ADCP5-2 R1

Best Defense Round 1: AL 16 Stats

A Dungeons & Dragons® *Living Forgotten Realms* Adventure

This Document Is Used In Combination ADCP5~2 R1 and ADCP5~2 R2

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Encounter 1: Three If By Air? (Adventure Level 16)

3 Midnight Arrows — **Level 16 Artillery**
Medium shadow humanoid (human) — XP 1,400
HP 118; **Bloodied** 59 — **Initiative** +13
AC 30, **Fortitude** 27, **Reflex** 29, **Will** 28 — **Perception** +12
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 **Club** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d8 + 11 damage.

r **Glancing Shot** (weapon) • **At-Will**
Attack: Ranged 15 (one creature); +23 vs. AC
Hit: 3d6 + 8 damage, and another creature within 3 squares of the target takes 10 damage.

R **Double Shot** • **Recharge** 5-6
Effect: The arrow uses *glancing shot* twice.

Triggered Actions

R **Vengeful Arrow** • **At-Will**
Trigger: An enemy hits the arrow with a ranged or area attack.
Effect (Immediate Reaction): The arrow uses *glancing shot* against the triggering enemy.

Skills Acrobatics +18, Athletics +14, Stealth +18
Str 12 (+9) **Dex** 21 (+13) **Wis** 18 (+12)
Con 16 (+11) **Int** 10 (+8) **Cha** 10 (+8)
Alignment evil **Languages** Common, Netherese
Equipment arrow x20, club, leather armor, longbow

6 Ghost Talon Thugs — **Level 16 Minion Brute**
Medium shadow humanoid (shadar-kai) — XP 350
HP 1; a missed attack never damages a minion. — **Initiative** +12
AC 28, **Fortitude** 29, **Reflex** 28, **Will** 27 — **Perception** +9
Speed 6 — Low-light vision

Standard Actions

m **Heavy Flail** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 11 damage, or 16 on a critical hit. The thug becomes insubstantial until the start of its next turn.

Move Actions

Shadow Jaunt (teleportation) • **Encounter**
Effect: The thug teleports 3 squares and becomes insubstantial until the start of its next turn.

Triggered Actions

Blood Phase • **Encounter**
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 (+13) **Dex** 18 (+12) **Wis** 12 (+9)
Con 15 (+10) **Int** 11 (+8) **Cha** 16 (+11)
Alignment evil **Languages** Common, Netherese
Equipment heavy flail, hide armor.

3 Shadar-Kai Blacksouls — **Level 16 Controller**
Medium shadow humanoid (shadar-kai) — XP 1,400
HP 154; **Bloodied** 77 — **Initiative** +11
AC 28, **Fortitude** 27, **Reflex** 30, **Will** 30 — **Perception** +9
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 **Corrupting Blackfire** (fire, necrotic) • **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d6 + 8 fire and necrotic damage, and the target is shrouded in gloom (save ends).

r **Shadowbolt** (necrotic) • **At-Will**
Attack: Ranged 10 (one creature); +19 vs. Reflex
Hit: 3d8 + 11 necrotic damage, and the target is shrouded in gloom (save ends).

R **Corrupt Soul** (charm, psychic) • **At-Will**
Attack: Ranged 10 (one creature shrouded in gloom); +19 vs. Will
Hit: The target is slide 3 squares and makes a melee basic attack against a target of the blacksouls choice. If the target misses, the target takes 25 psychic damage.

A **Shadowburst** (necrotic) • **Recharge** 6
Attack: Area burst 2 within 10 (enemies in the burst); +19 vs. Reflex
Hit: 3d6 + 8 necrotic damage, and the target is shrouded in gloom (save ends).
Miss: Half damage.

Move Actions

Shadow Jaunt (teleportation) • **Encounter**
Effect: The shadar-kai blacksoul teleports 3 squares and becomes insubstantial until the start of its next turn.

Skills Arcana +20, Stealth +16
Str 12 (+9) **Dex** 16 (+11) **Wis** 12 (+9)
Con 18 (+12) **Int** 24 (+15) **Cha** 20 (+13)
Alignment evil **Languages** Common, Netherese
Equipment leather armor

12 Veserabs — **Level 15 Lurker**
Large shadow beast — XP 1,200
HP 113; **Bloodied** 56 — **Initiative** +13
AC 29, **Fortitude** 29, **Reflex** 26, **Will** 26 — **Perception** +15
Speed 4, fly 8 — Blindsight 20

Traits

Dark Wings
When mounted by a friendly rider of 20th level or higher, the veserab grants its rider resist 10 poison and is immune to the effects of any veserab's noxious breath.

Skills Stealth +16
Str 20 (+12) **Dex** 18 (+11) **Wis** 17 (+10)
Con 17 (+10) **Int** 2 (+3) **Cha** 4 (+4)
Alignment unaligned **Languages** -

Note: Simplified veserab (it is not going to attack).

Encounter 4: Attacking the Main (Adventure Level 16)

Sergeant at Arms (T) **Level 17 Controller**
Medium shadow humanoid XP 1600
HP 159; **Bloodied** 79 **Initiative** +11
AC 29, **Fortitude** 27, **Reflex** 27, **Will** 27 **Perception** +13
Speed 6; phasing Darkvision

Traits

O **Intimidating Aura** (psychic) • **Aura** 10
Enemies in the aura take a -2 penalty to all defenses.

Insubstantial
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.

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

m **Mind-Wracking Touch** (necrotic, psychic) • **At-Will**
Attack: Melee 1 (one creature); +21 vs. Reflex
Hit: 3d8 + 12 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 10 and is dazed.

R **Stare Down** (psychic) • **At-Will**
Attack: Ranged 10 (one creature); +21 vs. Will
Hit: 3d8 + 12 psychic damage, and the target takes a -2 penalty to attack rolls (save ends).

Triggered Actions

C **Fit of Rage** (psychic) • **Encounter**
Trigger: The sergeant at arms is bloodied.
Attack (free action): Close burst 5 (enemies in the burst); +20 vs. Will
Hit: 3d8 + 15 psychic damage, and the target is wracked in pain (save ends). While wracked in pain, the target gains vulnerable psychic 10 and is dazed.

Skills Insight +17, Stealth +16
Str 17 (+11) **Dex** 17 (+11) **Wis** 18 (+12)
Con 15 (+12) **Int** 12 (+9) **Cha** 18 (+12)
Alignment unaligned **Languages** Common

Based on Hiro Yun. 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. Increased vulnerable to 10 at paragon.

Starspawned Lightdrinker (S) **Level 17 Brute**
Large shadow beast XP 1600
HP 200; **Bloodied** 100 **Initiative** +11
AC 29, **Fortitude** 31, **Reflex** 27, **Will** 29 **Perception** +13
Speed 6 Darkvision
Resist 10 radiant

Traits

Grounding Opportunist
If the lightdrinker hits with an opportunity attack, the target also falls prone.

Standard Actions

m **Bite** • **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 4d6 + 18 damage.

C **Inhale Light** • **Recharge** 5 6
Attack: Close blast 5 (enemies in the blast); +20 vs. Fortitude
Hit: 3d8 + 15 damage, and the lightdrinker pulls the target up to 4 squares.
Effect: 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.

Triggered Actions

C **Light Burst** (radiant) • **Encounter**
Trigger: The lightdrinker drops to 0 hit points.
Attack (No Action): Close burst 1 (creatures in burst); +20 vs. Reflex
Hit: 3d8 + 15 radiant damage, and the target is blinded until the end of its next turn.

Skills Athletics +20, Stealth +16
Str 24 (+15) **Dex** 17 (+11) **Wis** 21 (+13)
Con 20 (+13) **Int** 2 (+4) **Cha** 6 (+6)
Alignment unaligned **Languages** -

Note: Updated to MM3 damage values.

Netherese Knight (K)	**Level 17 Soldier**
Medium shadow humanoid	XP 1600
HP 120; **Bloodied** 60	**Initiative** +13
AC 33, **Fortitude** 30, **Reflex** 27, **Will** 29	**Perception** +18
Speed 6; phasing	Darkvision

TRAITS

Insubstantial

The knight takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the knight 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 knight, the knight gains a +2 power bonus to attack rolls until the ends of its next turn.

STANDARD ACTIONS

m **Keening Soulbound Backsword** (psychic, thunder, weapon) • **At-Will**

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 3d8 + 12 psychic and thunder damage.

Effect: the target is marked until the end of the knight's next turn.

M **Soul Strike** (psychic, weapon) • **Recharge** 5 6

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 4d8 + 20 psychic damage, and the knight gains 10 temporary hit points.

C **Oath of Shar** (psychic) • **At-Will**

Attack: Close burst 1 (enemies in burst); +20 vs. Fortitude

Hit: 3d6 + 9 psychic damage.

