

## Encounter 1: Monster Cave

Cave Fisher Angler (AC: 18 Fort: 16 Ref: 15 Will: 14)						
Mini:						
37 (18)						

Ochre Jelly (AC: 15 Fort: 16 Ref: 14 Will: 14)						
Mini: AP <input type="checkbox"/> Split <input type="checkbox"/>						
102 (51)						

4 Cave Fisher Spawn (AC: 15 Fort: 13 Ref: 14 Will: 12)

Mini	
Mini	
Mini	
Mini	

## Encounter 2: Svirfneblin Attack

Svirfneblin Ambusher (AC 16; Fort 13; Ref 15; Will 14)						
Mini:						
30 (15)						
<b>30 (15)</b>						

Svirfneblin Slingers (AC 17; Fort 14; Ref 16; Will 15)						
Mini:						
Ricochet Shot@5 <input type="checkbox"/> Retreat <input type="checkbox"/>			Ricochet Shot@5 <input type="checkbox"/> Retreat <input type="checkbox"/>			
37 (18)			37 (18)			

Svirfneblin Protectors (AC 18; Fort 15; Ref 13; Will 14)					
Mini:			Mini:		
Stone Camouflage <input type="checkbox"/>			Stone Camouflage <input type="checkbox"/>		
41 (20)			41 (20)		

5 Svirfneblin Miners (AC: 17 Fort: 15 Ref: 12 Will: 13)

Mini	
Mini	
Mini	
Mini	
Mini	

## Encounter 3: Traitor's Mission

Iyelle, Drow Acolyte (AC 18; Fort 15; Ref 16; Will 16)					
Mini: Darkfire <input type="checkbox"/> Pain Link <input type="checkbox"/>					
54 (27)					

Hobgoblin Battle Guards (AC 19; Fort 17; Ref 15; Will 15)					
Mini:			Mini:		
<b>49 (24)</b>			49 (24)		
Mini:			Mini:		
49 (24)			<b>49 (24)</b>		

Table: Difficulty Class by Level

Level	Easy (General)	Moderate (Specialized)	Hard (Esoteric)	Med. Dmg	High Dmg
1	8	12	19	1d8+4	1d8+6
2	9	13	20	1d8+5	1d8+7
3	9	13	21	1d8+6	1d8+8

Level	Easy (General)	Moderate (Specialized)	Hard (Esoteric)	Med. Dmg	High Dmg
4	10	14	21	2d6+5	2d6+8
5	10	15	22	2d6+6	2d6+9
6	11	15	23	2d6+7	2d6+10

Attack v. AC/Def = Level+5/Level+3 | Average AC/Def: Level+15/Level+13

## Encounter 4: Wizard Clash

Senior Drow Wizards (AC 17; Fort 14; Ref 164; Will 15)					
Mini:			Mini:		
Lightning Web <input type="checkbox"/> Levitate <input type="checkbox"/>			Lightning Web <input type="checkbox"/> Levitate <input type="checkbox"/>		
34 (17)			34 (17)		
Mini:			Mini:		
Lightning Web <input type="checkbox"/> Levitate <input type="checkbox"/>			Lightning Web <input type="checkbox"/> Levitate <input type="checkbox"/>		
34 (17)			34 (17)		

Drow Sentries (AC 18; Fort 15; Ref 14; Will 13)					
Darkfire <input type="checkbox"/>			Darkfire <input type="checkbox"/>		
38 (19)			38 (19)		

3 Junior Drow Wizards (AC: 17 Fort: 15 Ref: 12 Will: 13)					
Mini					Darkfire <input type="checkbox"/>
Mini					Darkfire <input type="checkbox"/>
Mini					Darkfire <input type="checkbox"/>

## Encounter 5: Shadow Battle

Merinid Daleael (AC 19; Fort 17; Ref 18; Will 17)					
Mini:					
Fencer's Footwork@5 Cloud of Darkness <input type="checkbox"/> Darkfire <input type="checkbox"/>					
64 (32)					

Dark Creepers (AC 18; Fort 15; Ref 17; Will 15)					
Mini:		Mini:		Mini:	
54 (27)		54 (27)		54 (27)	

Hex Knights (AC 20; Fort 15; Ref 16; Will 15)					
Mini:		Mini:		Mini:	
54 (27)		54 (27)		54 (27)	

