 18 Arcana, Athletics, Nature, Religion or Thievery check as a standard action.	
♦ An adjacent character can destroy one turret with a DC 26 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 25; Fortitude 23; Hit Points 1; a missed attack never damages a minion.	

EVENT 2: OUT OF HIDING

Shadar-Kai Storm Caller	Level 10 Artillery
Medium shadow humanoid	XP 500
HP 78; Bloodied 39	Initiative +9
AC 24, Fortitude 20, Reflex 23, Will 22	Perception +8
Speed 6	Low-light vision
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage.	
r Lightning Strike (implement, lightning) • At-Will	
Special: This attack does not trigger an attack of opportunity.	
Attack: Ranged 30 (one creature); +15 vs. Reflex	
Hit: 2d10 + 6 lightning damage, and one enemy within 5 squares of the target takes 10 lightning damage.	
A Vengeful Whirlwind (implement, lightning, thunder, zone) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in the burst); +15 vs. Fortitude	
Hit: 2d10 + 6 lightning and thunder damage, and the target falls prone. Then the storm caller slides the target up to 2 squares.	
Miss: Half damage, and the storm caller can slide the target 1 square.	
Effect: The burst creates a zone that lasts until the end of the shadar-kai's next turn. Any enemy that ends its turn in the zone takes 10 thunder and lightning damage.	
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	
Wind • Encounter	
Trigger: The storm caller is first bloodied.	

Effect (Free Action): Until the end of the encounter, the storm caller gains a fly speed of 8 but must land or fall at the end of each move.		
Skills Acrobatics +11, Arcana +13, Stealth +11		
Str 8 (+4)	Dex 19 (+9)	Wis 16 (+8)
Con 12 (+6)	Int 16 (+8)	Cha 9 (+4)
Alignment evil		Languages Common, Netherese
Equipment robes, staff		
Note: Reffavored orc storm shaman, changed into a shadar-kai.		

EVENT 3: ASSASSINS

Shadar-Kai Executioner	Level 10 Lurker	
Medium shadow humanoid	XP 500	
HP 81; Bloodied 40	Initiative +11	
AC 22, Fortitude 18, Reflex 20, Will 21	Perception +14	
Speed 6	Low-light vision	
Resist 5 psychic		
STANDARD ACTIONS		
m Hidden Blade (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d10 + 7 damage.		
r Mind Shadows (psychic) • At-Will		
Attack: Ranged 10 (one creature); +13 vs. Will		
Hit: 1d8 + 4 psychic damage, and the target is blinded until the end of the executioner's next turn.		
M Psychic Infiltration (psychic, weapon) • At-Will		
Attack: Melee 1 (one creature that cannot see the executioner); +13 vs. Will		
Hit: The target takes ongoing 20 psychic damage and is dazed (save ends both). Until the target saves against this effect or drops to 0 hit points or fewer, the executioner is removed from play. When this effect ends, the executioner appears in an unoccupied square of its choice adjacent to the target.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The shadar-kai executioner teleports 3 squares and becomes insubstantial until the start of her next turn.		
MINOR ACTIONS		
Psionic Boost (psychic) • Recharge 5-6		
Trigger: The executioner hits with hidden blade or mind shadows.		
Effect (Free Action): The attack deals 2d6 extra psychic damage.		
Skills Athletics +11, Bluff +11, Stealth +12		
Str 12 (+6)	Dex 15 (+7)	Wis 19 (+9)
Con 15 (+7)	Int 20 (+10)	Cha 12 (+6)
Alignment evil		Languages Common, Netherese
Equipment leather armor, dagger		
Note: Reffavored shardmind executioner, changed into a shadar-kai.		