TRIGGERED ACTIONS

Call to Arms • At-Will

Trigger: An enemy marked by the knight and within 2 squares of it uses an attack power that doesn't include it as a target.

Effect (Immediate Reaction): Close burst 5 (one ally in burst): The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.

Str 23 (+14)	**Dex** 17 (+11)	**Wis** 20 (+13)
Con 17 (+11)	**Int** 19 (+12)	**Cha** 20 (+13)

Alignment unaligned **Languages** Common

Based on phantom brigade knight-commander. Removed undead subtype and immunities. Changed insubstantial trait to be consistent.

Netherese Sailor (R)	**Level 17 Minion Soldier**
Medium shadow humanoid	XP 400
HP 1; a missed attack never damages a minion.	**Initiative** +10
AC 33, **Fortitude** 31, **Reflex** 28, **Will** 28	**Perception** +8
Speed 6; phasing	Darkvision

TRAITS

Unrelenting

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

m **Soulbound Short Sword** (psychic, weapon) • **At-Will**

Attack: Melee 1 (one creature); +22 vs. AC

Hit: 12 psychic damage.

r **Spectral Crossbow** (psychic, weapon) • **At-Will**

Attack: Ranged 10 (one creature); +22 vs. AC

Hit: 12 psychic damage.

TRIGGERED ACTIONS

Shielding Martyr • At-Will

Trigger: An enemy hits an ally adjacent to the sailor with a melee attack.

Effect (immediate interrupt): The sailor becomes the target of the attack.

Insubstantial Defense • At-Will

Trigger: An enemy hits the sailor with an attack that does not deal force or radiant damage.

Effect (Free Action): The sailor makes a saving throw. If the save is successful, the attack passes harmlessly thorough the sailor.

Str 19 (+12)	**Dex** 12 (+9)	**Wis** 12 (+9)
Con 16 (+11)	**Int** 14 (+10)	**Cha** 11 (+8)

Alignment unaligned **Languages** Common

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

Encounter 4C: Green Globes (Adventure Level 16)

Shield Room Supervisor (S) **Level 16 Elite Skirmisher**
Medium shadow humanoid XP 2,800
HP 304; **Bloodied** 152 **Initiative** +17
AC 30, **Fortitude** 28, **Reflex** 29, **Will** 25 **Perception** +15
Speed 6; phasing Darkvision

Traits

O **Slow Healing • Aura** 2
Any enemy that spend a healing surge while in the aura is slowed until the end of its next turn.

Standard Actions

m **Sucker Punch • At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d8 + 11 damage.

M **Grab and Move • At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d8 + 11 damage, and the supervisor can shift half his speed, pulling the target with him. The target remains adjacent to the supervisor during the movement.

M **Punch and Grab • At-Will**
Effect: The supervisor uses *sucker punch* then *grab and move* against the same target,

C **Command of Doom** (psychic, thunder) **• Encounter**
Attack: Close blast 5 (creatures in blast); +19 vs. Will
Hit: 3d6+8 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

Ghostly Travel (illusion) **• Recharge** when first bloodied
Effect: the supervisor becomes invisible and moves up to his speed. He remains invisible until the end of his next turn.

Skills: Acrobatics +20, Perception +15

Str 22 (+14)	**Dex** 24 (+15)	**Wis** 15 (+10)
Con 18 (+12)	**Int** 5 (+5)	**Cha** 16 (+11)

Alignment unaligned **Languages** Common, Netherese

Note: Based on bregga, hound of ill omen. Removed undead subtype, insubstantial and immunities. Changed insubstantial trait to be consistent.

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Shield Operator (O) **Level 16 Minion Brute**
Medium humanoid XP 700
HP 1; a missed attack never damages a minion. **Initiative** +12
AC 28, **Fortitude** 29, **Reflex** 26, **Will** 28 **Perception** +9
Speed 6 Low-light vision

Traits

Operating Together
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

m **Pipe** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 14 damage, or 21 on a critical hit.

Triggered Actions

Don't Touch That • At-Will
Trigger: An enemy pulls a lever the shield operator is adjacent too.
Effect (Immediate Interrupt): The enemy must make a save. If the save is failed, the action is spent and the lever is not pulled.

Str 22 (+14)	**Dex** 18 (+12)	**Wis** 12 (+9)
Con 15 (+10)	**Int** 10 (+8)	**Cha** 20 (+13)

Alignment unaligned **Languages** Common, Netherese
Equipment pipe

Note: Based on ebony initiate. Added don't touch that power.

Encounter 5: Defending the Main (Adventure Level 16)

Netherese Raid Leader (L) **Level 17 Elite Controller**
Medium shadow humanoid (shadar-kai) XP 3200
HP 338; **Bloodied** 169 **Initiative** +9
AC 33, **Fortitude** 34, **Reflex** 28, **Will** 30 **Perception** +17
Speed 6 Low-light vision
Saving Throws +2;**Action Points** 1

Traits

O **Shar's Boon • Aura** 10
Allies who start their turns in the aura gain a +2 bonus to attack rolls.

Standard Actions

m **Bone-Slicing Spiked Chain** (fear, weapon) • **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 3d8 + 12 damage, and the target is weakened until the end of the raid leader's next turn.

M **Wrap Around Attack** (weapon) • **At-Will**
Effect: The raid leader makes two *bone-slicing spiked chain* attacks and can shift before or after both attacks. If both attacks hit the same target, the target is slowed (save ends).

R **Savage Shadows** (charm, psychic) • **At-Will**
Attack: Ranged 10 (one creature); +21 vs. Will
Hit: 3d8 + 12 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 **Unholy Shadows** (necrotic) • **Recharge** when bloodied
Attack: Close blast 5 (each creature); +21 vs. Will
Hit: 3d8 + 15 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) • **Encounter**
Effect: The raid leader teleports up to 3 squares and becomes insubstantial until the start of its next turn.

Skills Dungeoneering +15, Intimidate +17, Nature +17, Religion +17

Str 28 (+17)	**Dex** 12 (+9)	**Wis** 15 (+10)
Con 25 (+15)	**Int** 18 (+12)	**Cha** 23 (+14)

Alignment evil **Languages** Common, Netherese
Equipment robes, spiked chain

Master Enigma of Shar (E) **Level 17 Controller**
Medium natural humanoid XP 1,600
HP 163; **Bloodied** 81 **Initiative** +13
AC 31, **Fortitude** 28, **Reflex** 29, **Will** 30 **Perception** +16
Speed 6 Darkvision

Standard Actions

m **Dagger** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 3d8 + 12 damage.

m **Rend Flesh • At-Will**
Requirement: The enigma must be affected by horrific visage.
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 4d8 + 20 damage.

R **Memory Ripper** (psychic) • **At-Will**
Attack: Ranged 5 (one creature); +21 vs. Will
Hit: 3d8 + 12 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends).

R **Shock Bolt** (lightning) • **At-Will**
Attack: Ranged 10 (one creature); +21 vs. Reflex
Hit: 3d8 + 12 lightning damage and the target is dazed (save ends).

Triggered Actions

C **Horrific Visage** (psychic) • **Encounter**
Trigger: The enigma is first bloodied.
Attack (No Action): Close burst 2 (enemies in the burst); +21 vs. Will
Hit: 3d8 + 15 psychic damage, and the enigma pushes the target 3 squares.
Effect: Until the end of the encounter, the enigma cannot use any power except rend flesh.

Skills Arcana +18

Str 12 (+9)	**Dex** 15 (+10)	**Wis** 15 (+10)
Con 12 (+9)	**Int** 20 (+13)	**Cha** 16 (+11)

Alignment evil **Languages** Common, Netherese
Equipment dagger

Netherese Master Slayer (S) **Level 17 Soldier**
Medium shadow humanoid XP 1,600
HP 164; **Bloodied** 82 **Initiative** +19
AC 33, **Fortitude** 32, **Reflex** 28, **Will** 28 **Perception** +4
Resist 5 radiant Darkvision
Speed 6

Traits

O **Deranging Aura** (charm) • **Aura** 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.

O **Shadow Scream Aura** (psychic) • **Aura** 1
An enemy that starts its turn in the aura takes 5 psychic damage.

Shadow Charge
When the slayer charges, it deals an extra 2d6 damage and is insubstantial until the end of the charge.

Standard Actions

m **Claw • At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 3d8 + 12 damage and the target is marked until the end of the slayer's next turn.

r **Beam of Shadows** (radiant) • **At-Will**
Attack: Ranged 10 (one creature); +20 vs. Reflex
Hit: 3d8 + 12 radiant damage and the target slides 1 square.

M **Slaying Frenzy • Recharge** 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.

C **Stomp of Shadows** (radiant) • **Encounter**
Attack: Close burst 5 (each creature in burst); +22 vs. Will
Hit: 3d8 + 15 damage plus 1d6 radiant, and the target is pushed 1 square and knocked prone.
Miss: Half damage.