## Encounter 6: The Brink of War

*Note: This is not likely to be a combat encounter.*

<b>Ash'ala, Drow Acolyte</b>	<b>Level 4 Controller (Leader)</b>
Medium fey humanoid (drow)	XP 175
<b>HP 54; Bloodied 27</b>	<b>Initiative +3</b>
<b>AC 18; Fortitude 15; Reflex 16; Will 16</b>	<b>Perception +5</b>
<b>Speed 6</b>	Darkvision
<b>Traits</b>	
☉ <b>Lolth's Favor • Aura 2</b>	
Spider allies and drow allies in the aura gain a +2 bonus to damage rolls against enemies in the aura.	
<b>Standard Actions</b>	
⊕ <b>Mace (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d8 + 2 damage, and the target grants combat advantage until it leaves the acolyte's aura (save ends).	
✂ <b>Pain Strand (poison) • At-Will</b>	
<i>Attack:</i> Ranged 5 (one creature); +7 vs. Reflex	
<i>Hit:</i> 1d6 + 3 damage, and ongoing 5 poison damage, and the target is immobilized (save ends both).	
<b>Minor Actions</b>	
✂ <b>Strengthen Poison (poison) • Recharge</b> if this power misses	
<i>Attack:</i> Ranged 5 (one creature taking ongoing poison damage); +7 vs. Fortitude; The ongoing poison damage increases by 5, and the target is weakened (save ends both).	
✂ <b>Darkfire • Encounter</b>	
<i>Attack:</i> Ranged 10 (one creature); +7 vs. Reflex	
<i>Hit:</i> Until the end of Ash'ala's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
✂ <b>Pain Link (healing) • Encounter</b>	
<i>Effect:</i> Ranged 5 (one spider ally or drow ally); The target takes 10 damage and Ash'ala regains 10 hit points.	
<b>Skills</b> Arcana +10, Intimidate +10, Religion +10	
<b>Str 10 (+2)</b>	<b>Dex 13 (+3)</b>
<b>Con 14 (+4)</b>	<b>Int 16 (+5)</b>
	<b>Wis 16 (+5)</b>
	<b>Cha 16 (+5)</b>
<b>Alignment</b> evil <b>Languages</b> Common, Elven	
<b>Equipment</b> chainmail, mace	

Table: Difficulty Class by Level

Level	Easy (General)	Moderate (Specialized)	Hard (Esoteric)	Med. Dmg	High Dmg
1	8	12	19	1d8+4	1d8+6
2	9	13	20	1d8+5	1d8+7
3	9	13	21	1d8+6	1d8+8

Level	Easy (General)	Moderate (Specialized)	Hard (Esoteric)	Med. Dmg	High Dmg
4	10	14	21	2d6+5	2d6+8
5	10	15	22	2d6+6	2d6+9
6	11	15	23	2d6+7	2d6+10

Attack v. AC/Def = Level+5/Level+3 | Average AC/Def: Level+15/Level+13

## Council of Spiders HP Charts

Ash'ala (AC 18; Fort 15; Ref 16; Will 16)						
Mini: <span style="float: right;">Darkfire <input type="checkbox"/> Pain Link <input type="checkbox"/></span>						
54 (27)						

<b>Ro'Kolor, Drow Assassin</b>	<b>Level 5 Skirmisher</b>
Medium fey humanoid (drow) <span style="float: right;">XP 200</span>	
<b>HP 64; Bloodied 32</b> <span style="float: right;"><b>Initiative +8</b></span>	
<b>AC 19; Fortitude 17; Reflex 18; Will 17</b> <span style="float: right;"><b>Perception +8</b></span>	
<b>Speed 6</b> <span style="float: right;">Darkvision</span>	
<b>Standard Actions</b>	
⊕ <b>Rapier (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 2d8 + 4 damage.	
↓ <b>Fencer's Footwork (weapon) • Recharge</b> ☼ ☼	
<i>Effect:</i> Ro'Kolor uses Rapier twice, and he can use guarded shift between the attacks.	
<b>Move Actions</b>	
<b>Guarded Shift • At-Will</b>	
<i>Effect:</i> Ro'Kolor shifts up to half his speed, gaining a +2 bonus to all defenses while shifting.	
<b>Minor Actions</b>	
<b>Cloud of Darkness (zone) • At-Will</b>	
<i>Effect:</i> Close burst 1; The burst creates a zone that lasts until the end of Ro'Kolor's next turn. The cloud blocks line of sight for all creatures except Ro'Kolor. While entirely within the cloud, any creature other than Ro'Kolor is blinded.	
↘ <b>Darkfire • Encounter</b>	
<i>Attack:</i> Ranged 10 (one creature); +8 vs. Reflex	
<i>Hit:</i> Until the end of Ro'Kolor's next turn, the target grants combat advantage to all attackers and cannot benefit from invisibility or concealment.	
<b>Skills</b> Acrobatics +11, Athletics +9, Bluff +10, Stealth +11	
<b>Str</b> 14 (+4) <span style="margin-left: 50px;"><b>Dex</b> 18 (+6)</span> <span style="margin-left: 50px;"><b>Wis</b> 12 (+3)</span>	
<b>Con</b> 16 (+5) <span style="margin-left: 50px;"><b>Int</b> 12 (+3)</span> <span style="margin-left: 50px;"><b>Cha</b> 17 (+5)</span>	
<b>Alignment</b> evil <b>Languages</b> Common, Elven	
<b>Equipment</b> leather armor, rapier	