Triggered Actions

M **Focused Killer • At-Will**
Trigger: An adjacent enemy marked by the slayer shifts.
Effect (Opportunity Action): The slayer makes a *claw* attack against that enemy.

R **Parting Gift • At-Will**
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 26 (+16)	**Dex** 23 (+14)	**Wis** 3 (+4)
Con 20 (+13)	**Int** 6 (+6)	**Cha** 20(+13)

Alignment evil **Languages** Common, Netherese

Encounter 6: Cleaning Out the Poop (Adventure Level 16)

Netherese Sky Commander (C) **Level 17 Skirmisher**
Medium shadow humanoid XP 1,600
HP 166; **Bloodied** 83 **Initiative** +15
AC 31, **Fortitude** 29, **Reflex** 28, **Will** 30 **Perception** +13
Immune fear Darkvision
Speed 6; fly 9 (hover)

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.

Bewildering Chains
Any creature hit by the commander cannot make opportunity attacks against it until the start of the commander's next turn.

Standard Actions

m **Spiked Chain** (weapon) • **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 3d8 + 12 damage, or 4d8 + 20 when the commander is bloodied.

M **Lashing Chaos Chains** • **At-Will**
Effect: The commander flies its speed and uses *spiked chain* against 3 different targets at any point during the move. Whenever the commander hits one of these targets, it deals 1d8 extra damage with any subsequent attacks made before the end of its turn. This extra damage is cumulative.

C **Gaze of Shadows** • **Recharge** 5-6
Attack: Close burst 5 (one creature in burst); +20 vs. Will
Hit: The target loses a healing surge and the commander gains 20 temporary hit points.

Minor Actions

C **Mantle of Shadows** • **At-Will**
Requirement: The commander must be bloodied.
Trigger: The commander is hit by an enemy that is adjacent to it.
Attack (Immediate Reaction): Close burst 1 (enemies in burst); +20 vs. Fortitude
Hit: 5 force damage and the commander pushes the target 4 squares.

Skills Intimidate +21

Str 25 (+15)	**Dex** 21 (+13)	**Wis** 20 (+13)
Con 22 (+14)	**Int** 17 (+11)	**Cha** 27 (+16)

Alignment unaligned **Languages** Common, Netherese
Equipment pendant of Shar, leather armor, short sword x2

Note: Based on Zovvut. Reflavored as a medium shadow humanoid. Replaced variable resistance with unrelenting trait.

Netherese Striker (S) **Level 17 Brute**
Medium shadow humanoid XP 1,600
HP 202; **Bloodied** 101 **Initiative** +9
AC 29, **Fortitude** 31, **Reflex** 26, **Will** 28 **Perception** +10
Speed 6; phasing 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

m **Soulbound Spiked Chain** (psychic, weapon) • **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 4d6 + 18 psychic damage.

M **Charging Rebuke** (psychic, weapon) • **At-Will**
Effect: The striker charges and makes the following attack in place of a melee basic attack.
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 4d6 + 18 psychic damage, and the striker can push the target up to 1 square and knock it prone.

M **Furious Sweep** (psychic, weapon) • **At-Will**
Attack: Close blast 2 (creatures in the blast); +20 vs. Reflex
Hit: 3d8 + 11 psychic damage.

Skills Endurance +20

Str 19 (+12)	**Dex** 14 (+10)	**Wis** 18 (+12)
Con 25 (+15)	**Int** 15 (+10)	**Cha** 15 (+10)

Alignment unaligned **Languages** 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.

Oblivion Wraith (E) **Level 17 Brute**
Large shadow humanoid XP 1,600

HP 146; **Bloodied** 76 **Initiative** +14
AC 29, **Fortitude** 28, **Reflex** 30, **Will** 27 **Perception** +8
Speed 6 Darkvision

TRAITS

O **Nihil** (necrotic) • **Aura** 2
Any enemy that starts its turn in the aura takes 10 necrotic damage and cannot spend healing surges until the start of its next turn.

Insubstantial
The wraith takes half damage from any damage source, except those that deal force or radiant damage. In addition, if the wraith takes radiant damage, he loses the insubstantial trait until the end of its next turn.

Regeneration
The wraith regains 10 hit points whenever it starts its turn and has at least 1 hit point. Whenever the wraith takes radiant damage, its regeneration doesn't function until the end of its next turn.

Spawn Wraith
When the wraith kills a humanoid, that humanoid becomes a wraith 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 squares, and its rolls a new initiative check. The new wraiths acts under the Dungeon Master's control.

STANDARD ACTIONS

m **Nihil Strike** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +18 vs. Reflex
Hit: 4d6 + 15 necrotic damage, and the wraith is invisible to the target until the end of the wraith's next turn.

M **Obliviate** (necrotic) • **Recharge** 5-6
Attack: Melee 1 (one creature); +18 vs. Reflex
Hit: 4d8 + 20 necrotic damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to saving throws (save ends both).

MOVE ACTIONS

Shadow Glide • **At-Will**
Effect: The wraith shifts up to 6 squares.

TRIGGERED ACTIONS

C **Death Blast** (necrotic) • **Encounter**
Trigger: The wraith drops to 0 hit points.
Attack (No Action): Close blast 3 (enemies in burst); +18 vs. Fortitude
Hit: The target loses two healing surges.
Miss: The target loses one healing surge.

Skills Stealth +19

Str 20 (+14)	**Dex** 23 (+14)	**Wis** 10 (+8)
Con 16 (+11)	**Int** 10 (+8)	**Cha** 18 (+12)

Alignment unaligned **Languages** -

Note: Changed insubstantial to same as all the rest of the monsters. Removed undead type and immunities. Changed death blast to no action, so it can do it when it dies.

Netherese Sailor (R) **Level 17 Minion Soldier**
Medium shadow humanoid XP 400

HP 1; a missed attack never damages a minion. **Initiative** +10
AC 33, **Fortitude** 31, **Reflex** 28, **Will** 28 **Perception** +8
Speed 6; phasing Darkvision

TRAITS

Unrelenting
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

m **Soulbound Short Sword** (psychic, weapon) • **At-Will**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 12 psychic damage.

r **Spectral Crossbow** (psychic, weapon) • **At-Will**
Attack: Ranged 10 (one creature); +22 vs. AC
Hit: 12 psychic damage.

TRIGGERED ACTIONS

Shielding Martyr • **At-Will**
Trigger: An enemy hits an ally adjacent to the sailor with a melee attack.
Effect (Immediate Interrupt): The sailor becomes the target of the attack.

Insubstantial Defense • **At-Will**
Trigger: An enemy hits the sailor with an attack that does not deal force or radiant damage.
Effect (Free Action): The sailor makes a saving throw. If the save is successful, the attack passes harmlessly thorough the sailor.

Str 19 (+12)	**Dex** 12 (+9)	**Wis** 12 (+9)
Con 16 (+11)	**Int** 14 (+10)	**Cha** 11 (+8)

Alignment unaligned **Languages** Common, Netehrese

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 16)

Shadow Strangler (T) **Level 17 Artillery**
Medium Shadow Humanoid XP 1,600
HP 104; **Bloodied** 52 **Initiative** +14
AC 31, **Fortitude** 26, **Reflex** 29, **Will** 30 **Perception** +11
Speed 8 Darkvision
Resist insubstantial; **Vulnerable** 10 radiant

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); +20 vs. Reflex
Hit: 3d8 +12 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); +20 vs. Reflex
Hit: The 3d8 + 12 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); +20 vs. Fortitude
Hit: The target is restrained and takes ongoing 15 necrotic damage (save ends both).

R **Devouring Dark** (necrotic) • **Encounter**
Attack: Area burst 2 within 10 (enemies in burst); +20 vs. Reflex
Hit: 4d6 + 15 necrotic damage, and the target is blinded until the end of the strangler's next turn.
Miss: half damage.

Skills: Arcana +15, Stealth +19
Str 14 (+10) **Dex** 22 (+14) **Wis** 16 (+11)
Con 19 (+12) **Int** 14 (+10) **Cha** 22 (+14)
Alignment evil **Languages** Common

Master Chief (M) **Level 17 Elite Soldier (Leader)**
Medium Shadow Humanoid XP 3,200
HP 348; **Bloodied** 174 **Initiative** +11
AC 35, **Fortitude** 31, **Reflex** 30, **Will** 32 **Perception** +13
Speed 5 Low-light vision
Saving Throws +2; **Action Points** 1

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 18-20.

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); +22 vs. AC
Hit: 3d6 + 10 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); +22 vs. AC
Hit: 3d8 + 12 lightning damage, and the target is dazed (save ends).

R **Rapid Fire** • **Recharge** when first bloodied
Effect: Master chief makes a *shock bolt* attack against up to three enemies within range.

C **Voice of Command** • **Recharge** 5-6
Attack: Close burst 3 (one bloodied enemy in burst); +20 vs. Will
Hit: Target is stunned until the end of the master chief's next turn.

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 (Immediate Interrupt): Range 10 (target creature); +20 vs. Will
Hit: 3d8 + 12 lightning damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends)

Skills Athletics +16, Acrobatics +15, Intimidate +17
Str 17 (+11) **Dex** 14 (+10) **Wis** 20 (+13)
Con 16 (+11) **Int** 17 (+11) **Cha** 20 (+13)
Alignment unaligned **Languages** Common, Netherese
Equipment scale armor, dagger, hand crossbow

Netherese Petty Officer (P) **Level 17 Soldier**
Medium shadow humanoid XP 1,600
HP 158; **Bloodied** 79 **Initiative** +11
AC 33, **Fortitude** 30, **Reflex** 25, **Will** 27 **Perception** +13
Speed 5; phasing Darkvision

TRAITS

Insubstantial
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.

Unrelenting
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

m **Soulbound Tulwar** (psychic, radiant, weapon) • **At-Will**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 3d8 + 12 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 10 damage and the petty officer can shift 1 square as a free action.

r **Crossbow** (weapon) • **At-Will**
Attack: Ranged 10 (one creature); +22 vs. AC
Hit: 3d8 + 12 damage.

Skills: Athletics +21
Str 27 (+16) **Dex** 16 (+11) **Wis** 20 (+13)
Con 16 (+11) **Int** 18 (+12) **Cha** 15 (+10)
Alignment unaligned **Languages** Common, Netherese
Equipment: crossbow, crossbow bolt x10, heavy shield, scale armor, tulwar.

Netherese Striker (S) **Level 17 Brute**
Medium shadow humanoid XP 1,600
HP 202; **Bloodied** 101 **Initiative** +9
AC 29, **Fortitude** 31, **Reflex** 26, **Will** 28 **Perception** +10
Speed 6; phasing 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

m **Soulbound Spiked Chain** (psychic, weapon) • **At-Will**
Attack: Melee 2 (one creature); +22 vs. AC
Hit: 4d6 + 18 psychic damage.

M **Charging Rebuke** (psychic, weapon) • **At-Will**
Effect: The striker charges and makes the following attack in place of a melee basic attack.
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 4d6 + 18 psychic damage, and the striker can push the target up to 1 square and knock it prone.

M **Furious Sweep** (psychic, weapon) • **At-Will**
Attack: Close blast 2 (creatures in the blast); +20 vs. Reflex
Hit: 3d8 + 11 psychic damage.

Skills Endurance +20
Str 19 (+12) **Dex** 14 (+10) **Wis** 18 (+12)
Con 25 (+15) **Int** 15 (+10) **Cha** 15 (+10)
Alignment unaligned **Languages** Common and Netherese

Ammo Loader (A) **Level 17 Brute**
Large natural animate (blind, construct) XP 1,600
HP 195; **Bloodied** 97 **Initiative** +10
AC 27, **Fortitude** 28, **Reflex** 24, **Will** 25 **Perception** +11
Speed 6 Blindsight 10
Immune charm, disease, fear, poison; **Resist** 10 all

STANDARD ACTIONS

m **Elongated Grasp** • **At-Will**
Attack: Melee 3 (one creature); +22 vs. AC
Hit: 4d6 + 18 damage, and if the ammo loader is grabbing fewer than two targets, it can grab the target (escape DC 23). Until the grab ends, the target takes ongoing 10 damage.

MOVE ACTIONS

M **Retract** • **At-Will**
Attack: Melee 3 (creatures grabbed by the ammo loader); +20 vs. Fortitude
Hit: The ammo loader pulls the target to a space adjacent to the ammo loader.

TRIGGERED ACTIONS

Magic Growth • **Encounter**
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.

Skills Athletics +19
Str 22 (+14) **Dex** 15 (+10) **Wis** 16 (+11)
Con 19 (+12) **Int** 11 (+8) **Cha** 12 (+9)
Alignment unaligned **Languages** Common, Netherese,

Encounter 11: We Have How Long to Stop That Thing? (AL 16)

Arturas Shadowghast — **Level 18 Elite Brute (Leader)**
Medium shadow humanoid — XP 4,000
HP 410; **Bloodied** 205 — **Initiative** +12
AC 30, **Fortitude** 30, **Reflex** 29, **Will** 31 — **Perception** +10
Speed 5 — Low-light vision
Saving Throws +2; **Action Points** 1

Traits

O **Bloodthirsty Shadow (cold, necrotic)** • **Aura** 1
When a bloodied enemy is hit by an attack, that enemy takes 10 extra cold and necrotic damage from the attack.

Standard Actions

m **Dread Flail** (cold, necrotic, weapon) • **At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: The 4d6 + 19 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 **Whirling Flail** • **At-Will**
Effect: Arturas used *dread flail* twice.

M **Shadow Contamination** • **Recharge** 5-6
Attack: Melee 1; +21 vs. Will
Hit: 4d10 + 18 cold and necrotic damage, ongoing 10 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 10 cold and necrotic damage.
Miss: Half damage.

Minor Actions

Ruby Shroud • **Recharge** when first bloodied
Effect: Arturas gains partial concealment until the end of his next turn.

Skills Arcana +14, History +14, Religion +14
Str 22 (+15) **Dex** 16 (+12) **Wis** 13 (+10)
Con 15 (+11) **Int** 11 (+9) **Cha** 24 (+16)
Alignment evil **Languages** Common, Netherese
Equipment scale armor, flail, symbol of Shar

Netherese Fireman — **Level 18 Soldier Minion**
Medium Shadow Humanoid — XP 500
HP 1; a missed attack never damages a minion — **Initiative** +12
AC 33, **Fortitude** 31, **Reflex** 29, **Will** 28 — **Perception** +10
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 **Soulbound Short Sword** (psychic, weapon) • **At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 18 psychic damage.

M **Crushing Charge** (weapon) • **At-Will**
Requirement: The fireman charges and makes this attack at the end of the charge.
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 18 psychic damage and the target is knocked prone.

M **Dogpile** • **At Will**
Attack: Melee 1 (one prone creature); +21 vs. AC
Hit: 9 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 +21
Str 24 (+16) **Dex** 13 (+10) **Wis** 13 (+10)
Con 21 (+13) **Int** 15 (+12) **Cha** 12 (+9)
Alignment evil **Languages** Common, Netherese,
Equipment short sword, leather armor

Note: Phantom Brigade Squire reflavored as a Netherse Fireman.

Shadar-Kai Weaponmaster — **Level 18 Skirmisher**
Medium shadow humanoid — XP 2,000
HP 164; **Bloodied** 82 — **Initiative** +18
AC 32, **Fortitude** 30, **Reflex** 31, **Will** 30 — **Perception** +12
Speed 6 — Low-light vision

Traits

Weapon Master
The shadar-kai weapon master is considered to be proficient with all weapons.

Standard Actions

m **Shadar-Kai Short Sword** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 3d8 + 13 damage (crit 2d6 + 37).

r **Hurl Weapon** (weapon) • **At-Will**
Attack: Ranged 5/10 (one creature); +23 vs. AC
Hit: 3d8 + 13 damage; the weaponmaster can use any melee weapon for this attack.

M **Disarming Strike** (weapon) • **Recharge** 5-6
Attack: Melee 1 (one creature) +19 vs. Reflex
Hit: 4d8 + 19 damage (crit 2d6 + 51) 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) • **Encounter**
Effect: The shadar-kai weaponmaster teleports 3 squares and becomes insubstantial until the start of his next turn.

Triggered Actions

My Weapon Now • **At-Will**
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 +21
Str 21 (+14) **Dex** 24 (+16) **Wis** 18 (+13)
Con 14 (+11) **Int** 12 (+10) **Cha** 12 (+10)
Alignment unaligned **Languages** Common, Netherese
Equipment shadar-kai short sword, leather armor

Encounter 12: Enemy Yachts (Adventure Level 16)

2 Ebony Raven Speaker (A) **Level 18 Artillery**
Medium shadow humanoid (shade) XP 2,000
HP 136; **Bloodied** 68 **Initiative** +9
AC 32, **Fortitude** 29, **Reflex** 30, **Will** 31 **Perception** +15
Speed 6 Low-light vision

Traits

Furious Flock
The speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the speaker's allies adjacent to it.

Standard Actions

m **Morningstar • At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 2d10 + 14 damage.

r **Midwinter Wind** (cold, necrotic) **• At-Will**
Attack: Ranged 10 (one creature); +23 vs. Reflex
Hit: 2d12 + 14 cold and necrotic damage, and the speaker can slide the target 1 square.