Ro'Kolor (AC 19; Fort 17; Ref 18; Will 17)						
Mini: <span style="float: right;">Fencer's Footwork@5 <input type="checkbox"/> Cloud of Darkness <input type="checkbox"/> Darkfire <input type="checkbox"/></span>						
64 (32)						

<b>Hoshtar, Drow Wizard</b>	<b>Level 3 Artillery</b>
Medium fey humanoid (drow) <span style="float: right;">XP 150</span>	
<b>HP 34; Bloodied 17</b> <span style="float: right;"><b>Initiative +3</b></span>	
<b>AC 17; Fortitude 14; Reflex 16; Will 15</b> <span style="float: right;"><b>Perception +2</b></span>	
<b>Speed 6</b> <span style="float: right;">Darkvision</span>	
<b>Standard Actions</b>	
⊕ <b>Spellshock Rod (implement, lightning) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d6 + 4 lightning damage, and Hoshtar pushes the target up to 2 squares.	
↘ <b>Dark Bolt (implement, lightning, necrotic) • At-Will</b>	
<i>Attack:</i> Ranged 10 (one creature); +8 vs. Reflex	
<i>Hit:</i> 1d4 + 4 lightning damage, and ongoing 5 necrotic damage, (save ends).	
↶ <b>Lightning Web (implement, lightning) • Encounter</b>	
<i>Attack:</i> Close blast 5 (creatures in the blast); +6 vs. Reflex	
<i>Hit:</i> The target is immobilized and takes ongoing 5 lightning damage (save ends both).	
<i>Miss:</i> 5 lightning damage, and the target is slowed (save ends).	
<b>Minor Actions</b>	
<b>Levitate • Encounter</b>	
<i>Effect:</i> Hoshtar flies up to 4 squares vertically and hovers there until the end of his next turn. When the levitation ends, Hoshtar descends safely to the ground without taking falling damage.	
<i>Sustain Move:</i> The levitation persists until the end of Hoshtar's next turn, and Hoshtar can fly up to 3 squares vertically and 1 square horizontally.	
<b>Skills</b> Arcana +9, Stealth +8	
<b>Str</b> 10 (+1) <span style="margin-left: 50px;"><b>Dex</b> 14 (+3)</span> <span style="margin-left: 50px;"><b>Wis</b> 12 (+2)</span>	
<b>Con</b> 10 (+1) <span style="margin-left: 50px;"><b>Int</b> 16 (+4)</span> <span style="margin-left: 50px;"><b>Cha</b> 12 (+2)</span>	
<b>Alignment</b> evil <b>Languages</b> Common, Elven	
<b>Equipment</b> robes, rod implement	

Hoshtar (AC 17; Fort 14; Ref 16; Will 15)						
Mini: <span style="float: right;">Lightning Web <input type="checkbox"/> Levitate <input type="checkbox"/></span>						
34 (17)						

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Attack v. AC/Def = Level+5/Level+3 | Average AC/Def: Level+15/Level+13

## Encounter 7: The Entourage

Faeryl, Drow Acolyte (AC 18; Fort 15; Ref 16; Will 16)						
Mini: Darkfire <input type="checkbox"/> Pain Link <input type="checkbox"/>						
54 (27)						
Mini: Darkfire <input type="checkbox"/> Pain Link <input type="checkbox"/>						
54 (27)						

Drow Spies (AC 15; Fort 12; Ref 14; Will 13)						
Cloud of Darkness <input type="checkbox"/> Cloud of Darkness <input type="checkbox"/>						
25 (12)			25 (12)			

Drow Templars (AC 18; Fort 15; Ref 14; Will 13)						
Mini: Darkfire <input type="checkbox"/>		Mini: Darkfire <input type="checkbox"/>		Mini: Darkfire <input type="checkbox"/>		
38 (19)		38 (19)		38 (19)		

5 Drow Initiates (AC: 15 Fort: 12 Ref: 13 Will: 14)						
Mini						
Mini						
Mini						
Mini						
Mini						

## Encounter 8: Shadow Assassin

Valan Jaelre (AC 18; Fort 15; Ref 17; Will 16)						
Mini: AP <input type="checkbox"/> Darkfire <input type="checkbox"/> Cloud of Darkness <input type="checkbox"/> Venom@5 <input type="checkbox"/> Web@ <input type="checkbox"/>						
110 (55)						

Hex Knights (AC 20; Fort 15; Ref 16; Will 15)						
Mini: 54 (27)		Mini: 54 (27)		Mini: 54 (27)		

Dragonblooded Spellspinners (AC 17; Fort 14; Ref 16; Will 15)						
Mini: Levitate <input type="checkbox"/> Shadow Web <input type="checkbox"/>			Mini: Levitate <input type="checkbox"/> Shadow Web <input type="checkbox"/>			
54 (27)			54 (27)			

Bone Spiders (AC 16; Fort 13; Ref 15; Will 14)						
Mini:						
Mini:						
Mini:						
Mini:						

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