A **Swirling Ravens** (zone) **• Encounter**
Attack: Area burst 2 within 10 (enemies in the burst); +23 vs. Fortitude
Hit: 3d10 + 8 damage.
Miss: Half damage.
Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone a slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.
Sustain Minor: The zone persists until the end of the speaker's next turn.

Triggered Actions

Unkind Flight (polymorph) **• Encounter**
Requirement: The speaker must be bloodied.
Trigger: The speaker is damaged by a melee attack.
Effect (Immediate Reaction): The speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the speaker is insubstantial and can move through enemies' spaces. Each time the speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.

Str 12 (+10)	**Dex** 10 (+9)	**Wis** 24 (+16)
Con 18 (+13)	**Int** 21 (+14)	**Cha** 12 (+10)

Alignment evil **Languages** Common, Netherese
Equipment robes, morningstar

1 Shadovar Shadow Captain (B) **Level 18 Skirmisher**
Medium shadow humanoid (shade) XP 2,000
HP 170; **Bloodied** 85 **Initiative** +15
AC 32, **Fortitude** 31, **Reflex** 29, **Will** 30 **Perception** +16
Speed 5 Darkvision

Traits

O **Benighted Presence • Aura** 10
Light-producing effects within the aura whose level is lower than the shadow captain's level can create only dim light.

Coalescing Darkness
When the Shadovar shadow captain moves 3 or more squares by any means, he gains total concealment until the end of his next turn.

Standard Actions

m **Greatsword** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 3d8 + 13 damage.

r **Shortbow** (weapon) **• At-Will**
Attack: Ranged 5 (one creature); +23 vs. AC
Hit: 3d8 + 13 damage.

M **Shadow Strike** (necrotic, weapon) **• Recharge** 6
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 4d6 + 19 damage plus ongoing 10 necrotic damage (save ends).

Move Actions

Shadow Stride (teleportation) **• Recharge** 5-6
Effect : The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.

Skills Acrobatics +18, Diplomacy +19, Intimidate +19, Stealth +18

Str 23 (+15)	**Dex** 18 (+13)	**Wis** 14 (+11)
Con 18 (+13)	**Int** 12 (+10)	**Cha** 21 (+14)

Alignment unaligned **Languages** Common, Netherese
Equipment chainmail, light shield, greatsword, shortbow, 20 arrows

2 Shadow Giants (S)	Level 18 Soldier
Large shadow humanoid (giant, undead)	XP 2,000
HP 185; **Bloodied** 92	**Initiative** +14
AC 31, **Fortitude** 31, **Reflex** 30, **Will** 31	**Perception** +15
Speed 7, fly 3 (hover)	Darkvision
Immune disease, poison; **Resist** 20 necrotic, insubstantial	

TRAITS

O **Shadow Malaise** (fear) • **Aura** 5

Enemies within the aura regain half the normal hit points from healing powers.

Revealed by Radiance

Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.

STANDARD ACTIONS

m **Necrotic Touch** (necrotic) • **At-Will**

Attack: Melee 2 (one creature); +21 vs. Reflex

Hit: 3d8 + 13 necrotic damage, and the target is marked (save ends).

M **Death Touch** (necrotic) • **At-Will**

Attack: Melee 2 (one creature); +21 vs. Reflex

Hit: 3d8 + 13 damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).

TRIGGERED ACTIONS

Cast into Shadow • At-Will

Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.

Attack (Immediate Reaction): Melee 2 (the triggering enemy); +21 vs. Reflex

Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.

Str 22 (+15)	**Dex** 21 (+14)	**Wis** 16 (+12)
Con 23 (+13)	**Int** 10 (+9)	**Cha** 23 (+15)

Alignment evil **Languages** Common, Giant

1 Netherese Inquisitor (C)	Level 18 Controller
Medium shadow humanoid (shade)	XP 2,000
HP 172; **Bloodied** 86	**Initiative** +12
AC 32, **Fortitude** 30, **Reflex** 32, **Will** 30	**Perception** +10
Speed 6	Low-light vision

STANDARD ACTIONS

m **Inquiring Grip** (psychic) • **At-Will**

Attack: Melee 1 (one creature); +22 vs. Reflex

Hit: 3d8 + 13 psychic damage, and the target is immobilized until the end of the inquisitor's next turn.

r **Call to Answer** (psychic) • **At-Will**

Attack: Ranged 10 (one creature); +22 vs. Reflex

Hit: 3d6 + 9 psychic damage, and the target is immobilized (save ends).

R **Under the Question** (charm, psychic) • **Recharge** 5-6

Attack: Ranged 10 (one immobilized creature); +22 vs. Will

Hit: The target takes ongoing 15 psychic damage and is restrained (save ends both). A target reduced to 0 hit points by this attack's ongoing damage is dominated by the inquisitor. A dominated target does not fall unconscious and does not need to make death saving throws. It dies only when reduced to negative hot points equal to its bloodied value. If the target under the inquisitor's control regains hit points so that it is no longer dying, or if the inquisitor is reduced to 0 hit points, the inquisitor's domination of the target ends.

Str 12 (+10)	**Dex** 16 (+12)	**Wis** 12 (+10)
Con 20 (+14)	**Int** 24 (+16)	**Cha** 20 (+14)

Alignment evil **Languages** Common, Netherese

Equipment robes

Encounter 13: Ahead of the Troops (Encounter Level 16)

2 Ironwing Kir-Lanans (I) **Level 16 Skirmisher**
Medium shadow humanoid XP 1,400
HP 156; **Bloodied** 78 **Initiative** +16
AC 30, **Fortitude** 28, **Reflex** 28, **Will** 28 **Perception** +12
Speed 6, fly 8 Darkvision
Vulnerable 10 radiant

STANDARD ACTIONS

m **Claw • At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d8 + 11 damage.

R **Enfeebling Strike** (necrotic) **• At-Will**
Attack: Ranged 10 (one creature); +19 vs. Fortitude
Hit: 3d8 + 11 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).

M **Crashing Glide • At-Will**
Attack: The kir-lanan shifts 6 squares and uses *claw* against two different targets at any point during the shift. When an attack hits, the kir-lanan slides the target 3 square and knocks it prone.

MOVE ACTIONS

Leaping Glide • At-Will
Effect: The kir-lanan flies 4 squares without provoking opportunity attacks.

TRIGGERED ACTIONS

Necrotic Healing (healing) **• Encounter**
Trigger: The kir-lanan takes necrotic damage.
Effect (Immediate Reaction): The kir-lanan heals 39 hit points.

Skills Athletics +17, Stealth +21
Str 23 (+14) **Dex** 22 (+14) **Wis** 18 (+12)
Con 20 (+13) **Int** 10 (+8) **Cha** 15 (+10)
Alignment evil **Languages** Common, Netherese

Note: Reflavored ironstone gargoyle, changed into kir-lanan.

99 Rrecruits on clumsy veserabs (R) **Level 16 Minion Soldier**
Medium shadow humanoid XP -
HP 1; a missed attack never damages a minion **Initiative** +10
AC 29, **Fortitude** 29, **Reflex** 28, **Will** 27 **Perception** +14
Speed 6, fly 8 Darkvision

TRAITS

By The Skin Of Their Teeth
Whenever an enemy kills a recruit they gain a +2 power bonus to their next skill check to scare away the recruits.

STANDARD ACTIONS

m **Strength in Numbers • At-Will**
Effect: The recruit does not flee, yet.

Str 16 (+11) **Dex** 14 (+10) **Wis** 12 (+9)
Con 16 (+11) **Int** 12 (+9) **Cha** 10 (+8)
Alignment neutral scared **Languages** Common, Netherese

2 Kir-Lanan Shadow Hurlers (S) **Level 16 Artillery**
Medium shadow humanoid XP 1,400
HP 117; **Bloodied** 58 **Initiative** +12
AC 30, **Fortitude** 26, **Reflex** 24, **Will** 24 **Perception** +16
Speed 6, fly 8 Darkvision
Vulnerable 10 radiant

TRAITS

Shadow Defense
The kir-lanan has resist 10 to all damage from attacks originating at least 5 squares away.

STANDARD ACTIONS

m **Claw • At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 2d10 + 10 damage.

r **Hurled Shadow** (necrotic) **• At-Will**
Attack: Ranged 20 (one creature); +19 vs. Fortitude
Hit: 3d8 + 11 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).

A **Bursting Shadow** (necrotic) **• At-Will**
Attack: Area burst 1 within 10 (creatures in the burst); +19 vs. Fortitude
Hit: 3d6 + 8 necrotic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends).
Miss: Half damage.

TRIGGERED ACTIONS

Necrotic Healing (healing) **• Encounter**
Trigger: The kir-lanan takes necrotic damage.
Effect (Immediate Reaction): The kir-lanan heals 29 hit points.

Skills Stealth +19
Str 22 (+14) **Dex** 18 (+12) **Wis** 17 (+11)
Con 15 (+10) **Int** 10 (+8) **Cha** 17 (+11)
Alignment evil **Languages** Common, Netherese

Note: Reflavored gargoyle rock hurler, changed into kir-lanan.

Netherese Artillery **Level 18 Artillery**
Large natural animate (construct) XP 2,000
HP 129; **Bloodied** 64 **Initiative** +14
AC 30, **Fortitude** 29, **Reflex** 30, **Will** 27 **Perception** +11
Speed 0 low-light vision
Immune charm, disease, fear, poison, sleep; **Resist** 10 all

STANDARD ACTIONS

r **Arcane Bolt** (force) **• At-Will**
Attack: Ranged 20/40 (one creature); +23 vs. Reflex. This attack does not provoke opportunity attacks.
Hit: 3d8 + 13 force damage.

A **Lightning Burst** (lightning) **• At-Will**
Attack: Area burst 2 within 15/30 (creatures in burst); +23 vs. Reflex
Hit: 3d6 + 9 lightning damage.

Str 19 (+12) **Dex** 20 (+13) **Wis** 14 (+10)
Con 15 (+10) **Int** 3 (+4) **Cha** 6 (+6)
Alignment unaligned **Languages** none
Equipment none

Encounter 14: Swarms of Darkness (Adventure Level 16)

2 Sword Wraiths — **Level 17 Lurker**
Medium shadow humanoid (undead) — XP 1,600
HP 126; **Bloodied** 63 — **Initiative** +19
AC 30, **Fortitude** 29, **Reflex** 30, **Will** 31 — **Perception** +14
Speed 0, fly 8 (hover) — Darkvision
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant

Standard Actions

Combat Advantage (necrotic)
The sword wraith deals 3d6 extra necrotic damage against any creature granting combat advantage to it.

Insubstantial
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.

Spawn Wraith
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.

Standard Actions

m **Shadow Sword** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +20 vs. Reflex
Hit: 3d8 + 12 necrotic damage, and the wraith is invisible to the target until the end of the wraith's next turn.

Move Actions

Shadow Glide • **Encounter**
Effect: The wraith shifts up to 6 squares.

Triggered Actions

M **Death Strike** (necrotic) • **Encounter**
Trigger: The wraith drops to 0 hit points.
Effect (No Action): The wraith shifts 4 squares and makes a melee basic attack, dealing 3d6 extra necrotic damage on a hit.

Skills Stealth +20
Str 14 (+10) **Dex** 24 (+15) **Wis** 12 (+9)
Con 18 (+12) **Int** 11 (+8) **Cha** 24 (+15)
Alignment chaotic evil **Languages** Common, Netherese

6 Shattered Wraiths — **Level 17 Minion Lurkers**
Medium shadow humanoid (undead) — XP 400
HP 1; a missed attack never damages a minion — **Initiative** +18
AC 32, **Fortitude** 26, **Reflex** 30, **Will** 29 — **Perception** +10
Speed 0, fly 8 (hover); phasing — Darkvision

Standard Actions

m **Shatter Touch** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 8 necrotic damage, and the target gains vulnerable necrotic 10.

Move Actions

Shadow Glide • **Encounter**
Effect: The wraith shifts up to 6 squares.

Str 4 (+4) **Dex** 23 (+13) **Wis** 15 (+9)
Con 15 (+9) **Int** 6 (+5) **Cha** 20 (+12)
Alignment chaotic evil **Languages** -

2 Oblivion Wraiths — **Level 17 Brute**
Large shadow humanoid (undead) — XP 1,600
HP 196; **Bloodied** 98 — **Initiative** +14
AC 29, **Fortitude** 28, **Reflex** 30, **Will** 27 — **Perception** +8
Speed 0, fly 6 (hover), phasing — Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant

Traits

O **Nihil** (necrotic) • **Aura** 2
Any enemy that starts its turn in the aura takes 10 necrotic damage.

Insubstantial
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.

Spawn Wraith
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.

Standard Actions

m **Nihil Strike** (necrotic) • **At-Will**
Attack: Melee 1 (one creature); +20 vs. Reflex
Hit: 3d12 + 11 necrotic damage.

M **Obliviate** (necrotic) • **Recharge** 5-6
Attack: Melee 1 (one creature); +20 vs. Reflex
Hit: 3d12 + 7 necrotic damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to saving throws (save ends both).

Triggered Actions

C **Death Blast** (necrotic) • **Encounter**
Trigger: The wraith drops to 0 hit points.
Attack (Free Action): Close blast 3 (enemies in the blast); +20 vs. Fortitude
Hit: The target loses two healing surges.
Miss: The target loses one healing surge

Skills Stealth +19
Str 20 (+13) **Dex** 23 (+14) **Wis** 10 (+8)
Con 16 (+11) **Int** 10 (+8) **Cha** 18 (+12)
Alignment chaotic evil **Languages** Common, Netherese

1 Black Cloud	**Level 17 Artillery**
Medium natural magical beast (undead)	XP 1,600
HP 123; **Bloodied** 61	**Initiative** +13
AC 26, **Fortitude** 25, **Reflex** 26, **Will** 27	**Perception** +11
Speed 6, fly 6 (hover)	Darkvision

Immune disease, poison; **Resist** 10 necrotic, 5 lightning, 5 thunder, half damage from melee and ranged attacks; **Vulnerable** 10 radiant, 10 against close and area attacks.

TRAITS

Squeezing Swarm

By altering its shape the black cloud can squeeze through small openings as though it were a tiny creature.

STANDARD ACTIONS

m **Corrupting Touch** (necrotic) • **At-Will**

Attack: Melee 1 (one creature); +20 vs. Fortitude

Hit: 3d8 + 12 necrotic damage.

R **Black Lightning** (lightning, necrotic) • **At-Will**

Attack: Ranged 10 (one creature); +24 vs. AC

Hit: 3d8 + 12 lightning and necrotic damage, or 6d8 + 12 lightning and necrotic damage if the target is bloodied.

A **Crushing Thunder** (necrotic, thunder) • **At-Will**

Attack: Area burst 1 within 10 (creatures in the burst); +22 vs. Reflex

Hit: 3d6 + 9 necrotic and thunder damage.

MINOR ACTIONS

R **Horrific Visage** (fear) • **Recharge** 4-6

Attack: Ranged 10 (one creature); +22 vs. Will

Hit: The target cannot attack the black cloud until the end of its next turn and is immobilized (save ends).

Skills Arcana +22, History +22, Religion +22

Str 14 (+10)	**Dex** 16 (+11)	**Wis** 14 (+10)
Con 20 (+13)	**Int** 26 (+16)	**Cha** 15 (+10)

Alignment unaligned **Languages** none

Equipment none

Encounter 15: Shady Harriers (Adventure Level 16)

Adventure Level 2 to 14 only.

Encounter 16: Shadow Dragon (Adventure Level 16)

1 Netherese Shadow Dragon **Level 18 Solo Lurker**
Huge shadow magical beat (dragon) XP 20,750
HP 490; **Bloodied** 245 **Initiative** +18
AC 33, **Fortitude** 31, **Reflex** 31, **Will** 31 **Perception** +20
Speed 9, fly 9 (hover) Darkvision
Resist 20 necrotic; **Vulnerable** 10 radiant, whenever a netherese shadow dragon takes radiant damage one of its globes of darkness ends (player choice).

Traits

Combat Advantage
The netherese shadow dragon deals an extra 4d6 damage against a target it has combat advantage against.

Action Recovery
Whenever the dragon ends its turn, any dazing, stunning or dominating effect on it ends.

Shady Instincts
On an initiative of 10 + its initiative check, the dragon can use a free action to gain phasing and insubstantial (until the end of this action). The dragon may then move its speed without triggering opportunity attacks. Any enemy who's square the dragon move through takes 15 necrotic damage or grants combat advantage (players choice). Combat advantage lasts until the start of the next shady instincts. If the dragon cannot use a free action to make this attack due to an effect, then that effect ends instead of the dragon making the attack.

Afterthought
On an initiative of its initiative check - 10, the dragon can us an additional minor action, or alternatively make a save against one effect currently affecting it. Even if this effect would not normally allow a save.

Standard Actions

m **Bite • At-Will**
Attack: Reach 3 (one creature); +23 vs. AC
Hit: 2d6 + 14 damage, and the target only gains half of any healing, regeneration or temporary hit point granting effect(save ends).

m **Claw • At-Will**
Attack: Reach 3 (one creature); +23 vs. AC
Hit: 3d6 + 10 damage.

M **Draconic Frenzy • At-Will**
Effect: The dragon makes a bite attack and a claw attack.

C **Breath Weapon** (necrotic) **• Recharge** 5-6
Attack: Close blast 5 (creatures in the blast); +21 vs. Fortitude
Hit: 2d6+10 necrotic damage, the target loses one healing surge and grants combat advantage (save ends).
Aftereffect: The targets necrotic resistance is completely negated whenever it is in darkness. This effect lasts until the end of the encounter.
Miss: Half damage.

Move Actions

Shadow Walk (teleportation) **• At-Will**
Effect: A shadow dragon that is in at least on square of a globe of darkness can teleport to any other globe of darkness within line of sight. It must end this move in at least one square of that globe.

Minor Actions

C **Lure of the Dark • At-Will**
Attack: Close burst 3 from the center of a globe of darkness (enemies in burst); +21 vs. Will.
Hit: The target is pulled two squares towards the center of the globe.

A **Globe of Darkness** (zone) **• At-Will**
Effect: Area burst 1 within 10; This power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.

Triggered Actions

M **Whiptail • At-Will**
Trigger: An enemy misses the dragon with an attack.
Effect (Opportunity Action): Reach 4 (triggering enemy); + 23 vs. AC
Hit: 2d6 + 14 damage.

C **Bloodied Breath • Encounter**
Trigger: The dragon is first bloodied.
Effect (Free Action): Breath weapon recharges and the dragon uses it.

No Light Without Shade • At-Will
Trigger: The dragon takes fire, lightning or radiant damage.
Effect (Immediate Interrupt): The dragon turns insubstantial until the start of its next initiative. While insubstantial the dragon cannot make any melee attacks (including whiptail).

Skills Intimidate +20, Stealth +27

Str 27 (+17)	**Dex** 29 (+18)	**Wis** 22 (+15)
Con 21 (+14)	**Int** 19 (+13)	**Cha** 18 (+13)

Alignment evil **Languages** Common, Netherese, Draconic

Note: Custom monster, based on the normal shadow dragon.

Encounter 17: Repel Boarders (Adventure Level 16)

Deathless Blademaster (H) **Level 16 Soldier**
Medium shadow humanoid (shadar-kai) XP 1400
HP 143; **Bloodied** 71 **Initiative** +13
AC 32, **Fortitude** 30, **Reflex** 27, **Will** 28 **Perception** +12
Speed 5 Low-light vision

STANDARD ACTIONS

m **Bastard Sword** (weapon) • **At-Will**
Attack: Melee 1 (one creatures); +21 vs. AC
Hit: 3d8 + 11 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); +19 vs. Fortitude
Hit: 3d8 + 11 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.

TRIGGERED ACTIONS

R **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 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 +19, Intimidate +13
Str 22 (+14) **Dex** 16 (+11) **Wis** 19 (+12)
Con 17 (+11) **Int** 11 (+8) **Cha** 11 (+8)
Alignment evil **Languages** Common, Netherese
Equipment scale armor, broadsword

Deathless Berserker (V) **Level 16 Brute**
Medium shadow humanoid (shadar-kai) XP 1400
HP 160; **Bloodied** 80 **Initiative** +12
AC 28, **Fortitude** 30, **Reflex** 28, **Will** 27 **Perception** +11
Speed 6 Low-light vision

TRAITS

Vital Rage
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.

STANDARD ACTIONS

m **War Pick** (weapon) • **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 4d6 + 17 damage.

C **Life Cut** (weapon) • **Recharge** if the power misses every target
Attack: Close burst 1 (enemies in the burst); +21 vs. AC
Hit: 4d6 + 17 damage.
Effect: If the berserker hits two or more targets, the berserker gains 20 temporary hit points.

TRIGGERED ACTIONS

C **Bloodied Feast** • **Encounter**
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. *Life cut* recharges and the berserker uses it with a +2 bonus to attack rolls.

Skills Athletics +19, Intimidate +13
Str 22 (+14) **Dex** 19 (+12) **Wis** 16 (+11)
Con 20 (+13) **Int** 10 (+8) **Cha** 11 (+8)
Alignment evil **Languages** Common, Netherese
Equipment hide armor, 2 war picks

Deathless Sniper (S) **Level 16 Artillery**
Medium shadow humanoid (shadar-kai) XP 1400
HP 135; **Bloodied** 67 **Initiative** +14
AC 30, **Fortitude** 27, **Reflex** 29, **Will 28** **Perception** +13
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); +21 vs. AC
Hit: 2d8 + 12 damage, and the sniper can shift one square.

r **Longbow** (weapon) • **At-Will**
Attack: Ranged 20 (one creature); +21 vs. AC
Hit: 2d12 + 12 damage.

R **Life Pierce** (weapon) • **Recharge** if the power misses
Attack: Ranged 20 (one creature); +21 vs. AC
Hit: 4d8 + 14 damage, and the sniper gains 15 temporary hit points.

TRIGGERED ACTIONS

R **Bloodied Feast** • **Encounter**
Trigger: An enemy bloodies the sniper.
Effect (Immediate Reaction): Life pierce recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of *life pierce*.

Skills Acrobatics +19, Athletics +15
Str 15 (+10) **Dex** 23 (+14) **Wis** 20 (+13)
Con 18 (+12) **Int** 11 (+8) **Cha** 12 (+9)
Alignment evil **Languages** Common. Netherese
Equipment arrow x40, chainmail, longbow, longsword

Encounter 18: Netherese Reinforcements (Adventure Level 16)

2 Ironwing Kir-Lanans (I) **Level 16 Skirmisher**
Medium shadow humanoid XP 1,400
HP 156; **Bloodied** 78 **Initiative** +16
AC 30, **Fortitude** 28, **Reflex** 28, **Will** 28 **Perception** +12
Speed 6, fly 8 Darkvision
Vulnerable 10 radiant

STANDARD ACTIONS

m **Claw • At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d8 + 11 damage.

R **Enfeebling Strike** (necrotic) **• At-Will**
Attack: Ranged 10 (one creature); +19 vs. Fortitude
Hit: 3d8 + 11 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).

M **Crashing Glide • At-Will**
Attack: The kir-lanan shifts 6 squares and uses *claw* against two different targets at any point during the shift. When an attack hits, the kir-lanan slides the target 3 square and knocks it prone.

MOVE ACTIONS

Leaping Glide • At-Will
Effect: The kir-lanan flies 4 squares without provoking opportunity attacks.

TRIGGERED ACTIONS

Necrotic Healing (healing) **• Encounter**
Trigger: The kir-lanan takes necrotic damage.
Effect (Immediate Reaction): The kir-lanan heals 39 hit points.

Skills Athletics +17, Stealth +21
Str 23 (+14) **Dex** 22 (+14) **Wis** 18 (+12)
Con 20 (+13) **Int** 10 (+8) **Cha** 15 (+10)
Alignment evil **Languages** Common, Netherese

Note: Reflavored ironstone gargoyle, changed into kir-lanan.

99 Rrecruits on clumsy veserabs (R) **Level 16 Minion Soldier**
Medium shadow humanoid XP -
HP 1; a missed attack never damages a minion **Initiative** +10
AC 29, **Fortitude** 29, **Reflex** 28, **Will** 27 **Perception** +14
Speed 6, fly 8 Darkvision

TRAITS

By The Skin Of Their Teeth
Whenever an enemy kills a recruit they gain a +2 power bonus to their next skill check to scare away the recruits.

STANDARD ACTIONS

m **Strength in Numbers • At-Will**
Effect: The recruit does not flee, yet.

Str 16 (+11) **Dex** 14 (+10) **Wis** 12 (+9)
Con 16 (+11) **Int** 12 (+9) **Cha** 10 (+8)
Alignment neutral scared **Languages** Common, Netherese

2 Kir-Lanan Shadow Hurlers (S) **Level 16 Artillery**
Medium shadow humanoid XP 1,400
HP 117; **Bloodied** 58 **Initiative** +12
AC 30, **Fortitude** 26, **Reflex** 24, **Will** 24 **Perception** +16
Speed 6, fly 8 Darkvision
Vulnerable 10 radiant

TRAITS

Shadow Defense
The kir-lanan has resist 10 to all damage from attacks originating at least 5 squares away.

STANDARD ACTIONS

m **Claw • At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 2d10 + 10 damage.

r **Hurled Shadow** (necrotic) **• At-Will**
Attack: Ranged 20 (one creature); +19 vs. Fortitude
Hit: 3d8 + 11 necrotic damage, and the target takes a -2 penalty to attack and damage rolls (save ends).

A **Bursting Shadow** (necrotic) **• At-Will**
Attack: Area burst 1 within 10 (creatures in the burst); +19 vs. Fortitude
Hit: 3d6 + 8 necrotic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends).
Miss: Half damage.

TRIGGERED ACTIONS

Necrotic Healing (healing) **• Encounter**
Trigger: The kir-lanan takes necrotic damage.
Effect (Immediate Reaction): The kir-lanan heals 29 hit points.

Skills Stealth +19
Str 22 (+14) **Dex** 18 (+12) **Wis** 17 (+11)
Con 15 (+10) **Int** 10 (+8) **Cha** 17 (+11)
Alignment evil **Languages** Common, Netherese

Note: Reflavored gargoyle rock hurler, changed into kir-lanan.

Encounter 20: Taking the Fight to the Enemy (AL 16)

Captain XXX — **Level 16 Elite Soldier (Leader)**
Medium shadow humanoid (shadar-kai) — XP 2,800
HP 308; **Bloodied** 154 — **Initiative** +13
AC 32, **Fortitude** 30, **Reflex** 29, **Will** 31 — **Perception** +13
Speed 5 — Low-Light vision
Saving throws +2; **Action Points** 1

Traits

O **Deathshadow Fervor • Aura** 5
Whenever an ally in the aura scores a critical hit against an enemy, that enemy takes 10 extra damage and is also dazed (save ends).

Standard Actions

m **Halberd** (weapon) **• At-Will**
Attack: Melee 2 (one creature); +21 vs. AC
Hit: 3d10 + 8 damage.
Effect: Captain marks the target until the end of his next turn.

M **Double Attack • At-Will**
Effect: Captain uses *halberd* twice.

C **Sundering Sweep** (weapon) **• Recharge** 5-6
Attack: Close burst 2 (enemies in the burst); +21 vs. AC
Hit: 3d10 + 10 damage, the target is knocked prone and takes a -2 penalty to AC (save ends).

Move Actions

Shadow Jaunt (teleportation) **• Encounter**
Effect: The captain teleports 3 squares and becomes insubstantial until the start of its next turn.

Triggered Actions

Deathtrap • At-Will
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 *halberd* against the triggering enemy. The attack can score a critical hit on a roll of 17-20.

Skills Diplomacy +17, Intimidate +17
Str 20 (+13) **Dex** 16 (+11) **Wis** 21 (+13)
Con 18 (+12) **Int** 15 (+10) **Cha** 18 (+12)
Alignment evil **Languages** Common, Netherese
Equipment chainmail, halberd

Source: Samminel renamed to captain.

Add the following for Brirgund:

Traits

O **Vicious Aura • Aura** 1
An enemy that starts its turn within the aura and moves takes 10 damage.

Add the following for Sondhas:

Standard Actions

C **Come and Get It** (weapon) **• Recharge** 5-6
Attack: Close burst 3 (enemies in the burst); +19 vs. Will
Hit: 3d6 + 8 damage, the target is pulled 2 squares adjacent to Sondhas and dazed (save ends).
Effect: The target is marked.

Add the following for Thendos:

Minor Actions

Inspired Action • Recharge 5-6
Effect: An ally within 5 squares of Thendos can make a basic melee Attack with a +2 bonus on attack and a +4 bonus on damage.

Phantom Brigade Squire — **Level 16 Minion Soldier**
Medium shadow humanoid (human) — XP 250
HP 1; a missed attack never damages a minion. — **Initiative** +11
AC 32, **Fortitude** 30, **Reflex** 28, **Will** 27 — **Perception** +9
Speed 6

Traits

Unrelenting Brigade
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.

Standard Actions

m **Short Sword** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 14 damage.

r **Crossbow** (weapon) **• At-Will**
Attack: Ranged 10 (one creature); +21 vs. AC
Hit: 14 damage.

Triggered Actions

Shielding Martyr • At-Will
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.

Str 19 (+12) **Dex** 12 (+9) **Wis** 12 (+9)
Con 16 (+11) **Int** 14 (+10) **Cha** 11 (+8)
Alignment evil **Languages** Common, Netherese
Equipment short sword, crossbow, hide armor.

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

Raven Roost Outlaw Veteran — **Level 16 Brute**
Medium natural humanoid (human) — XP 1,400
HP 190; **Bloodied** 95 — **Initiative** +11
AC 28, **Fortitude** 30, **Reflex** 28, **Will** 26 — **Perception** +10
Speed 6

Standard Actions

m **Bastard Sword** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d10 + 11 damage.

M **Mighty Blow** (weapon) **• At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 3d10 + 11 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.

M **Swath of Death • Recharge** if either attack misses
Effect: The veteran uses *mighty blow* twice.

Minor Actions

M **Forceful Shove • At-Will**
Attack: Melee 1 (one creature); +19 vs. Fortitude
Hit: The veteran pushes the target 2 square.

Skills Athletics +19, Stealth +16
Str 23 (+14) **Dex** 17 (+11) **Wis** 14 (+10)
Con 20 (+13) **Int** 7 (+6) **Cha** 10 (+8)
Alignment evil **Languages** Common, Netherese
Equipment studded leather, bastard sword

Encounter 21: Besieged (Adventure Level 16)

3 Netherese Blademasters (S) **Level 17 Soldier**
Medium shadow humanoid (shadar-kai) XP 1,600
HP 161; **Bloodied** 80 **Initiative** +13
AC 33, **Fortitude** 31, **Reflex** 28, **Will** 29 **Perception** +12
Speed 5 Low-light vision

STANDARD ACTIONS

m **Bastard Sword** (weapon) • **At-Will**
Attack: Melee 1 (one creatures); +22 vs. AC
Hit: 2d10 + 14 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); +20 vs. Fortitude
Hit: 2d10 + 14 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 +19, Intimidate +13
Str 22 (+14) **Dex** 16 (+11) **Wis** 19 (+12)
Con 17 (+11) **Int** 11 (+8) **Cha** 11 (+8)
Alignment evil **Languages** Common, Netherese
Equipment: scale armor, broadsword

1 Deathless Mage (C) **Level 17 Controller (Leader)**
Medium shadow humanoid (shadar-kai) XP 1,600
HP 134; **Bloodied** 67 **Initiative** +10
AC 31, **Fortitude** 29, **Reflex** 28, **Will** 31 **Perception** +8
Speed 6 Low-light vision

TRAITS

O **Sapping Shadows** • **Aura** 3
When a slowed enemy ends its turn in the aura, it takes 10 damage and the mage gains 5 temporary hit points.

STANDARD ACTIONS

m **Sickle** (fear, weapon) • **At-Will**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 3d8 + 12 damage, and the mage pushes the target up to 2 squares.

C **Shadestorm** • **At-Will**
Attack: Close blast 3 (enemies in the blast); +20 vs. Reflex
Hit: 3d6 + 9 damage, and the target is slowed until the end of the mage's next turn.

R **Life Siphon** • **Recharge** if the power misses
Attack: Ranged 3 (one creature); +20 vs. Will
Hit: 3d8 + 12 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.

MOVE ACTIONS

Shadow Jaunt (teleportation) • **Encounter**
Effect: The controller teleports 3 squares and becomes insubstantial until the start of her next turn.

MINOR ACTIONS

Life Transfer • **At-Will**
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.

Skills Arcana +17, Intimidate +20
Str 11 (+8) **Dex** 14 (+10) **Wis** 11 (+8)
Con 20 (+13) **Int** 18 (+12) **Cha** 24 (+15)
Alignment evil **Languages** Common, Netherese
Equipment: chainmail, sickle

1 Silt Elemental (E) **Level 17 Skirmisher**
Large shadow beast XP 1,600
HP 135; **Bloodied** 67 **Initiative** +14
AC 31, **Fortitude** 30, **Reflex** 29, **Will** 27 **Perception** +10
Speed 8 Tremorsense 5

TRAITS

Incoherent Form
A silt elemental takes half damage from melee and ranged attacks. Whenever a silt elemental takes force damage, it takes full damage from the attack, even if it is from a melee or ranged attack.

Silt Stride
A silt elemental can walk on silt as though it were solid ground.

STANDARD ACTIONS

m **Silt Fist** • **At-Will**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 3d8 + 12 damage, plus an additional 2d8 damage if the target is slowed or immobilized.

M **Pound to the Ground** • **Encounter**
Attack: Melee 1 (one creature); +22 vs. AC
Hit: 4d8 + 17 damage and the target is knocked prone and immobilized.
Miss: Half damage and the target is knocked prone.

C **Silt Swipe** • **Recharge** 6
Attack: Close blast 3 (enemies in blast); +22 vs. AC
Hit: 3d6 + 11 damage, and the target is immobilized until the end of the silt elemental's next turn.

MOVE ACTIONS

Silt Shift • **At-Will**
Effect: The silt elemental shifts 3 squares, and can shift through enemies' spaces. The first time during this shift that the silt elemental enters an enemy's space, that enemy takes 5 damage and is slowed until the end of the silt elemental's next turn.

Str 16 (+11) **Dex** 18 (+12) **Wis** 15 (+10)
Con 20 (+13) **Int** 4 (+5) **Cha** 6 (+5)
Alignment unaligned **Languages** Primordial